

City of Los Angeles
Department of Recreation and Parks
Citywide Youth Sports Board

2025 Citywide Tournament Rules

Basketball

The current High School Federation Basketball Rulebook will govern play in the Regional and Citywide Basketball Tournaments with the following rules being the exceptions or clarifications. Rules can be clarified by the Regional or Citywide Youth Sports Board.

I. EQUIPMENT/PLAYER DRESS CODE

1. The Minor division and all girls divisions will use an intermediate size ball (28.5"). The Major and Junior divisions will use an official size ball (29.5").
2. **Team jerseys must be department issued and obtained through the primary city vendor. Penalty: 1 technical foul (2 shots) per player.** Team shorts are not required to be identical, but must be of a similar color and style. Uniform violations will be determined by on-site staff and officials.
3. **All t-shirt/sleeveless undershirts worn by players on the same team must be of the same color.**
 - **Home: Predominant color of jersey or solid white**
 - **Away: Predominant color of jersey or solid black**
4. **Arm sleeves, knee sleeves, lower leg sleeves, and tights are permissible:**
 - Must be a solid color, either black, white, beige, or the predominant color of the uniform. All teammates must wear the same color sleeves/tights.**
 - Note: Guards, casts, braces, and face masks worn for medical reasons do not need to meet the color restrictions, but must adhere to NFHS guidelines.**
5. Socks may be any color.
6. **Each jersey shall be numbered on the front and back. Numbers must be permanently screened and cannot be altered with tape, marker, paint, etc.**
7. Any single- or double-digit number shall be allowed and must be unique (no duplicates).
8. Administrative technical fouls for uniform violations are assessed as follows:
 - a) Only 1 administrative technical foul (2 shots) will be assessed per team for multiple violations regarding jersey number (duplicate numbers, missing numbers, illegal numbers, etc.)
 - b) One (1) technical foul (2 shots) will be assessed per player for any other uniform violation (undershirt color, non-matching arm/leg sleeves, shorts color, etc.)
 - c) Technical fouls are to be administered prior to tipoff or at the next dead ball once a violation is discovered.
 - d) If an equal number of uniform and/or administrative technical fouls are assessed to both teams, they will cancel out. Free throws and the ball are awarded for any additional technical fouls.
9. **Jewelry is prohibited. Exceptions: Medical alert bracelets or necklaces must be taped to the body with the medical information visible. Religious medals must be taped and worn under the uniform.**

II. ELIGIBILITY

1. The Recreation Center must have a minimum of 2 teams and 12 players in a division to be eligible to send an all-star team in that division.
2. **A player may not play on more than one team during the Regional or Citywide Tournament.**
3. **A player is ineligible if they are listed on a high school Varsity or Junior Varsity roster during the winter of the current year.**
4. Only registered players listed on the recreation center's official tournament roster are eligible to play.
5. Proof of age is required.
6. Age is determined as of January 1st of the current year.
 - a) Minor Division: 9-10 years of age
 - b) Major Division: 11-12 years of age
 - c) Junior Division: 13-15 years of age

7. All-Star Tournament teams must meet all eligibility requirements as identified in the General Rules of the Citywide Youth Sports Board Bluebook.
8. All-Star Tournament Roster **must have a minimum of 8 players and a maximum of 10 players.**
9. If a player is found ineligible during the tournament, that player will be eliminated. Only the last game the player participated in will be considered a forfeit.

III. TIME OF THE GAME

1. There shall be **(2) twenty-minute halves**, running time, with an intermission of **3 minutes** between halves. The last 2 minutes of the game will be stop time if the score difference is less than 10 points.
Clarification: During free throws, if the score drops to a 9-point difference, the clock will stop at that moment. If during free throws the scores reach a 10-point difference, the clock will start when the ball is put into play.
2. Each team gets 2 time-outs per half. First-half time-outs do not carry over into the second half.
3. **Overtime:** In all divisions, should a game be tied at the end of regulation time, a 2-minute stop-time overtime period will be played. Each team will have 1 time-out in the overtime period. If needed, the second overtime period will be Sudden Death; the first team to score wins. Each overtime period will start with a jump ball. In the City and Region Championship Final Game, the game will continue with two-minute overtime periods until a winner is determined. (Sudden death will not be used).

