



City of Pueblo Parks and Recreation

Youth Basketball League Rules



Revised November 11, 2025

Hoopsters Elite Competitive Basketball Rules

1) Player and Coaches

- a) Colorado High School rules will be used for 10 & over age groups.
- b) Roster names and payments must match the actual players. Any players not officially registered for the team they are playing on will cause that team to forfeit.
- c) Players can only play on one team. Both teams will forfeit all games the player has been involved with if teams that are found to be using a player that is on multiple teams.
- d) Players may play up one year but cannot play down. Players are eligible to play for only one team and division during the basketball league for Parks & Recreation.
- e) Only coaches that have completed the coaching contract, volunteer background check, and have been approved by Pueblo Parks & Recreation can coach. **Assistant Coaches:** can only coach if they have been cleared through the Pueblo Parks & Recreation and have completed the above requirements. Please plan ahead!! It may take up to two weeks for approval.
- f) Coaches will be responsible for their spectators (parents) and player's attitudes/behaviors during practice and games. Should attitudes and/or behaviors become unmanageable; the Site Supervisor will ask the spectators/players to leave the gym. The Youth Sports Coordinator and/or Recreation Supervisor will be notified, and spectators/participants will not be allowed to return until a meeting has been held in the Parks & Recreation office.

2) Jerseys

- a) Teams are responsible for their own game jerseys. Jersey must contain numbers.
- b) If two teams have identical jerseys, with no option of reversible jerseys, the team that is listed first will wear the Parks & Recreation supplied pinnies.

3) Game

- a) Running clock, except for time outs and the last two minutes of the 4th quarter. If during the 4th quarter there is a 20-point or more margins in the score, the clock will not stop.
- b) Each team receives 3 – “45 second” time-outs per game and cannot be carried into overtime.
- c) Overtime: 1st overtime will consist of a 2-minute period. If a 2nd overtime is necessary, the “sudden death” format is used: the 1st team to score a single point wins the game. One time-out is issued to each team for use in overtime periods.
- d) If there is a 30-point lead by a team, the score will not be kept until the gap is narrowed by 15 points by the opposite team.
- e) Game must begin with 5 players within 5 minutes of scheduled game time.
- f) Teams may finish a game with 4 players.
- g) Teams are responsible to clean up all trash from their bench area after the game. Post-game talks must be held in a different area to not impede the next game.
- h) Coaches who receive a technical foul will be expected to be seated for the duration of the game. If the coach is assessed a second technical, the coach will be asked to leave the gymnasium. If the coach has another game that day, the coach will start the next game with a clean slate. Remember our commitment to sportsmanship and the example we set for the athletes. The season is about the kids, not us.

- i) Personal and team fouls will be called and tracked. All shooting fouls are two free-throws except when attempting 3-points. Fouls maxed out at 5. No double bonus. Clock will stop for all free-throws.
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6th-8th Grade Division-Boys COMPETITIVE

When: Saturdays

Halves Length: 2 (eighteen-minute halves)

Goal Height: 10-foot **Basketball size:** Regulation size

Defense: Man-to-man OR Zone defense

Pressing: Pressing is allowed. If one team is leading by 20 points or more, they may not press and must start Plan B. Teams will be warned two times, and on the third infraction all the following will be awarded, a technical foul will be given, two-points and possession of the ball will be awarded.

Fouls: Personal and team fouls will be called and tracked. High School rules apply

Score: Will be kept. **3pt shot:** Yes

Clock: Running clock, except for time outs and the last two minutes of the 4th quarter. If during the fourth quarter there is a 20-point or more margins in the score, the clock will not stop.

Contact Information:

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**Good Luck to all
Basketball Season Participants**