

# 2019 - 2020 BASKETBALL LEAGUE HANDBOOK

**City of Malibu**  
**Community Services Department**  
**23825 Stuart Ranch Road**  
**Malibu, California 90265**  
**310.456.2489 x358**  
**MalibuCity.org /YouthSports**





Rachel Cummings  
Recreation Coordinator  
City of Malibu, Community Services Department

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Dear Parents and Coaches,

Welcome to the 2019-2020 City of Malibu Recreational Basketball League. This handbook has been written for parents and volunteers to understand the policies and expectations set forth by the City of Malibu Community Services Department. This season's games will begin on Friday, December 6, 2019 for Middle School (Grades 6-8) and Saturday, December 7, 2019 for Youth (Grades K-5). All parents, coaches, and participants are encouraged to read through the handbook to become more familiar with the program.

Please contact me with any questions. Thank you very much to our coaches and team parents for volunteering their time to create a quality program. I look forward to working with all of you.

Sincerely,

Rachel Cummings

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# CONTACT NUMBERS

Malibu City Hall.....	310-456-2489
Malibu Bluffs Park.....	310-317-1364
Rachel Cummings (Recreation Coordinator).....	310-456-2489 x358
Malibu High School.....	310-457-6801
Webster Elementary.....	310-456-6494
Malibu Elementary.....	310-457-9370

# IMPORTANT DATES

Friday, December 5.....	Middle School Games Begin
Saturday, December 6.....	Youth School Games Begin
Saturday, January 25.....	Picture Day

Rules, game schedules, and other important information can be found at [MalibuCity.org/YouthSports](http://MalibuCity.org/YouthSports)

Schedules will be posted online by Friday, November 15, 2019.

# PARENT CODE OF CONDUCT

**You, as a parent, are an important part of your child's success.  
IN ORDER FOR YOUR CHILD TO GET THE MOST OUT OF THE GAME, IT  
IS IMPORTANT THAT YOU FOLLOW THE PARENT'S PLEDGE:**

## **I PLEDGE TO...**

- Be supportive of my child by giving positive encouragement.
- Display good sportsmanship at all times.
- Let my child play the game for themselves.
- Help the coach by asking what they may need help with.
- Respect the referees, scorekeepers and staff.
- Understand the rules and the game.
- Get involved with the team.
- Have my child attend all practices, as they are imperative for continuous development.
- Sit back, enjoy the game, and watch my child have FUN!

The City of Malibu has made a commitment to provide quality sport experiences for youth and adults. We feel it is important that children receive the best opportunity to enjoy their recreational experience. Our goal is to provide a safe place for children to learn the rules and how to play the game, but most importantly, to have FUN! You must also remember to respect the game. Parents are expected to follow this Code of Ethics Pledge. The City of Malibu has a zero tolerance policy on using bad language or physically assaulting a referee, staff member, fans, coaches or players. Any offensive bad behavior may result in being barred from further participation for up to one year. The game is for the children, so help us provide a positive sport experience for all participants in our leagues.

# YOUTH SPORTS PHILOSOPHY

The **philosophy** of the City of Malibu Community Services Department is to instill a positive attitude, sportsmanship, fundamentals, confidence, and high moral standards. Youth Sports Programs develop the physical, psychological, and social aspects of youth. The Department's programs emphasize participation, fun, sportsmanship, and downplay a competitive approach to sports. Participants, parents, and coaches are expected to support this philosophy.

The Community Services Department believes in the benefits of participation in organized sports. Participation in sports has proven to build self-esteem, promote teamwork, develop the body as well as the mind, and is an integral part of the maturing process. Involvement in youth sports should promote learning and participation first, and competition second.

The City of Malibu Youth Sports **mission** is to teach the importance of teamwork, skills and sportsmanship and to provide a safe, nurturing and fun environment for all children regardless of skill level.

The City strives to offer quality sports opportunities to aid in youth development, and fulfill the recreation interests of the community. Malibu youth sports programs affords children the opportunity to interact with positive adult role models.

