



1111 WEST OLIVE AVENUE | BURBANK, CALIFORNIA 91506 | (818) 238-5330

YOUTH BASKETBALL RULES AND REGULATIONS

The Burbank Parks & Recreation basketball program is conducted according to the rules of the California Interscholastic Federation. Situations not specifically covered in these league rules shall be left to the discretion of the Burbank Athletic Federation (BAF) Board of Directors and Sports Office Staff.

General Information

- This program is conducted by the Parks and Recreation Department Sports Section.
- The Burbank Athletic Federation Board of Directors shall act as an advisory board and act on all disciplinary cases and eligibility cases.
- When more than one league within a given group, classification shall be determined by team's ability, with better teams placed in a higher league.
- League is open to youth in 3rd-8th grades.
- All players must live or go to school in Burbank. Exception: Each team will be allowed to have **2** non-resident players provided that the player's parent/guardian is a coach or manager or participates actively in team organizational role as approved by Sports Office Staff.

Manager's and Coach's Responsibility

- All managers and coaches must be in good standing with the Burbank Athletic Federation.
- Managers and coaches' signatures must appear on the official Vaccine Verification Roster or they will not be allowed to sit on the players' bench.
- Managers are directly responsible to the Burbank Athletic Federation and the Parks and Recreation Department for league fees, rosters, team business and conduct of players, coaches, parents, and spectators.
- Managers are responsible for Players' Medical Consent Forms and accident forms being filled out and returned to the Sports Office.
- Managers are responsible for keeping unauthorized persons off of the team bench and controlling the conduct of their team at all times.
- It is the manager's responsibility to prevent players from leaving the court and mingling with the spectators during the game.
- Team managers will be responsible for keeping their teams off the general playing area until the conclusion of the preceding game.
- Managers are responsible for the proper care and immediate return of all Parks and Recreation Department equipment and all sponsor's uniforms and equipment.
- Managers are responsible for the conduct of their team's spectators and will take all necessary steps to inform them of the rules, purposes and philosophy of the Youth Basketball Program.
- Managers, coaches and players may not smoke in any facility furnished by the Burbank Parks and Recreation Department for practices or games.
- Coaches will refrain from verbally coaching their players in a negative manner while they are on the court. Discretion of the referee or the Sports Office Staff will be used to handle the situation.



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- All coaches shall be required to comply with the requirements established by the Parks and Recreation Department for background checks for volunteers.
- Managers must keep track of players' substitution and that all players are receiving adequate playing time.
- All teams must have a responsible adult at all games and practices.
- No team shall bear the name of, or any trade name of, any alcoholic beverage. All team names are subject to Sports Office approval. If no team name is turned in prior to the printing of the league schedule, the last name of the manager will appear on the schedule.

Only one head coach (manager) and two assistant coaches may be listed on the roster, and only those coaches and players who are listed on the roster are allowed to sit on the bench during a game. Each bench will only be allowed three coaches and only one coach can stand during the game. ***Parents are not allowed to sit on the team's bench, approach the score table or step onto the basketball court at any time. Any violation of this rule will result in a technical foul being called on the bench.***

Rosters

- A team will consist of only ten (10) rostered players, unless special arrangements are made with the league director. A maximum of 10 players is strongly suggested.
- **All coaches and players must register at www.burbankparks.com for current season.**
- **Coaches and players must be listed on the team roster on the coaches portal.**
- In any case where participant has deliberately falsified his/her record, those games in which he/she participated will be forfeited and the player suspended.
- Any player who puts his/her signature on two different rosters shall be automatically suspended until his/her case is brought before the B.A.F.
- All rosters are subject to approval by the league director with the intention of maintaining the league on an even competitive scale.

Players

- All players must be in good standing with the Burbank Athletic Federation.
- All players must be shown during practice rounds and name must appear on team's roster. Penalty for using an ineligible player: **FORFEITURE** of all league games in which he/she played.
- After league starts, no player may be added, except by waiver.
- A player's residency will be established as of the first day of practice round for the league. Eligibility established at that date will stand for the remainder of the season.
- A player may play above their grade division but not below.
- Each team will be allowed to have 2 non-resident players.

Waivers

- After the roster deadline, a player may be added only through use of the waiver system.



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- Waiver forms are issued by the Sports Office only at the specific request of a manager, never in advance. Each waiver form must have the signature of sports staff before circulation for manager's signature.
- Waivers must be signed by managers in the same classification as the team picking up the new player.
- If a player wishes to transfer from one Burbank team to another, the player must secure a written release by his/her original team manager. Manager must sign before release can be signed by other team managers.
- A waived player may begin to play as soon as Sports Office staff member accepts the completed waiver form prior to next league game starting time. **No** waivers will be accepted after the start of the second round.
- **WARNING:** Any manager who is asked by another manager to sign a waiver is free to sign or not sign. The signature of a Sports Office staff member on the form does not constitute approval of waiver request.

PLAYERS DRESS AND EQUIPMENT:

- All players must remove any rings, jewelry, or any potentially dangerous hair, wrist, neck or ear objects while playing.
- *For legal numbers refer to section "The Game"*
- **A team member shall not remove the jersey and/or pants/skirt in the visual confines of the playing area. Any violation of this rule will result in a technical foul being called on the offending player or players.**
- In a game situation in which two teams have the same color uniforms, home team will determine which team will reverse their jerseys.
- Tennis or athletic shoes must be worn on the gym floor. Street shoes or shoes that mark the gym floor will be forbidden on the gym floor.

