

CITY OF MOORPARK YOUTH BASKETBALL - LEAGUE RULES

		MITES DIVISION	ROOKIE DIVISION		
SPECIFICATIONS	Ball Size	25.5" (Size 4)	27.5" (Size 5)		
	Basket Height	8'	8'		
	Court	Court 1 and 2	Court 1 and 2		
	Free Throw Line	N/A	N/A		
	Uniform	Home team = white. Away team = dark. Home team is the team listed first on the game schedule for that game.			
	Home Team	1) Sits at the right bench (court facing). 2) Warms up and plays offense to start the game on the opposite basket.			
GAME STRUCTURE	Player Requirement	Teams are required to have a minimum of 4 players to start a game. If a team does not have enough players, a practice game will be played.			
	Game Length	10-minute quarters with a 2 minute half time and a 1 minute break between each quarter.			
	Possession	Defensive baseline out-of-bounds to start the game and to start the second half. Home team starts game with possession. Alternating possession for each remaining quarter.			
	Scoring	No score kept	No score kept		
	Scoreboard	N/A	N/A		
	Clock Stop	At the 5 minute mark of each quarter for 1 minute to allow for substitutions.			
	Halftime	2 Minutes (when game times are on schedule)			
	Overtime	None	None		
	Timeouts	None	None		
	Free Throws	None	None		
	Backcourt	N/A	N/A		
	Personal Fouls	Not Recorded			
	Team Fouls	Not Recorded			
	OFFICIATING	Traveling	Officials discretion	Officials will give on court instruction during week 1 and 2. Not allowed after that time (w/ some discretion based on need).	
Double Dribble					
Carrying					
Held Ball		Two or more opposing players gain possession of the ball at the same time for more than 2 seconds. The ball is awarded to one team or the other on a rotating basis.			
Key Violation		None			
Backcourt Violation		None			
Inbound Violation		None	Inbounded must have both feet out of bounds before passing in the ball. 5 second violation does not apply.		
Non-Shooting Foul		Offensive foul results in a turnover. Defensive foul, offensive team maintains possession.			
Shooting Foul	Offensive foul results in a turnover. Defensive foul, offensive team maintains possession.				

OFFICIATING (continued)	Warnings	May be issued at official's discretion dependent upon severity of action. Noted in score book.		
	Technical Foul	<p>Second (or First/High-Level): Coach = Must stay seated for remainder of game. Player = Benched for remainder of quarter (does not count against play time, however, time does not count towards subs play time.)</p> <p>Coach: 1st = Must stay seated for remainder of game. Meeting with League Director required prior to coaching next game. 2nd (in one game) = Must leave gym. Assistant or staff will coach remainder of game.</p> <p>2nd (of season, including two in one game) = Minimum suspension of one game up to permanent removal from league. Meeting with League Director and Recreation Manager required before coaching next game.</p> <p>Player: 1st/Low-level = Must sit out remainder of quarter (does not count against play time and does not count towards sub's play time). 2nd (or 1st High-level) = Disqualified from remainder of game. Required to remain on bench. Meeting with player, parent, coach and League Director required before next game. In either case, player must be replaced from the group of players with the least amount of playing time at the time of technical. All technical fouls will result in two free-throws and possession of the ball for the non-offending team.</p>		
	Conduct	Any conduct deemed detrimental to the league by a player, coach, or spectator may result in disciplinary action including ejection or suspension from future games.		
GAME TACTICS	Playing Time	EQUAL playing time for all players = All players must sit out the same amount of time per game. Any requested exceptions should be communicated by parent prior to the start of the game. Players who arrive late will not be required to make up for missed time.		
	Substitutions	At the start of each quarter and the 5 minute mark of each quarter.		
	Injury Substitutions	Player that comes out of the game due to injury must be replaced from the group of players that have played the least at the time of the injury. If the injured player is able to return during the same quarter, they must check in immediately for the player that replaced them. Substitution of the injured players will not count against play time, however, time does not count towards subs play time.		
	Set Defense	Defense must remain in the key.	1) Player-to-Player only; no zone allowed. 2) Each player is responsible for guarding and moving with one offensive player. 3) Defensive player must stay on the same side of the court as the offensive player, divided by the midline. 4) Help defense is allowed when the ball handler is inside the key.	
	Defensive Boundary	Key (Paint)	Main Court lane line	
	Crowding	Not allowed	Defender cannot defend a stationary player on the perimeter closer than arm's length.	
	Reaching	Not allowed	Not allowed	
	Isolation	Not allowed		
	Double-Team / Trap*	N/A	Not allowed	
	Fast Break	Allowed		
Pressing Defense*	Not allowed	Not allowed		

* Violations will result in a warning (noted in scorebook), followed by a team technical foul for each occurrence thereafter.