

1. The players on each team must have the same amount of playing time each game. The players will not be penalized for missing practices or games.
2. The Columbus Youth Basketball program at NexusPark is a recreational league focusing on fundamentals and having fun.
3. The players, coaches, and spectators will not complain to (or about) the officials.
4. The players or coaches receiving a technical foul(s):
5. First Offense – **Suspension for the rest of the game**
6. Second Offense – **Suspension for the rest of the game and next game.**
7. Third Offense – **The offender will be removed from the League**
8. We will not tolerate foul language or trash talking. The coaches are expected to speak to players in a respectful way and not talk down to them.
9. A player, coach or spectator displaying poor sportsmanship will be asked to leave the facility.
10. The players are required to wear the provided team jersey.
11. A team may start a game with four players, but must forfeit if they drop below four during the game regardless of the score.
12. CPRD does not recognize protests.
13. The decision of the game officials will be final.
14. **We use the 24 HOUR RULE for all CPRD Athletics.**
 - The volunteer coaches, officials, Athletic Director, Athletic Supervisor and scorekeepers will not discuss game situations until at least 24 hours after the game.
 - This rule helps to move the discussion away from the presence of the players and allows all parties to have time to put things in perspective and “cool off” if necessary.
15. The players must remain seated at their bench during the game except for time outs and half time break.
16. The coaches are not allowed on the playing floor unless beckoned by a game official. We only allow the head and one assistant coach to sit on the bench. All coaches must complete a background check prior to the start of the season.
17. Indiana High School Athletic Association (IHSAA) rules apply in all other situations not stated.

12U Division Rules

Game Format:

- 4 Quarters
- 8 Minutes Each
- 5 Minute Halftime
- The game will use a running clock **except** for *free throws, time outs* and *the last two minutes of the game*.

*The last two minutes of the game will be played using a running clock if a team is ahead by 20 or more points.

Overtime Format:

There is no OT, regular season games can end in a tie.

1. The game will be played full court, using a 28.5" ball and 10 foot goals.
2. The players must shoot free throws from the 15-foot line.
3. The teams may employ any offensive and defensive set - including full court press, half court traps, zone defense and man to man defense.
4. A team cannot full court press if they are ahead by 10 or more points at any time during the game.
5. A team will receive three timeouts per half
The teams will be awarded one additional time out for each overtime period.
6. We allow three-point field goals in this division.
7. The score will be kept by an Employee using the scoreboards.
8. The Athletic Supervisor will keep score and standings and use those to make the end of the season tournament brackets.

3V3 Basketball League 14u/Highschool

League Format

- Games will consist of 4 quarters
- Each quarter will be 5 minutes. Clock Stops during free-throws but runs for the rest of the time.
- Games will be played halfcourt
- Half Time of 5 Minutes

Playing Time Rule

- Each player must play a combined time of 2 of the 4 quarters of each game.
- No player must sit more than 2 quarters total unless injured, have fouled out, or not at game.
- Coaches are responsible for following playing time rules and will have a log to fill out for each quarter of every game.
- Failing to follow the rule will most likely result in having to forfeiture the game.

Start of Game

- Home team on schedule will get ball first
- Higher seed will get ball first in tournament play
- Possession alternates after made baskets (No make it take)

Scoring

- Inside the three-point arc = 2 points
- Behind the arc (Highschool three line) = 3 points
- Free Throw = 1 Point

Fouls

- Shooting fouls:
 - Missed shot = 2 Free throws awarded
 - Made shot = Basket counts + 1 free throw
- Team fouls will reset each quarter
- 1 &1 bonus will begin at 5 team fouls each quarter
- Players with 6 fouls will be required to sit out for the rest of the game.

Check Ball Rules

- Ball must be checked at the top of key after dead balls
- Must take everything back and clear the ball past the three-point line. (Even airballs, steals, and blocks.)

Timeouts

- Each team will get 4 timeouts per game.
- 2- 30 sec and 1 Full time out of 60 sec.

Overtime

- If tied at the end of regulation, the game will be decided with a two-minute overtime period.
- Tournament will also be a two-minute overtime period to decide the winner.

Double Elimination Playoff Format

- At the end of regular season games, all teams will enter a double-elimination format
- Championship Rule: If an undefeated team loses in the final game, a winner-take-all final will be played.

Attendance & Forfeits:

- Teams will have a 10-minute grace period after scheduled start time.

- If the team cannot field 3 players, then the game will be ruled for a forfeit.

Jerseys:

- Every player on the team is expected to have a matching color shirt that's being provided and corresponds with their team and should have a visible number on the back.

Sportsmanship

- Respect officials
- Unsportsmanlike conduct may lead to a technical foul, ejection, and suspension.