



Procurement Division
Public Services Building
2051 Kaen Road
Oregon City, OR 97045
(503) 742-5444 (Office)

REQUEST FOR QUOTES (RFQ) #2026-63

Issue Date: August 27, 2026

Project Name:	Youth Basketball Officiating Services for North Clackamas Parks and Recreation District (NCPRD)		
Quote Due Date/Time:	September 17, 2026, 2:00 PM PST		
Procurement Analyst:	Michael Faris	Email:	Mfaris@clackamas.us

SUBMIT QUOTES VIA EQUITY HUB'S BID LOCKER LOCATED AT
<https://bidlocker.us/a/clackamascounty/BidLocker>.

PLEASE NOTE: EMAIL SUBMISSIONS WILL NOT BE ACCEPTED.

1. ANNOUNCEMENT AND SPECIAL INFORMATION

Quoters are required to read, understand, and comply with all information contained within this Request for Quotes ("RFQ"). All quotes are binding upon Quoter for sixty (60) days from the Quote Due Date/Time. Quotes received after the Quote Due Date/Time may not be considered. If authorized in the RFQ and resulting contract, travel and other expense reimbursement will only be reimbursed in accordance with the Clackamas County Travel Reimbursement Policy in effect at the time the expense is incurred. The Policy may be found at <https://www.clackamas.us/finance/terms.html>.

RFQ Documents can be downloaded from OregonBuys at the following address: <https://oregonbuys.gov/bsa/> Document No. S- C01010-00017874. Prospective Quoters will need to sign in to download the information and that information will be accumulated for a Plan Holder's List. Prospective Quoters are responsible for obtaining any addenda or clarifying questions from OregonBuys.

Submitting Quotes: Bid Locker

Quotes will only be accepted electronically via a secure online submission service, Bid Locker. Email submissions to Clackamas County email addresses will no longer be accepted.

- A. Completed quote documents must arrive electronically via Bid Locker located at <https://bidlocker.us/a/clackamascounty/BidLocker>.
- B. Bid Locker will electronically document the date and time of all submissions. Completed documents must arrive by the deadline indicated above or as modified by Addendum. **LATE QUOTES WILL NOT BE ACCEPTED.**
- C. Quoters must register and create a profile for their business with Bid Locker in order to submit for this project. It is free to register for Bid Locker.
- D. Quoters with further questions concerning Bid Locker may review the Vendor's Guide located at <https://www.clackamas.us/how-to-bid-on-county-projects>.

All questions regarding this RFQ are to be directed to the Procurement Analyst named above. Quoters may not communicate with County employees or representatives about the RFQ during the procurement process until the Procurement office has notified Quoters of the selected Quoter. Communication in violation of this restriction may result in rejection of a Quoter.

2. BACKGROUND

The purpose of this RFQ is to select a vendor to provide youth basketball officials and assignment services for Hoopers Basketball League. Hoopers Basketball has two officials per game for third grade to high school. Hoopers operates two distinct seasons. The early winter season serves third and fourth grade and high school (December – January). The late winter season serves grades fifth through eighth (late January to mid-March).

3. SCOPE OF WORK

1. Officiate games in accordance with North Clackamas Parks and Recreation District game rules.
2. Referees are to be onsite 15 minutes prior to the start of every game and ready to begin work their designated games(s).
3. Providing all uniforms, equipment, and training necessary to complete work.
4. Responsible for scheduling and guaranteeing delivery of their employees to provide uninterrupted service to the District regardless of employee absences, inclement weather, or other reason.
5. Monitoring referees to ensure adherence with contract.
6. Respond in a timely manner to the District's request for employee training or removal.
7. Provide a schedule of referees prior to the weeks' games.

4. WORK SCHEDULE

Hoopers Basketball has games in December through mid-March. The number of games vary based on the number of teams. Estimated game days / number of games are as follows:

2026-2027 Season

Early Winter: Saturdays & Sundays, 12/5/2026 – 1/31/2027, no games 12/26/2026-1/3/2027

Grade 3: Saturdays – 50-65

Grade 4: Saturdays – 50-65

High School: Sundays – 80-95

Late Winter: Saturdays, 2/6/2027 – 3/13/2027

Grade 5: Saturdays – 60-75

Grade 6: Saturdays – 50-65

Grade 7 / 8: Saturdays – 75-90

2027-2028 Season

Early Winter: Saturdays & Sundays, 12/4/2027 – 1/30/2028, no games 12/25/2027-1/2/2028

Late Winter: Saturdays, 2/5/2028 – 3/11/2028

5. TERM OF CONTRACT:

The term of the contract shall be from the effective date through 06/30/2028.

6. SAMPLE CONTRACT

Submission of a Quote in response to this RFQ indicates Quoter's willingness to enter into a contract containing substantially the same terms of the below referenced contract, which can be found at:

<https://www.clackamas.us/finance/terms.html>, with the below indicated requirements. No action or response to the sample contract is required under this RFQ. The applicable sample contract is the:

Personal Services Contract (unless checked, item does not apply)

The following paragraphs of the Professional Services Contract will be applicable:

- ☐ Article I, Paragraph 5 – Travel and Other Expense is Authorized
- ☐ Article II, Paragraph 28 – Confidentiality
- ☒ Article II, Paragraph 29 – Criminal Background Check Requirements (In Addition, NCPRD may perform their own Background Checks).
- ☐ Article II, Paragraph 30 – Key Persons
- ☐ Article II, Paragraph 31 – Cooperative Contracting
- ☐ Article II, Paragraph 32 – Federal Contracting Requirements
- ☐ Exhibit A – On-Call Provision