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1. To promote healthy, physical, and safe activities for all players at all times.
  2. To teach good, fundamental skills and the rules of each game to all players regardless of ability.
  3. To promote a sense of fair play and good sportsmanship at all times, whether winning or losing.
  4. To provide a positive experience of what it means to be a member of a team.
  5. To provide each player with the opportunity to develop and to improve his or her individual skills at their level of ability throughout the course of the season.
  6. To ensure that each player receives equal opportunities to learn and to play at his or her ability level.

## PROGRAM GOALS

# CODE OF CONDUCT

**In order to provide an atmosphere of fun and sportsmanship, certain regulations are necessary and must cover all who are connected with the program. Violations of these simple acts of good sportsmanship and common courtesy will not be permitted to impact the program. The supervisor shall see that all players, coaches and spectators abide by the City of Malibu Community Services Department “Code of Conduct”.**

The following regulations should be kept in mind and no person, player, manager, coach or others in the program should be in violation of the following:

1. Intimidating or aggressive action towards an official, spectator or other player will not be allowed.
  - a. Result: (2) game suspension and up to (1) year suspension and/or probation of (1) year.
2. A physical attack on an official, spectator or other player will not be allowed. Officials are required to immediately eject the player and report such player to the Recreation Supervisor.
  - a. Result: (3) game suspension to (5) year suspension and/or (1) year probation, depending on the severity of the infraction. After (2) years the player or coach may appeal to the Recreation Supervisor.
3. No profane, obscene, derogatory or racial remarks to an official, spectator or other player, or speak in such anger as to cause a disturbance will be allowed. Officials are required to immediately eject the player and report such player to the Recreation Supervisor.
  - a. Result: Ejection from game and/or (2) games to (1) year suspension, and/or (1) year probation.
4. Participants shall abide by the official’s final decision. Officials are required to immediately eject the player from further play and report such player to the Recreation Supervisor for failure to comply with the decision. Managers/Coaches have the opportunity to speak with the official, if they are not the ejected participant.
  - a. Result: (1) game suspension to seasonal suspension and/or (1) year probation.
5. Consuming alcohol. State Law (SMMUSD) and Park Rules (Malibu Bluffs Park) prohibits the presence of alcohol, intoxicants, hallucinatory drugs or narcotics on these premises.
  - a. Result: (2) game suspension, to (1) year suspension and/or probation of (1) year.
6. No smoking. State Law (SMMUSD) and Park Rules (Malibu Bluffs Park) prohibits smoking anywhere at the facility.
  - a. Result: Probation for (1) year to (3) game suspension.
7. Participants shall not use flagrant rough tactics in the play of the game against an opposing player. Officials are required to immediately eject the player from further play and report such player to the Recreation Supervisor.
  - a. Result: (2) game suspension to (1) year suspension and/or probation of (1) year.

8. There shall be no unnecessary throwing of equipment, or any other objects.
    - a. Result: Ejection from the game to season suspension and/or (1) year probation.
  9. There will be no cause for defacement or destruction to any public facility or equipment,
    - a. Result: (1) game suspension to (1) year suspension and/or payment to replace damaged facility or equipment.
  10. There shall be no illegal player participants in any athletic contest. All players must be registered with the City of Malibu and assigned to a particular team to be eligible to play.
    - a. Result: Manager, Coach and/or player will be suspended for the season and/or probation for (1) year. Any games that the illegal player participated in will be called for forfeit.
  11. Any participant (manager, player, coach, spectator etc.) ejected from (2) contests during the season shall be suspended.
    - a. Result: (1) year suspension, effective the date of the last ejection and probation for (1) year.
  12. Coaches must stay inside the indicated coach's box while their game is being played. Conversing with opposing coaches during the game is not allowed.
    - a. Result: 1<sup>st</sup> offense warning, 2<sup>nd</sup> offense penalty, 3<sup>rd</sup> offense ejection from game and up to (1) year probation or suspension.
- A.** Any player, manager, coach, or spectator ejected or removed from an athletic contest must leave the facility within (5) minutes or the game will be forfeited.
- B.** The Recreation Coordinator or Supervisor may discipline and/or suspend teams, players, or managers for incidents not specifically covered in this handbook and the Code of Conduct, but which might constitute poor conduct and/or are considered detrimental the program. Staff reserves the right to establish guidelines for any and all rules or infractions not covered in the League Rules and to refuse participation to any individual who does not abide by the Code of Conduct, League Rules, or the spirit of sportsmanship.

