

C.Y.D.L. Game Rules

Divisions

All Divisions are based on both age and skill level. Teams may be moved up or down based on Alliance board member recommendations. Coaches may also request to be moved, but changes must be approved by the board. Changes will only be made in the interest of keeping games competitive. For example, if a team wins 2 or more games by more than 20 points, they may be moved up a division or if a team loses 2 or more games by more than 20 points, they may be moved down...

Games

A game shall consist of 2, 20 minute running-clock halves

Clock stops in the last 2 minutes if game is within 10 points.

All other CIF High School Game Rules Apply,

including the back-court 10 second count for girls (since there is no shot-clock)

8u & 9u Divisions: No Back-Court Pressure until the last two minutes of the game (if within 10 points)

Overtime

Overtime shall consist of 2 minutes: 1 minute running, 1 minute stop-clock. Timeouts will not carry over into overtime.

Each team will receive 1 additional time out in the overtime period

Successive Overtimes will be 1 minute, stop-clock

Timeouts

Each team is allotted three timeouts per game. They may be used at any time during the game and they are all full timeouts. Timeouts will not carry over into overtime

Fouls

A player fouls out after his/her fifth foul. A team shall be in bonus (one and one) after the seventh team foul in each half. Two foul shots will be awarded after the tenth team foul in each half.

Coaching Demeanor

Coaches are expected to remain in front of their benches and act in a professional and courteous manner throughout the entire game. Verbal abuse of officials or other game personnel will result in the ejection of a coach. Only the head coach and 2 assistants may be on the bench with only the head coach being allowed to stand.

Parents

All parents must be seated in the bleachers opposite the players' benches. No one is allowed on the team bench side of the gym except the teams playing in the ongoing game. Coaches are responsible for their fans.

Teams may be penalized technical fouls or have games forfeited due to unsportsmanlike behavior.

Ejections

Any player, coach, or fan ejected from a contest must leave the gym immediately.

Failure to do so will result in forfeiture of that game.