CVSA HOOPS

HALF-COURT BASKETBALL PROGRAM

RECREATIONAL OPEN PLAY • OVER & UNDER 50 AGE • 4-ON-4 • TWO HALF COURTS • 9-MINUTE GAMES

Program Purpose

CVSA Hoops Half-Court Basketball is recreational open play—not a league. The program provides organized, welcoming, competitive-but-friendly basketball with clear rules, efficient court rotation, fair access to play, and an emphasis on safety and sportsmanship.

FORMAT	CLOCK	COURTS
4 players per team on court	9-minute running clock	2 half courts
ROTATION	**AGE GROUP**	**STANDINGS**
Winners stay up to 3 games	Over 50 & Under 50, 30 age minimum	No league standings

Facility / location: Cardozo Gym, Santa Fe Road, Riverbank

Session days / times: Thursdays - 6:30pm to 8:00pm

Program coordinators: Ernesto Gomez, Kim Duch, Edgar Medina

1. Official House Rules

These rules apply to both half courts. The coordinator should explain them before play and apply them consistently.

Game Format and Clock

- **Teams:** Four players per team. Three Teams maximum per court. Total 12 maximum players per court or 24 players max per both courts. Each team will be responsible for starting and resetting the clock.
- **Assembled Teams:** Teams will be assembled and balanced using CVSA algorithms, Hoops Rater & TeamBuilder. Teams TBD before start of program.
- **Team Clock Monitoring Responsibilities:** Each team will assign a player on their team to set, start and reset the clock.
- **Length:** Each game lasts 9 minutes. The clock runs through made baskets, ordinary fouls, out-of-bounds plays, and substitutions.
- **Clock stoppage:** Stop the clock only for an injury or immediate safety concern. The monitor may pause play for a serious facility issue.
- **End of game:** At 0:00, play ends. The first team with the highest score at the end of regulation time wins or the first team to 11. There is no automatic overtime; if tied at the end of regulation time. The teams will play a one possession tie breaker which means first team to score will win. Possession is awarded to based on possession arrow.
- **Starting possession:** White team always start with possession. At the end of regulation on a tie game, possession will revert to Black team.

Scoring and Possession

- **Scoring:** 1 point inside the three-point line; 2 points beyond it. No free throws awarded.
- **Check ball:** Start play at the top of the key. The defender gives the ball to the offensive player and allows a clear check before live play.
- **Clear the ball:** After a defensive rebound, steal, or other change of possession, the new offense must take the ball beyond the three-point line before attempting a shot. The player must establish 2 feet behind the 3-point line to clear the ball.Touching the line on a clear is a violation and ball changes possession.
- **Made basket:** The team scored on takes possession and checks the ball at the top before resuming.
- **Out of bounds / jump balls:** The team that did not touch the ball last receives possession and checks at the top. Jump balls or disputed calls will change ball possession and possession arrow.

Violations, Fouls, and Conduct

- **Violations:** Traveling, double dribble, carrying, illegal screens, and other standard violations result in a turnover and check ball.
- **Non-shooting defensive foul:** The fouled team keeps possession and checks at the top. No free throw for an ordinary non-shooting foul under this recreational format.
- **Shooting foul:** The fouled team keeps possession and checks at the top. If calling the foul has the shot go in, then count the basket and give the opposing team possession.
- **Offensive foul:** Turnover and possession to the other team.
- **Excessive contact:** The coordinators may warn a player, remove them for the game, or ask them to leave the session for dangerous or repeated conduct.
- **Disputes:** The coordinators resolves disputed calls. Extended arguing, intimidation, and abusive language are not permitted.

2. Rotation System — Two Half Courts

Use a separate waiting queue for each court. Participants must stay with their assigned queue unless the coordinator approves a change.

SITUATION	PROCEDURE
Before play	Check in and accept invite via GroupMe. Receive Shirt color and notified which team player is on.
Game ends	Team that wins, clears the court promptly; next teams have 2 minute to get next game started.
Winner stays	A winning team may stay for one more game, for a maximum of three consecutive games total. After game three, it rotates out regardless of result.
Losing team	Leaves the court and sits on the bench to wait for next game opportunity.
Three game win rule	Any team that wins three consecutive games must sit. The losing team on the court will then play the team that has been sitting on the bench waiting. That team that went out will play winner from that game.
No waiting teams	A team may continue only with coordinator approval. The two-game maximum remains the default when others are waiting.

