

**Town of Yucca Valley**  
**Youth Basketball League Rules 2017-18**  
**Rule Clarification in Bold #7 : Updated on 1/18/18**

These rules and regulations are established to govern league play for the Town of Yucca Valley, which is a Southern California Municipal Athletic Federation (SCMAF) participating agency. The league director will have jurisdiction over all rules and regulations to govern any youth basketball rules herein not covered. The decision of the league shall be final. With the exception of the following modification, the National Federation Basketball (NFB) rules shall govern league play.

**YOUTH BASKETBALL RULES**

1. **STARTING TEAM:** A team shall consist of five (5) rostered team members; however a team may start a game with four (4) rostered players to avoid a forfeit. When a fifth player arrives, he/she may enter the game at the next dead ball, but must enter by the second dead ball, meeting the player's minimum play requirement.
2. **MINIMUM PLAY RULE:**
  - A. Each player must play a minimum of five (5) consecutive minutes in each half of each period. An official's timeout shall be called at the nearest midway point of each period, or on the next dead ball, for the sole purpose of substitutions to meet the minimum play rule. Each player must start his/her consecutive minutes at either the beginning or midpoint of a period in each half.
  - B. Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury, illness, or disqualification.
3. **MAXIMUM PLAY RULE:**
  - A. A maximum play rule of thirty-five (35) minutes in a regulation game (not including an Overtime period) shall be enforced.
  - B. Each player must be out of the game a minimum of five (5) consecutive minutes. Each Player's time on the bench must start at either the beginning or midpoint of a period in either half. Consecutive minutes begun in one period may not be carried over into the next period or half.
4. **GAME TIME:**

A game shall consist of four (4), ten (10) minute periods, running clock, with regulation clock during the last two (2) minutes of the fourth period only. The clock will stop for all timeouts and midpoint substitution timeouts. If at any time in the last two (2) minutes of the fourth period, a team has a ten (10) or more point lead, a running clock will be used. If during the last two (2) minutes of the fourth period, the score differential falls below ten (10) points, a regulation clock will be used.
5. **TIME BETWEEN PERIODS:**

There shall be one (1) minute between periods and a three (3) minute halftime.
6. **TIMEOUTS:**

Two (2) per half, per team, all timeouts are one (1) minute. For overtime, each team gets one (1) timeout. Unused timeouts during regulation time may not be carried over into the overtime period. There shall be one (1) minute between periods and a three (3) minute half time.
7. **SPORTSMANSHIP RULE- When a team has a lead of ten (10) or more points the following rules are in effect:**

**The possession arrow will be set toward the trailing team's basket and will not be reversed until an alternating-possession situation occurs after the point differential is ten (10) points or less. No backcourt press is allowed by the team leading by ten (10) points. During the last two minutes of the fourth quarter, running time shall be used.**
8. **OVERTIME:**

Consist of a two (2) minute regulation clock. One overtime is all that is allowed.

# Youth Basketball League Rules 2017-18

## Division 3-4 Grade Boys & Girls

- A. This division is designed to be a basketball developmental league.
- B. Basketball size: 28.5
- C. The 3-point shot IS NOT allowed.
- D. The free throw line shall be marked at 12 feet.
- E. A five (5) second key violation is used in this division only.
- F. *Backcourt press is not allowed once the offense gains possession of the ball.*
- G. The ten (10) second backcourt rule will be enforced.
- H. When substitutions are called by the officials in the first three periods, the team with the last possession is allowed a no defense throw-in from half court (throw-in must be in the backcourt).
- I. Coaches are not allowed to use the substitution rule as a timeout or the team that delays the game will be charged a timeout.

## Division 5-6 Grade Boys & Girls

- A. This division is designed to be a basketball organizational league.
- B. Basketball Sizes: Boys use a 29.5 and the Girls use a 28.5
- C. The regulation free throw line will be used.
- D. A three (3) second key violation will be in effect.
- E. **Teams can ONLY PRESS in the second half.**
- F. A team with a lead of ten (10) or more points may not guard the offense in the backcourt. In this instance, the defense must set-up at the top of the key.
  - 1. PENALTY: A warning will be issued for all offenses, followed by the offensive team taking the ball out at half court.
- G. When substitutions are called by the officials in the first three periods, the team with last possession is allowed a no defense throw-in from mid-court (throw-in must go backcourt).

## Division 7-8 Grade Boys & Girls

- A. This division is designed to be a basketball skill enhancement league.
- B. Basketball Sizes: Boys use a 29.5 and the Girls use a 28.5
- C. The regulation free throw line will be used.
- D. A three (3) second key violation will be in effect.
- E. **Teams can ONLY PRESS in the second half.**
- F. A team with a lead of ten (10) or more points may not guard the offense in the backcourt. In this instance, the defense must set-up at the top of the key.
  - 1. PENALTY: A warning will be issued for the first offense, followed by a no shooting technical foul for all subsequent offenses.
- G. When substitutions are called by the officials in the first three periods, the team with last possession is allowed a no defense throw-in from mid-court (throw-in must go backcourt).