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A player or coach, who is bleeding, has an open wound, or who has blood on them or their clothes shall be prohibited from participating further in the game until appropriate treatment has been administered. The player or coach must immediately leave the playing area to receive medical attention. Though they may be able to play again later, they cannot go back and participate again until the wound is taken care of, bleeding has stopped, and all contaminated equipment has been replaced.

**WOUND  
CARE**

# CONCUSSION PROTOCOL

**California State law Assembly Bill 2007 (effective January 1, 2017), applies to 27 youth sports activities.**

- 1. The law requires a participant who may have a concussion during a class, practice or game to be removed from the activity for the remainder of the day.**
- 2. Any participant removed for this reason must receive a written note from a medical doctor trained in the management of concussion before returning to practice.**
- 3. Before a participant can begin a class session or sport season, a concussion information sheet must be signed by the participant and parent/guardian and returned to the City of Malibu. The form must be signed and returned annually (January-December).**

**All coaches are required to receive training about concussions annually. The online training can be accessed at [www.cdc.gov/headsup/youthsports/coach.html](http://www.cdc.gov/headsup/youthsports/coach.html). Coaches will receive a certificate after successfully completing the training. This certificate must be turned in to the City of Malibu Community Services Department.**

## *What is a concussion and what are the symptoms?*

A concussion is a type of brain injury. It can be caused by a bump or hit to the head, or by a blow to another part of the body with the force that shakes the head. Concussions can appear in any sport, and symptoms can appear differently in each sport and activity.

Most concussions get better with rest and over 90% of participants fully recover. However, all concussions should be considered serious. If not recognized and managed the right way, they may result in problems including brain damage and even death.

Most concussions occur without being knocked out. Signs and symptoms of concussions (see following page) may show up right after the injury or can take hours to appear. If your child reports any symptoms of concussion or if you notice some symptoms and signs, seek medical evaluation from a medical doctor trained in the evaluation and management of concussion. If your child is vomiting, has a severe headache, or is having difficulty staying awake or answering simple questions, call 911 to take him/her immediately to the emergency department of your local hospital.

A Graded Concussion Symptom Checklist is available at [MalibuCity.org/YouthSports](http://MalibuCity.org/YouthSports). By filling out a checklist after a concussion, it helps the doctor or coach understand how the child is feeling. If a concussion occurs, the checklist should be filled out daily. The Graded Symptom Checklist provides a list of symptoms to compare over time to ensure the individual is recovering.

# K - 1 DIVISION

## RULES AND REGULATIONS

### SECTION I: TEAMS

- A. Teams must have at least 4 players and a registered coach to play.
- B. Teams may borrow players from the opposing team if both coaches agree.
- C. There are no forfeits because division standings are not kept.
- D. Maximum amount of players per team is 10.

### SECTION II: PLAYING TIME & SUBSTITUTIONS

- A. Games will be 4 quarters, 8 minutes running clock. There will be a mandatory stoppage at every 4 minutes for player substitutions.
- B. Each player must play, from start to finish, (4) 4 minute portions (half of game time).
- C. The only exceptions to this rule are if a player is injured, parent's request, late arrival, or for league disciplinary reasons.
- D. The coach must notify and inform City Staff prior to the game if a player will not be playing their minimum play time.
- E. Halftime will be 5 minutes.
- F. If a player is injured during a quarter and is re-inserted as soon as possible, that quarter may count to his/her playing time requirement. The returning player must replace the player who temporarily took his or her place.

### SECTION III: UNIFORMS

- A. Each participant will be given a jersey. All jerseys must be tucked in.
- B. The City of Malibu will not replace a lost uniform.
- C. A player may use a substitute jersey if necessary. The substitute jersey must be of a similar color as the issued jersey, and will be given the number "0".
- D. No alterations of uniforms are permitted.
- E. No jewelry of any kind will be permitted; including new ear piercings.
- F. All players must wear athletic, non-marking, closed-toed shoes.
- G. No hats or beanies are permitted.