Two-Court Operating Plan

- Assign one coordinator per court when staffing allows. If one coordinator has to oversee both courts, then he can designate a responsible coordinator for the second court.
- One court will be designated as a 50+ court. The player must be 50+ to participate. Exceptions to the age limit rule are designated coordinators to the group.
- The other court will be 50 & under with the minimum age set at 30 years. Any player 50+ wanting to play in the under 50 will be allowed as long as there is space, and that player has notified the coordinators the Monday before the calendar invites go out.
- There will be separate subs for over the 50+ Court and under 50 Court; Subs will be given flexibility to participate in under 50 court if and when teams are short players.
- The program cannot start until four players per team are ready. If a team is short, the CVSA coordinator must approve the substitute.
- A scoreboard/timer will be provided on each court. Start and end clocks must be consistently operated by the group coordinator. There will be a 2-minute transition period between games.
- If substitutions are necessary then the substitution must done at dead balls, between games or at clock stoppage. Incoming players must be ready and must not interfere with live play.

3. Safety, Eligibility, and Administration

Eligibility and Check-In

- Program audience is adults 30+. Requirements published on website. A liability waiver, and registration are requirements for participation.
- All participants check in and follow facility policies. Athletic shoes are required; remove jewelry or accessories that could cause injury.
- No dunking or hanging on the rim.
- Spectators and waiting players must remain outside the playing area.

Injuries and Emergency Response

- Stop play and the clock immediately for an injury or safety concern. Do not move a seriously injured person unless there is immediate danger.
- Notify the coordinator and follow the facility emergency plan. Call emergency services when warranted.
- Resume only when the court is safe and the injured participant has been attended to. The coordinator may end play if it cannot safely continue.
- Before opening, record the facility address, emergency contact, first-aid/AED location, and person responsible for calling emergency services.

Sportsmanship and Enforcement

- No fighting, threats, discriminatory harassment, deliberate dangerous play, or repeated abusive language.
- The monitor may issue a warning, remove a player for the game, or ask a player to leave for serious or repeated misconduct.
- The coordinator's decision is final for program operations and safety. Raise concerns privately after the game instead of delaying play.
- CVSA Hoops may adjust rotations, suspend play, or remove participants to protect safety and fair access.

4. Session Operations Checklist

BEFORE OPENING	DURING PLAY	AT CLOSE
☐ Check court safety ☐ Set clocks / scoreboards ☐ Confirm first-aid / AED location ☐ Assign monitors ☐ Post rules and queues ☐ Check in participants	☐ Keep games to 9 minutes ☐ Track wins and queues ☐ Enforce two-game limit ☐ Stop for injuries ☐ Keep walkways clear ☐ Address conduct	☐ Confirm safe exit ☐ Collect equipment ☐ Check lost property ☐ Report incidents per policy ☐ Leave courts clean

Program Details to Complete

Facility / address:	Cardozo Gym, Santa Fe Road, Riverbank
Session days / times:	Thursdays / 6:30pm to 8:00pm
Program coordinator:	Ernesto Gomez
Court 1 Coordinator: Court 2 Coordinator:	Kim Duch Edgar Medina
Emergency contact / plan:	_____
Local rule variations:	_____

CVSA HOOPS

HALF-COURT OPEN PLAY • PLAYER HANDOUT

4-ON-4 | 9-MINUTE RUNNING CLOCK | TWO HALF COURTS

Welcome to CVSA Hoops

This is recreational open play, not a league. Share the court, respect others, and keep games moving.

GAME BASICS & POSSESSION

- Four players per team on the court.
- Games last 9 minutes; the clock runs continuously.
- 1 point inside the arc; 2 points beyond the arc.
- Highest score at 0:00 wins; no automatic overtime.
- Check the ball at the top to start play.
- After a change of possession, clear beyond the three-point line.
- After a made basket, the other team takes possession and checks.
- Out of bounds: last team to touch it loses possession.

FOULS, ROTATION & SAFETY

- Traveling, double dribble, and illegal contact are violations.
- Non-shooting foul: possession retained; check at the top.
- Shooting foul: if missed, one free throw; if made, count basket.
- Offensive foul: turnover; monitor resolves disputed calls.
- Winners may stay for a second game, then must rotate out.
- Losing teams join the back of their court queue.
- Stop play immediately for injuries or unsafe conditions.
- No fighting, threats, harassment, or dangerous contact.

Session date/time: _____

Coordinator: _____

Emergency procedure / facility contact:

_____

CVSA HOOPS — PLAY HARD. PLAY FAIR. KEEP IT FUN.