

**CAÑON CITY RECREATION DISTRICT'S
RULES FOR LITTLE SLAMMERS BASKETBALL LEAGUE**

1. Players must be in 1st or 2nd grade to participate.
2. You may not press in this league. Defenders must stay inside the three-point line. Unlimited warnings will be given to do so.
3. Only man-to-man defense is allowed. Players will be matched up before play begins.
4. Games will be played with a junior size basketball and on 8-foot goals.
5. Quarters will last 8-minutes with a running clock, only to be stopped on injuries and timeouts.
6. Players must play at least half of the game.
7. Halftime will be 5 minutes and there will be 1-minute between quarters.
8. Score will not be kept on the board.
9. One Coach from each team is allowed on the court at all times. Teams are allowed 3 timeouts per game each one-minute in length.
10. Coaches will referee the games and call fouls and violations at a minimum. Personal fouls will not be kept and free throws will not be shot. The ball will be taken in out of bounds after a foul. The goal is to keep the players moving.
11. A jump ball will be used to start the game. Subsequent jump balls will be awarded based on alternate possessions.
12. Other than what is addressed here, normal high school rules apply.
13. Coaches and Players must wear team shirts. Players must wear shorts and proper shoes. No hats, earrings, or jewelry are allowed on the court.
14. Teams must have four members present to start a game.
15. Warm-up time will be preceding the game only. Teams will not be allowed to warm up at half-time of other games. Teams playing the next game will be given 5 minutes to warm up.

**CAÑON CITY RECREATION DISTRICT'S
RULES FOR YOUNG AMERICAN BASKETBALL LEAGUE**

1. Players must be in 3rd or 4th grade to participate.
2. You may not press in this league. Defenders must stay below the top of the key from sideline to sideline. There will be limited warnings to do so. Repeated violations will result in a technical foul.
3. Games will be played with a junior size ball on 10-foot goals.
4. Quarters will last 10-minutes with a running clock only to be stopped on injuries and timeouts.
5. Players must play at least half of the game.
6. Teams may use a zone or man-to-man defense.
7. Halftime will be 5-minutes and there will be 1-minute between quarters.
8. Score will be kept on the board.
9. Coaches are permitted 3-timeouts per game that are 1-minute in length.
10. Fouls and violations will be called in moderation. Letting the kids play is more important. Personal and team fouls will not be kept. Fouls will be taken out at the nearest sideline with the exception of **obvious** shooting fouls.
11. A jump ball will be used to start the game. Subsequent jump balls will be awarded based on alternate possessions.
12. Other than what is addressed here, normal high school rules apply.
13. Coaches and Players must wear team shirts. Players must wear shorts and proper shoes. No hats, earrings, or jewelry are allowed on the court.
14. Teams must have four members present to start a game.
15. Warm-up time will be preceding the game only. Teams will not be allowed to warm up at half time of other games. Teams playing the next game will be given 5-minutes to warm up.

**CAÑON CITY RECREATION DISTRICT'S
RULES FOR THE ALL AMERICAN BASKETBALL LEAGUE**

1. Players must be in 5th or 6th grade to be eligible to play. 7th and 8th grade players may play down with permission.
2. No Full court press allowed. Teams can start playing defense at mid-court.
3. Games will be played on 10-foot goals with an intermediate size ball.
4. Quarters shall last 10-minutes with a running clock only to stop on injuries, technical fouls, and time outs. The clock will stop on all instances during the last two minutes of the fourth quarter unless there is a point spread of 10 or more points.
5. Players must play at least half of the game.
6. Fouls and violations will be called in moderation. Letting the kids play is more important.
7. Personal and team fouls will be kept. All players are allowed 5 personal fouls before being ejected. Technical fouls count as personal fouls. If a player or coach receives one technical foul they will be ejected. The bonus will begin on the seventh team foul of each half.
8. Halftime will be 5 minutes and there will be 1 minute between quarters.
9. Overtime will last two minutes with the clock stopping on all instances. If still tied at the end of one-overtime the game will go to sudden death overtime with the first team to score winning the game. This rule may differ during tournament time.
10. Coaches are permitted 3-timeouts per game that are 1 minute in length. Timeouts cannot be carried over into overtime. Each team will start the overtime period with one time out.
11. A jump ball will be used to start the game and overtime period. Subsequent jump ball will be awarded based on alternate possessions.
12. Other than what is addressed here, normal high school rules apply.
13. Coaches and Players must wear team shirts. Players must wear shorts and proper shoes. No hats, earrings, or jewelry are allowed on the court.
14. Lineups must be recorded in official score book before the game begins. Teams must have four members present to start a game. Please give names and numbers to scorekeeper 10-minutes prior to game time.
15. Warm-up time will be preceding the game only. Teams will not be allowed to warm up at half time of other games. Teams playing the next game will be given 5 minutes to warm up.