### SECTION IV: GAME LOCATION & TIME

- A. All games will be played at the Malibu High School Small Gymnasium, located at 30215 Morning View Drive. No animals, food, or gum are permitted in the facility per SMMUSD facility rules.
- B. Players must be assembled and ready in the gym 10 minutes prior to game time.

### SECTION V: GAME RULES

High school rules for the current season will be in effect with the following clarifications and exceptions:

- A. **Back Court Violation:** Once the offensive team crosses the half court line, they may not return the ball over the half court line unless a defensive player has touched the ball.
- B. **Ball:** K-1 Division will use a junior sized basketball (27.5) and will not initiate a jump ball to begin game.
- C. **Basket and Court:** 8-ft baskets and modified full courts using volleyball court lines will be used. Teams will switch baskets at half-time.

# K - 1 DIVISION RULES AND REGULATIONS

- D. Benches:** 2 coaches (1 head coach and 1 assistant coach) for each time will be allowed to occupy the coach's box on their bench side. Coaches are not allowed to walk onto the court at any time unless instructed by the referee. All other parents and family members must sit in the bleachers.
- E. Defense:** Teams must play man-to-man defense using the wristband system. Zone defense is illegal. Defensive players should be encouraged to pick up their player, but may double-team the ball in the free throw area, or in help situations. The defensive player must make every effort to pick up their own player. If an illegal double team is called, the offensive team retains possession and will receive the ball to throw in.
  - I. **Wristbands:** Wristbands will be provided for the K-1 Division to help with man-to-man guarding.
  - II. **Press:** Press on an inbounds play is NOT allowed. The defense will be restricted to the press line (red line just above the 3-pt. line) and may not guard any member of the offensive team, or intercept any pass, until the player with the ball crosses the press line. Upon violation, the offensive team retains possession and will receive the ball at the baseline/sideline to throw in.
- F. Fouls:** Fouls will not be recorded; ball will be given to the fouled team out of bounds.
- G. Free Throws:** No free throws; ball will be given to team out of bounds.
- H. Illegal Offenses:** Four corner spread to isolate (1) player on a consistent basis.
- I. Injury:** A player who is bleeding, has an open wound, or has excessive amount of blood on their uniform, must leave the game and may not re-enter until all blood has been removed, bleeding is stopped, and open wound has been covered.
- J. Scores, Standings, and Personal Stats:** Will not be kept for the K-1 Division.
- K. Baselines:** Coaches and spectators are not permitted to stand on or near the baselines.

## SECTION I: TEAMS

- A.** Teams must have at least 5 players and a registered coach to play. If a team has 4 players at game time, a wait time of 5 minutes will be given for a fifth player to arrive. If by that time an additional player has not arrived, a forfeit will be recorded. A team with less than 4 players will not be given a wait time.
- B.** Although it will be a recorded forfeit, teams without enough players may borrow players from the opposing team if both coaches agree; not from a different team. If players arrive from the forfeiting team, the opposing players will return to their original team. **CIF referees are not permitted to referee forfeited games. City Staff will make the decision on how the game is played and officiated.**
- C.** Maximum amount of players per team is 10.
- D.** Score will be kept on the scoreboard. No standings will be kept.
- E.** Home team will wear light color uniform and sit on the bench nearest the main entrance. Visitor team will wear dark color uniform and sit on the bench nearest the back of the gymnasium.

# 2 - 3 DIVISION RULES AND REGULATIONS

# 2 - 3 DIVISION RULES AND REGULATIONS

## SECTION II: PLAYING TIME & SUBSTITUTIONS

- A. Games will be 4 quarters, 10 minutes running clock. There will be a mandatory stoppage at the 5 minute mark of each quarter for substitutions.
- B. Each player must play, from start to finish, (4) 5 minute portions, 2 per half.
- C. The only exception to this rule is if a player is injured, parent's request, late arrival, or for league disciplinary reasons.
- D. The coach must notify and inform City Staff prior to the game if a player will not be playing their minimum play time.
- E. Halftime will be 5 minutes. 30 seconds will be given between quarters.
- F. If a player is injured during a quarter and is re-inserted as soon as possible, that quarter may count to his/her playing time requirement. The returning player must replace the player who temporarily took his or her place.
- G. During the last 2 minutes of the 4<sup>th</sup> quarter, the clock will stop for every whistle unless the score differential is **8 points or more**. If a coach calls a time-out prior to/during free-throws, the clock will resume once the ball is in hands of the shooter.

