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CLIVE YOUTH BASKETBALL LEAGUES

2nd- 7th Grades

Above all – basketball is merely the vehicle for teaching sportsmanship, respect for opponents, teammates & officials, while building the foundation for strong, socially responsible, hardworking young people.

IAHSAA rules with the following additions: ***(2024-25 RULE CHANGES HIGHLIGHTED IN BLUE)**

1. Home team on schedule wears lighter jersey color – Visiting team wears darker jersey color.
2. Clive staff will operate both the scoreboard/scoresheet at all locations. In the event we are not able to acquire staff to keep score, each team would be responsible to provide either a scorekeeper and/or scoreboard operator (16+ years) at their given location.
3. **TIMING**
 - a. Four 10-minute quarters. Continuous clock except for the last minute of each half.
 - b. If a team is winning by 15 points or more, the clock will continue running except during timeouts.
 - c. Two timeouts per game. TO's do not carry over to overtime. One timeout per team during overtime.
 - d. One minute break after 2nd and 4th Quarter, Three-minute halftime.
 - e. Overtime: 1st OT – 2 min, 2nd OT – Sudden Death, first to score wins, 4th Quarter fouls carry over.
 - i. Last minute of OT – Regulation timing, the clock stops on every referee whistle.
4. **FREE THROWS**
 - a. **2nd, 3rd, 4th, 5th Grades:** Shooter must start behind the line, may cross the line during the shot, but must wait to rebound until the ball hits the rim. 2nd & 3rd Grades shoot free throws at 12'. All other grades shoot at standard 15'.
 - b. **6th and 7th Grades:** Shooter must stay behind the line until the ball hits the rim.
 - c. **Bonus Foul Shots** – All ages – (NEW 2023-24) The bonus will now begin with a team's fifth foul in a quarter. The fouled player will shoot 2 free throws. There is no longer a one-and-one foul shot. Team Fouls reset every Quarter. *This rule was set into place by the IHSAA to clean-up the game and prevent as many fouls (specifically "hard fouls") as possible. Use this as a tool to teach your players how to play more efficiently and effectively. Please note, the clock is continuous outside the last minute of each half.*
 - d. When can the player enter the free throw lane? (All ages)
 - i. Shooter – May enter lane when the ball hits the rim
 - ii. Players occupying lane space – May enter the lane on release of the shot
 - iii. Players outside the three-point arc – When the ball hits the rim they can enter the three-point arc area
5. **DEFENSE/PRESS RULES**
 - a. **6th and 7th Grade** – Full court press allowed at any time, but if a team is leading by 11 points or more, full court press must be taken off. Half-court man/zone trap is allowed at any time.

- b. **4th & 5th Grades** – No full-court press until the final **2 minutes** & OT. If a team is leading by 11 points or more, the defense must be played inside the 3-point arc (no half-court trapping).
- c. **3rd Grade** – No full-court press at any point of the game and defense will only be played inside the 3-point arch.
- d. **2nd Grade** - No full-court press at any point of the game and defense will only be played inside the 3-point arch. Teams will be supplied with color coordinated wrist bands for players to wear. Players are only allowed to guard the opponent on the floor with the same matching color wrist band. This rule applied 2024-25 to alleviate confusion amongst the younger age group while on defense.

Note: 2nd-5th grades – When the defense is required behind the 3-point arc, both players’ feet must be inside the 3-point arc. A defender’s hands are allowed to be past the 3-point arc, but both feet must be inside the 3-point arc line for a steal.

To curb stalling in the final minutes of the game, a 10-second count will begin once the offensive player establishes the ball and themselves across the division line (half-court line). The offense will then have 10 seconds to bring the ball into the 3-point arch area. The ball must be passed or dribbled into that area. This new 10-second count will begin during the **final 2 minutes** of the game & OT.

- 6. Hoop Height: 2nd Grade: 8 feet, 3rd Grade: 9 feet, 4th-7th Grades: 10 feet.
- 7. 3 pointers are only allowed in 6th and 7th grade leagues.
- 8. Teams will only switch hoops after Halftime.
- 9. Any type of defense may be played, regardless of the age level, provided the above-mentioned press/defense rules are being followed.
- 10. 28.5” basketball used for all levels. Game ball provided by the City of Clive. Please bring your own warmup balls.
- 11. **Sportsmanship** – Players, Coaches & Fans must act with appropriate behavior. **Be a positive influence & role model for our young people.**

COACHES, FANS, AND PLAYERS – You are held responsible for your behavior while participating in, or observing Clive league play. You are required to act in a responsible manner. You may be competitive in this league without treating game officials, opposing coaches, etc. with disrespect. If you have an issue, please reach out to the league director.

Note: Coaches & Fans – Your #1 role during league play is to support your child and team. Make the game a fun atmosphere! Your role does not include berating game officials.

In Clive, we take this very seriously. Again, **you are held accountable for your behavior AND your fan’s behavior.** We have been forced to suspend teams for coach AND fan behavior. Don’t let this be you. Warnings are not issued. Be a great role model for our youth!

