

CITY OF FOLSOM
FOLSOM SPORTS COMPLEX
66 Clarksville rd
Folsom, CA 95630
(916) 984-2850
Folsom Sports Complex
Youth Basketball League Rules

I. OBJECTIVE

The Objective of the City of Folsom and the Folsom Sports Complex Youth Basketball League shall be to promote and conduct a positive leisure time activity, which encourages fitness, healthy competition, and an atmosphere of fun and fellowship in the form of organized basketball for players and spectators.

II. RULES

All games in the City of Folsom – Parks & Recreation and the Folsom Sports Complex shall be governed by the current C.I.F. Basketball rules except as specified herein.

III. INJURIES AND ACCIDENTS

1. All accidents or injuries incurred before, during, or after an official game by players, spectators and/or league officials, shall be reported to the League Coordinator and recorded on an Accident Report.
2. Injuries incurred before, during, or after the course of an official game by players, officials and/or spectators, shall not be the liability of the City Of Folsom - Parks & Recreation Department, City of Folsom, Folsom-Cordova Unified School District, their officers, and employees or any organization cosponsoring or participating in the program.
3. City Of Folsom - Parks & Recreation Department/Folsom Sports Complex does not carry medical liability insurance for its participants.

IV. TEAM ROSTERS AND PLAYER CONTRACTS

1. Each team may carry a maximum of 15 and a minimum of 8 players on its roster. All changes made after the league meeting must be cleared with the league coordinator.
2. New players may be added to the roster at the Recreation Office. Considerations for adding on players are as follows:

- A. Team roster with player's full name, address, and telephone number.
- B. Having each one of the players sign the "Individual Player – General Liability Release" form.

3. All players must abide by the Player Code of Conduct.

V. SPECIFIC RULES FOR YOUTH LEAGUE

1. A team must start the game with a minimum of four (4) players but can finish the game with three (3).
2. A five foul rule will be in effect. A player is disqualified on his fifth foul.
 - a. Any foul committed before game begins will be two automatic points per foul. (Example: dunking, etc.)
 - b. All technical fouls during game will be automatic two points per foul plus loss of possession.
 - c. Individual players are allowed one technical; two technicals mean player's ejection. **Any player receiving three technical fouls during the course of the season shall be suspended from further play.**
 - d. Any team receiving three technicals in one game will automatically forfeit game.
 - e. Any player ejected from a game will sit out a minimum of one league game.
 - f. Any player receiving a technical foul after the game is over will sit out his team's next scheduled game.
3. Each team will be allowed two one minute time outs per half. One time out can carry over to the second half. One time out per team will be allowed in overtime.
4. Common fouls will be shot starting with the seventh team foul (one-and-one).
Shooting Fouls will be two free throw shots or three free throw shots for a three point attempt.
Jump Ball: There will be a jump ball at the start of the first half. After that, each team will alternate possession of the ball when a jump ball should occur except overtime where a jump ball will occur.

5. Pressing: Pressing will be allowed at anytime during the game, coaches should use their best judgment when pressing being the team in the lead by more then 20 points.
6. Back Court/Defense: The 10 second back court rule and the 5 second closely guarded rule is for boys only. Girls do not have either of these rules at the high school and college level.
7. The use of an illegal player will constitute an immediate forfeit of that team and the suspension of the team's manager/coach for one game. An illegal player is defined as anybody not on the official team roster of the team in question or any player not providing a valid photo identification at the time requested.

VI. LENGTH AND SCHEDULING OF GAMES

1. Games shall be two 20-minute running halves with the last two minutes of each half being stopped time. In the second half the clock will not stop if the winning team is up by 12 points or more. Only team and official time outs shall stop the clock.
2. Games ending in a tie shall be decided by a three minute overtime with the clock stopping during the last minute. If after overtime the score is still tied there will be a jump ball and who ever scores the first 2 points will win.
3. The Folsom Sports Complex/ Parks and Recreation Division shall reserve the right to reschedule any game because of emergencies, and to shift teams when necessary to one division or another.
4. There are no provisions to make up postponed games. If a team cannot field a team when scheduled, the Recreation office should be contacted.
5. Games are played throughout the evenings. Teams should expect to play at varying times.
6. Each coach shall receive league schedules for his/her team, and is responsible for distribution. Schedule will and must be played as published.

VII. UNIFORMS AND EQUIPMENT

1. All teams must have matching jerseys with numbers on the front and back. This will help the referees and score keepers in doing their job
2. Gym shorts WITHOUT pockets will be required.

3. All players will be required to wear basketball shoes that are non marking souls.

VIII. OFFICIALS

1. Officials assigned to games shall have complete charge of gymnasium and games. They shall have the authority to banish players, managers, or spectators from the games, the player's bench and the gym for misconduct, delay of the game, or for the good of the game.
2. Officials will explain a call only to the coach and only after the team has called an official time out.
3. Officials will submit a report to the league director within 24 hours after any games in which a protest is filed or when it has become necessary to banish players from a game. Any player who continues to direct remarks toward the officials or opposing players after being banished from the game shall be suspended from further play in the league, this includes players who abuse game or league officials after a game is completed.
4. Officials' decisions will be final except as to misinterpretation of the rules.
5. League officials shall make all decisions on protests and their decisions shall be final. The league officials shall include the league coordinator, Recreation Supervisor, and Program Coordinator. Game officials will include the two referees, and one score keeper.

IX. FORFEITS

1. If a team has at least four (4) players at game time, they must start the game on time. If a team does not have at least four (4) players within a five minute grace period, a forfeit will be declared. Officials will not be required to officiate pick-up games.
2. Teams are expected to play all games. One (1) forfeit disqualifies your team from post-season play, if scheduled. On the second forfeit, the team is disqualified from further league play and ineligible for the next season.
3. No postponement of scheduled league games will be allowed. Teams must play when and where scheduled or forfeit their game.

4. Other reasons for declaring forfeiture includes:

a. Use of ineligible player.

b. Unsportsmanlike conduct.