## SECTION III: UNIFORMS

- A. Each participant will be given a jersey. All jerseys must be tucked in.
- B. The City of Malibu will replace a lost uniform.
- C. A player may use a substitute jersey if necessary. The substitute jersey must be of a similar color as the issued jersey, and will be given the number "0".
- D. No alterations of uniforms are permitted.
- E. No jewelry of any kind will be permitted; including new ear piercings.
- F. All players must wear athletic, non-marking, closed-toed shoes.
- G. No hats or beanies are permitted.

## SECTION IV: GAME LOCATION & TIME

- A. All games will be played at the Malibu High School Small Gymnasium, located at 30215 Morning View Drive. No animals, food, or gum are permitted in the facility per SMMUSD facility rules.
- B. Players must be assembled and ready in the gym 10 minutes prior to game time.

## SECTION V: GAME RULES

High school rules for the current season will be in effect with the following clarifications and exceptions:

- A. **Back Court Violation:** Once the offensive team crosses the half court line, they may not return the ball over the half court line unless a defensive player has touched the ball.
- B. **Ball:** 2-3 Division will use an intermediate sized basketball (28.5).
- C. **Basket and Court:** A regulation 10 ft. basket and full court will be used.
- D. **Benches:** 2 coaches (1 head coach and 1 assistant coach) for each team will be allowed to occupy the coach's box on their bench side. Coaches are not allowed to walk onto the court at any time unless instructed by the referee. All other parents and family members must sit in the bleachers.

# 2 - 3 DIVISION RULES AND REGULATIONS

- E. Defense:** Teams may play man-to-man or zone defense.
- I. **Press:** Press on an inbounds play is NOT allowed. The defense will be restricted to the press line (red line just above the 3-pt. line) and may not guard any member of the offensive team, or intercept any pass, until the player with the ball crosses the press line. Upon violation, the offensive team retains possession and will receive the ball at the baseline/sideline to throw in.
  - II. **Overhead Rule:** When a rebound is obtained, the offensive team has the option to raise the ball overhead. At this point, the defense must retreat to the press line. If the offensive team does not raise the ball overhead, and attempts to fast break, the defense is allowed to play the ball prior to the press line. Defense may not steal the ball as it is overhead.
- F. Fouls:** Fouls will be recorded. Players will foul out on their 5<sup>th</sup> (5) personal foul.
- G. Free Throws:** No free throws will be shot. After 7 team fouls per half, the team will receive 1 automatic point and possession. After 10 team fouls per half, the team will receive an automatic 2 points and possession. If a foul occurs on a made basket, 2 points will be scored and the fouled team will keep possession.
- H. Illegal Offenses:** Four corner spread to isolate (1) player on a consistent basis.
- I. Injury:** A player who is bleeding, has an open wound, or has excessive amount of blood on their uniform, must leave the game and may not re-enter until all blood has been removed, bleeding is stopped, and open wound has been covered.
- J. Overtime:** Overtime will be (1), 2 minute period. Each team will receive 1 time out per overtime period; time outs do not accumulate from the first and second half. If the score is tied after overtime, the game will be recorded as a tie.
- K. Standings, and Personal Stats:** Will not be kept in any fashion for the 2-3 Division.
- L. Technical Fouls:** If a player receives a technical foul, that player will be required to sit out of the game for a minimum of 5 minutes. At the Officials' discretion, that penalty time may be increased due to the severity of the technical foul. Penalty time is counted towards a player's equal or minimum playing time requirement. If no substitute is available, the team will play shorthanded. If the foul take place at the end of the game, it will be assessed following the game.
- M. Time Outs:** Each team will be allowed (2) 30 second time-outs per half; time-outs are not cumulative. Coaches requesting time-outs **must signal the time-out to the referees**. The ball must be out of bounds or that team must have possession of the ball to call a time-out. Once the referees blow their whistle to signal a time-out, the clock will stop. **Coaches may not call time-outs to the scorer's table.**