IV. GAMEPLAY

1. A game may start with 4 players, but the team must have 5 by the start of the second half to avoid forfeiting the game.
2. **There is no Grace Period. Game time is forfeit time.**
3. Coaches must give starters and substitute numbers to the scorekeeper before every game.
4. The scorekeeper will keep the official score in the official scorebook.
5. The current high school “blood rule” will be in effect for all games.
6. The Bonus Rule will start on the 7th team foul with 2 shots being awarded to the fouled player
7. During a free throw, a player occupying a marked lane space may enter the lane on the release of the ball by the shooter. However, players occupying a marked lane space may not enter the free throw semicircle until the ball touches the rim or until the free throw ends.
8. **Backcourt pressure (full-court press) is not allowed for teams ahead by 20 points or more at any time during the game. 1st violation is a warning, 2nd and all subsequent violations are team technical fouls.**
9. If a team is ahead by thirty (30) or more points after half-time the scoreboard will be turned off, but the game will continue to be recorded in the official scorebook.
10. Per NFHS rules, there is no 10 second backcourt violation in girls basketball.

V. PLAYERS AND COACHES

1. **The bench is only for players and up to 2 coaches.** Players not in the game must remain on the bench.
2. Coaches must remain in the coach’s box. Violation is a two-shot technical foul. Coaches box is usually marked on the court approximately 10 feet from half court and will extend to the baseline.
3. Only the head coach is allowed to stand and address the officials. A coach that receives a technical foul will not be allowed to stand.
4. A player will be eliminated from the game after receiving his/her 5th personal foul.
5. Coaches have up to 15 seconds to replace a disqualified or injured player once a warning signal sounds.
6. Any player, coach, or spectator that is ejected from the game, must leave the immediate vicinity of the playing field/court. The Citywide Sports Board reserves the right to determine a possible suspension of the person ejected based on the severity of the act(s) leading to an ejection.
7. Intentional fouls will result in two shots and the offended team receiving the ball. Intentional fouls include but are not limited to excessive contact with an opponent while the ball is live or until an airborne shooter returns to the floor.

VI. MANDATORY PLAY RULE

1. At the start of the first and second half, teams begin with 5 players, who must play the first 5 minutes consecutively. At the 15-minute mark of each half, a mandatory substitution will be called. Teams must insert all players on the bench into the game. No free substitutions will be allowed during the first 10 minutes of each half. The remaining 10 minutes of each half will be free substitutions. Exception: injured player. The injured player can be removed during the mandatory play period; however, the injured player must return to the game during this period if the injury no longer prohibits participation.
2. Directors/staff assigned to the game will be responsible for monitoring that teams are abiding by the mandatory play rule. Teams failing to adhere to the playing rules, risk forfeiting the game and/or having the coach removed for the remainder of the tournament.

VII. PROTESTS

1. Protests of rule interpretation will be handled on the spot by sports board members or their representatives.
2. To implement a protest, the head coach must notify the official immediately that there is a protest. The game must come to a standstill until the protest is resolved.

VIII. SPORTSMANSHIP AND CONDUCT:

1. Good Sportsmanship among spectators, coaches, players, and officials is expected. We require that ALL spectators practice supportive and encouraging behavior at all times.
2. Recreation Directors, paid staff, and coaching staff are responsible for the conduct of their fans.
3. If the head coach is ejected from the game, the assistant coach will coach the team. If the assistant coach is ejected from the game while taking place of the head coach, the game will be declared a forfeit.
4. Inappropriate conduct and/or negative gestures are not allowed during any part of the game (e.g. taunting, derogatory comments, distracting players with yelling, stomping or banging devices, using horns/bells/whistles). Failure to comply may result in forfeiting the game and/or suspension.
5. A player/coach ejected from the game will automatically be suspended from the next game. Depending on the severity of the ejection, the Sports Board may implement a multi-game penalty not limited to suspension from the remaining tournament.
6. Any violation of the rules may lead to further discipline including ejection from the game and suspension from the tournament.