PLAYERS CONDUCT:

- All players must observe the Burbank Athletic Federation Players' Code of Conduct and all rules.
- No profanity or lack of self-control is permitted toward the game officials, scorekeeper or gym supervisor.
- Player or bench personnel receiving two technical fouls in one ball game shall automatically be ejected from the game. The ejected player or bench personnel will also be suspended for the next game. Additional remarks will lead to removal from the gym and possibly a lengthened suspension. Note: Based on severity of conduct, player or bench personnel may be ejected from the premises.



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THE GAME:

RULES NOT COVERED HEREIN, WILL BE APPLIED AS WRITTEN IN THE CURRENT NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS.

- The length of the playing time per quarter will be eight minutes, running clock, stopping only for time-outs. There will be a full stop clock (including ball out of bounds and shooting fouls) during the last minute of the half and the last two minutes of the game. There will be one minute between quarters and five minutes between halves. Calling time-outs during a free throw: the clock will start once the ball is back in play, not during the free throw attempts.
- Overtime periods will be three minutes running clock except the last minute, which will be a full stop clock. A second overtime will be declared SUDDEN DEATH with the first team scoring two points declared the winner.
- Each team will be allotted five time-outs per game and may use no more than three of these per half. Unused time outs do **not** accumulate from first half to second half. Unused time outs from second half **do accumulate** and may be used in any overtime period. **During overtime, each team is always entitled to at least one time out.**
- Each team should be ready to play 15 minutes before game time. A team must field at least four players by game time.
- ***All teams must wear uniforms with visible numbers on back. (The following numbers are legal: 0, 1, 2, 3, 4, 5, 00, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55) Numbers 6, 7, 8, and 9 are not allowed on any player's jersey. Each player who does not have a legal number will receive a technical foul. Reversible jerseys or back up jerseys with a different color are mandatory.***
- Each team must furnish their own practice basketball and game ball. Game officials will choose the best ball available at the game.
 - For the 3/4 boy's division & all girls divisions, the game ball will be the women's size ball (28.5).
 - The 5/6 & 7-8 boys divisions will use a regulation size ball (29.5).
- Substitutes may enter the game only by notifying the official scorer and then enter upon recognition by the referee.
- Teams shall submit a written list of players to the score table 10 minutes prior to the start of the game. Starting players shall be designated on the list three minutes prior to the start of the game.
- **A 10 second back court violation will be called if the team does not bring the ball back to the front court within the referee's visible count. PENALTY: Loss of possession**
- All grades will play with regulation 10' baskets.
- Any game which has a team leading by more than 15 points will have a running-clock the last 2 minutes of the game
- **Each player must play an equivalent of at least one quarter (8 minutes) of the game. If at the end of three quarters a player is short of their required playing time, they must start the fourth quarter and remain in the game until their playing time requirement has been fulfilled.**
- Home team will sit on the right side (if standing in front of the table) of the score keeping table and will have choice of uniform color. Visiting team will sit on the right side of the score keeping table. Home team and visitors will be listed on your schedule.



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- Good sportsmanship is expected of everyone involved with the game. Derogatory comments or unsportsmanlike behavior will not be tolerated from the parents, coaches, or players. The referee shall have authority to forfeit a game if behavior becomes inconsistent with the sportsmanship goals of the Bantam basketball program.
- National Federation (High School) rules will serve as back-up rules for the Bantam program. All applicable Sports Office rules will supersede any conflicting Federation rule.
- If a team has a lead of 20 points or more in the 2nd half, the possession arrow will be set toward the trailing team's basket and will not be reversed until point differential is 19 or less

SPECIAL RULES (3/4 DIVISION):

- In the 3/4 divisions an offensive player is allowed five seconds in the key.
- In the 3/4 division, no full court press in the back court is permitted by the defensive team at any time. No backcourt press is allowed once the offense is in possession of the ball. The defense must retreat back across the half court line before they can play defense or steal the ball. No defensive plays will be allowed until the offense crosses the half court line.
 - Penalty: First violation will result in a warning. Second violation will result in a two-shot technical foul being called on the bench.
- In the 3/4 division, free throws will be shot from 13 feet.

SPECIAL RULES (5/6 & 7/8 DIVISION):

- In the 5/6 and 7/8 divisions an offensive player is allowed three seconds in the key.
- In the 5/6 and 7/8 division, a full court press is allowed to be used, however no team shall at any time during the game employ a full court press while they are in possession of a 15-point lead or more. Penalty: First violation will result in a warning. Second violation will result in a two-shot technical foul being called on the bench.

FORFEITS:

- Canceled games will count as a loss to a team. A forfeited score is 20-0. A team refusing to play after having received instructions from the referee to do so shall be declared to have forfeited the game, except in the case in which a team has been made incomplete by reason of injury (team shall lose the current game but will keep the benefit of points which have been won.). ***No team shall benefit in the standings from a forfeit.***
- Teams must be ready to play at scheduled time. Officials will forfeit the game if less than four players are not ready to play.
- If a team drops to less than four players after the game has started, the game will continue only so long as the team with less than four players holds the lead or stays within three points of its opponents.
- There will be **ABSOLUTELY NO SCHEDULE CHANGES** after the schedule has been prepared and the league has started unless there is an error on the part of the Sports Office.
- In the event that your team has to forfeit a game, the Sports Office should be given at least twenty-four hour's notice out of courtesy to the other team and officials. The forfeiting team becomes responsible for a \$10 administrative fee.