# 4 - 5 DIVISION RULES AND REGULATIONS

## SECTION I: TEAMS

- A.** Teams must have at least 5 players and a registered coach to play. If a team has 4 players at game time, a wait time of 5 minutes will be given for a fifth player to arrive. If by that time an additional player has not arrived, a forfeit will be recorded. A team with less than 4 players will not be given a wait time.
- B.** Although it will be a recorded forfeit, teams without enough players may borrow players from the opposing team if both coaches agree; not from a different team. If players arrive from the forfeiting team, the opposing players will return to their original team. **CIF referees are not permitted to referee forfeited games. City Staff will make the decision on how the game is played and officiated.**
- C.** Maximum amount of players per team is 10.
- D.** Score will be kept on the scoreboard. No standings will be kept.
- E.** Home team will wear light color uniform and sit on the bench nearest the main entrance. Visitor team will wear dark color uniform and sit on the bench nearest the back of the gymnasium.

## SECTION II: PLAYING TIME & SUBSTITUTIONS

- A.** Games will be 4 quarters, 10 minutes running clock. There is no stoppage at the 5 minute mark for substitutions. There will be free substitutions. Players will report to the scorer's table prior to entering the game.
- B.** Each player must play half the game (20 minutes), with at least 5 minutes coming from each half.
- C.** The only exception to this rule is if a player is injured, parent's request, late arrival, or for league disciplinary reasons.
- D.** The coach must notify and inform City Staff prior to the game if a player will not be playing their minimum play time.
- E.** Halftime will be 5 minutes. 30 seconds will be given between quarters.
- F.** If a player is injured during a quarter and is re-inserted as soon as possible, that quarter may count to his/her playing time requirement. The returning player must replace the player who temporarily took his or her place.
- G.** During the last 2 minutes of the 4<sup>th</sup> quarter, the clock will stop for every whistle unless the score differential is **10 points or more**. If a coach calls a time-out prior to/during free-throws, the clock will resume once the ball is in hands of the shooter.

## SECTION III: UNIFORMS

- A.** Each participant will be given a jersey. All jerseys must be tucked in.
- B.** The City of Malibu will replace a lost uniform.
- C.** A player may use a substitute jersey if necessary. The substitute jersey must be of a similar color as the issued jersey, and will be given the number "0".
- D.** No alterations of uniforms are permitted.
- E.** No jewelry of any kind will be permitted; including new ear piercings.
- F.** All players must wear athletic, non-marking, closed-toed shoes.
- G.** No hats or beanies are permitted.

# 4 - 5 DIVISION RULES AND REGULATIONS

## SECTION IV: GAME LOCATION & TIME

- C. All games will be played at the Malibu High School Small Gymnasium, located at 30215 Morning View Drive. No animals, food, or gum are permitted in the facility per SMMUSD facility rules.
- D. Players must be assembled and ready in the gym 10 minutes prior to game time.

## SECTION V: GAME RULES

High school rules for the current season will be in effect with the following clarifications and exceptions:

- A. **Back Court Violation:** Once the offensive team crosses the half court line, they may not return the ball over the half court line unless a defensive player has touched the ball.
- B. **Ball:** 4-5 Division will use an intermediate sized basketball (28.5).
- C. **Basket and Court:** A regulation 10 ft. basket and full court will be used.
- D. **Benches:** 2 coaches (1 head coach and 1 assistant coach) for each time will be allowed to occupy the coach's box on their bench side. Coaches are not allowed to walk onto the court at any time unless instructed by the referee. All other parents and family members must sit in the bleachers.
- E. **Defense:** Teams may play man-to-man or zone defense.
  - I. **Defensive 3 Second Violation:** A defender may not remain in the key for more than 3 consecutive seconds if an offensive player is not within an arm's reach of him/her. The player must step out of the key and then may return to their position. If an offensive player enters the defender's area, the 3 second count stops.
- F. **Fouls:** Fouls will be recorded. Players will foul out on their 5<sup>th</sup> personal foul.
- G. **Free Throws:** All players will shoot foul shots from the regulation free throw line; running clock. Players may not enter the free throw lane or 3 point arc extended until the ball has left the shooter's hands. An air ball will result in loss of possession. The bonus rule for free throws will be in effect. After 7 team fouls per half, the team in bonus will have an opportunity for 1+1. After 10 team fouls per half, the team in the double bonus will receive 2 free throws.
- H. **Full Court Press:** Full court press may be used unless a team is ahead by **10 points or more**. Pressing when your team is ahead by 10 points or more will result in a team technical foul.
- I. **Illegal Offenses:** Four corner spread to isolate (1) player on a consistent basis.
  - I. **Offensive 3 Second Violation:** An offensive player may not remain in the key for more than 3 seconds, regardless if a defender is on them or not. The player must step out of the key, and then may return to their position.
- J. **Injury:** A player who is bleeding, has an open wound, or has excessive amount of blood on their uniform, must leave the game and may not re-enter until all blood has been removed, bleeding is stopped, and open wound has been covered.
- N. **Overtime:** Overtime will be (1), 2 minute period. Each team will receive 1 time out per overtime period; time outs do not accumulate from the first and second half. If the score is tied after overtime, the game will be recorded as a tie.
- K. **Standings, and Personal Stats:** Will not be kept in any fashion for the 4-5 Division.
- M. **Technical Fouls:** If a player receives a technical foul, that player will be required to sit out of the game for a minimum of 5 minutes. At the Officials' discretion, that penalty time may be increased due to the severity of the technical foul. Penalty time is counted towards a player's equal or minimum playing

time requirement. If no substitute is available, the team will play shorthanded. If a foul takes place at the end of a game, it will be assessed following the game.

- N. Time Outs:** Each team will be allowed (2) 30 second time-outs per half; time-outs are not cumulative. Coaches requesting time-outs **must signal the time-out to the referees**. The ball must be dead or you must have possession of the ball to call a time-out. Once the referees blow their whistle to signal a time-out, the clock will stop. **Coaches may not call time-outs to the scorer's table.**

## **4 - 5 DIVISION RULES AND REGULATIONS**

### **SECTION I: TEAMS**

- A.** Teams must have at least 5 players and a registered coach to play.  
If a team has 4 players at game time, a wait time of 5 minutes will be given for a fifth player to arrive. If by that time an additional player has not arrived, a forfeit will be recorded. A team with less than 4 players will not be given a wait time.
- B.** Although it will be a recorded forfeit, teams without enough players may borrow players from the opposing team if both coaches agree; not from a different team. If players arrive from the forfeiting team, the opposing players will return to their original team. **CIF referees are not permitted to officiate forfeited games. City Staff will make the decision on how the game is played and officiated.**
- C.** Maximum amount of players per team is 10.
- D.** Home team will wear light color uniform and sit on the bench nearest the main entrance. Visitor team will wear dark color uniform and sit on the bench nearest the back of the gymnasium.

## **6 - 8 DIVISION RULES AND REGULATIONS**

### **SECTION II: PLAYING TIME & SUBSTITUTIONS**

- A.** Games will be 4 quarters, 10 minutes running clock. Half time will be 5 minutes. 30 seconds will be given between quarters.
- B.** Each player must play half the game (20 minutes), with at least 10 minutes coming from each half.
- C.** The only exception to this rule is if a player is injured, parent's request, late arrival, or for league disciplinary reasons.
- D.** The coach must notify and inform City Staff prior to the game if a player will not be playing their minimum play time.
- E.** If a player is injured during a quarter and is re-inserted as soon as possible, that quarter may count to his/her playing time requirement. The returning player must replace the player who temporarily took his or her place.
- F.** During the last 2 minutes of the 4<sup>th</sup> quarter, the clock will stop for every whistle unless the score differential is **15 points or more**. If a coach calls a time-out prior to/during free-throws, the clock will resume once the ball is in hands of the shooter.
- G.** Players substituting into the game must be kneeling at the table **before** the whistle/buzzer is sounded. Players not at the table must wait until the next dead ball to be subbed in; with the exception of injury substitution.

# 6 - 8 DIVISION RULES AND REGULATIONS

## SECTION III: UNIFORMS

- A. Each participant will be given a jersey. All jerseys must be tucked in.
- B. The City of Malibu will replace a lost uniform.
- C. A player may use a substitute jersey if necessary. The substitute jersey must be of a similar color as the issued jersey, and will be given the number "0".
- D. No alterations of uniforms are permitted.
- E. No jewelry of any kind will be permitted; including new ear piercings.
- F. All players must wear athletic, non-marking, closed-toed shoes.
- G. No hats or beanies are permitted.

## SECTION IV: GAME LOCATION & TIME

- A. All games will be played at the Malibu High School Small Gymnasium, located at 30215 Morning View Drive. No animals, food, or gum are permitted in the facility per SMMUSD facility rules.
- B. Players must be assembled and ready in the gym 15 minutes prior to game time.

## SECTION V: GAME RULES

High school rules for the current season will be in effect with the following clarifications and exceptions:

- A. **Ball:** Division 6-8 will use an official sized basketball (29.5).
- B. **Benches:** 2 coaches (1 head coach and 1 assistant coach) for each time will be allowed to occupy the coach's box on their bench side. Only 1 coach may stand, the other must remain seated at all times during play. Coaches are not allowed to walk onto the court at any time unless instructed by the referee. All other parents and family members must sit in the bleachers. If a technical foul is issued to a coach (or bench), both coaches must remain seated for the remainder of the game.
- C. **Fouls:** Players will be fouled out on their 5<sup>th</sup> (5) personal foul. Technical fouls will count as personal fouls.
- D. **Free Throws:** All players will shoot foul shots from the regulation free throw line; running clock. Players may not enter the free throw lane or 3 point arc extended until the ball has left the shooter's hands. An airball will result in a loss of possession.
- E. **Full Court Press:** Full court press may be used during the entire game for the 6-8 Division.
  - I. **Exception:** If a team is ahead by **15 points or more** at any time, the full court press cannot be utilized. Pressing when your team is ahead by 15 points or more will result in a team technical foul.
- F. **Injury:** A player who is bleeding, has an open wound, or has excessive amount of blood on their uniform, must leave the game and may not re-enter until all blood has been removed, bleeding is stopped, and open wound has been covered.
- O. **Overtime:** Overtime will be (1), 2 minute period. Each team will receive 1 time out per overtime period; time outs do not accumulate from the first and second half.
- G. **Double Overtime:** Double overtime will be (1), 2 minute period. There will be 1 time-out per team; time-outs do not accumulate. If the score is tied after Double OT, the game will end in a tie; except in playoffs.
- O. **Time Outs:** Each team will be allowed (2) 30 second time-outs per half; time-outs are not cumulative. Coaches requesting time-outs **must signal the time-out to the referees**. The ball must be dead or you

must have possession of the ball to call a time-out. Once the referees blow their whistle to signal a time-out, the clock will stop. **Coaches may not call time-outs to the scorer's table.**

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# VOLUNTEER INVOLVEMENT

**Youth and Middle School Basketball is one of the many sports where parents are needed to volunteer to ensure a successful season. We highly value our volunteers, as they are an integral element to the City of Malibu Community Services Department.**

Below are the areas parents have the opportunity to assist in:

- Head Coach
- Assistant Coach
- Help with Practice
- Team E-Mail Coordinator
- Snack Assignor

All volunteer coaches are required to submit a background check to the City of Malibu. The City is participating in Operation TLC2 Making Communities Safe program, a volunteer management and background screening program established to ensure the City of Malibu with attain the most qualified volunteers to support the community's needs. The City has contracted with the National Center for Safety Initiatives (NSCI) to perform the background checks in a secure and private manner. The following information sources will be used as part of the background check and screening program.

1. Social Security Trace – Verifies the person is who they claim to be.
2. Address Trace – Verifies the person's most recent address.
3. County, State, and National Database Record Search – Captures all misdemeanor and felony records.
4. Sex Offender Registry – Record search of all 50 states.

**Please contact 310-456-2489 ext. 363 or [KGallo@MalibuCity.org](mailto:KGallo@MalibuCity.org) with any questions.**