The following insurance requirements will be applicable:

- ☒ Commercial General Liability: combined single limit, or the equivalent, of not less than \$1,000,000 per occurrence, with an annual aggregate limit of \$2,000,000 for Bodily Injury and Property Damage.
- ☐ Professional Liability: combined single limit, or the equivalent, of not less than \$1,000,000 per occurrence, with an annual aggregate limit of \$2,000,000 for damages caused by error, omission or negligent acts.
- ☐ Automobile Liability: combined single limit, or the equivalent, of not less than \$1,000,000 per occurrence for Bodily Injury and Property Damage.
- ☒ Abuse & Molestation endorsement with limits not less than \$1,000,000 per occurrence if not included in the Commercial General Liability policy.
- ☐ Cyber Liability: combined single limit, or the equivalent, of not less than \$1,000,000 per occurrence for network security (including data breach), privacy, interruption of business, media liability, and errors and omissions.

7. QUOTE

Quotes should be short and concise with the following information:

- A. Company experience in assigning and refereeing recreation basketball for Grades 3 thru High School.
- B. Detailed Fee Schedule by grade and include any cost associated with your quote like administration fee, assigning fee, transportation fee;
- C. How many total officials does your organization have;
- D. Describe your training for new and returning officials including training regarding modifications to OSAA basketball rules;
- E. Describe how you counsel a referee(s) when there is an issue;
- F. Provide three references for other leagues you've officiated and include the number of games officiated per season for each reference;
- G. Quote Certification Form; and
- H. Any additional information that North Clackamas Parks and Recreation District should take into consideration.

8. EVALUATION

Quotes will be evaluated based on subjective factors including, but not limited to: Firm experience, staff experience, price/fees, basketball rule training, communication, references, and proposal to complete the work.

QUOTE CERTIFICATION FORM
RFQ #2026-63

Submitted by: _____
(Must be entity's full legal name)

Each Quoter must read, complete and submit a copy of this Clackamas County Certification with their Quote. Failure to do so may result in rejection of Quote. By signature on this Certification the undersigned certifies that they are authorized to act on behalf of the Quoter and that under penalty of perjury the undersigned will comply with the following:

SECTION I. OREGON TAX LAWS: As required in ORS 279B.110(2)(e), the undersigned hereby certifies that, to the best of the undersigned's knowledge, the Quoter is not in violation of any Oregon Tax Laws. For purposes of this certification, "Oregon Tax Laws" means the tax laws of the state or a political subdivision of the state, including ORS 305.620 and ORS chapters 316, 317 and 318. If a contract is executed, this information will be reported to the Internal Revenue Service. Information not matching IRS records could subject Quoter to 24% backup withholding.

SECTION II. NON-DISCRIMINATION: That the Quoter has not and will not discriminate in its employment practices with regard to race, creed, age, religious affiliation, sex, disability, sexual orientation, gender identity, national origin, or any other protected class. Nor has Quoter or will Quoter discriminate against a subcontractor in the awarding of a subcontract because the subcontractor is a disadvantaged business enterprise, a minority-owned business, a woman-owned business, a business that a service-disabled veteran owns or an emerging small business that is certified under ORS 200.055.

SECTION III. CONFLICT OF INTEREST

The undersigned hereby certifies that no elected official, officer, agent or employee of Clackamas County is personally interested, directly or indirectly, in any resulting contract from this RFQ, or the compensation to be paid under such contract, and that no representation, statements (oral or in writing), of the County, its elected officials, officers, agents, or employees had induced Quoter to submit this Quote. In addition, the undersigned hereby certifies that this proposal is made without connection with any person, firm, or corporation submitting a quote for the same material, and is in all respects fair and without collusion or fraud.

SECTION IV. COMPLIANCE WITH SOLICITATION: The undersigned further agrees and certifies that they:

1. Have read, understand and agree to be bound by and comply with all requirements, instructions, specifications, terms and conditions of the RFQ (including any attachments); and
2. Are an authorized representative of the Quoter, that the information provided is true and accurate, and that providing incorrect or incomplete information may be cause for rejection of the Quote or contract termination; and
3. Will furnish the designated item(s) and/or service(s) in accordance with the RFQ and Quote; and
4. Will use recyclable products to the maximum extend economically feasible in the performance of the contract work set forth in this RFQ.

Name: _____	Date: _____
Signature: _____	Title: _____
Email: _____	Telephone: _____
Oregon Business Registry Number: _____	OR CCB # (if applicable): _____

Business Designation (check one):

☐ Corporation ☐ Partnership ☐ Sole Proprietorship ☐ Non-Profit ☐ Limited Liability Company

☐ Resident Quoter, as defined in ORS 279A.120

☐ Non-Resident Quoter. Resident State: _____

CLACKAMAS COUNTY INSTRUCTIONS TO QUOTERS

Quotes are subject to the applicable provisions and requirements of the Clackamas County Local Contract Review Board Rule C-047-0270 (Intermediate Procurements) and Oregon Revised Statutes.

QUOTE PREPARATION

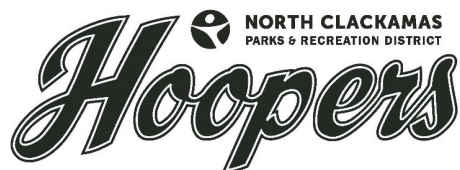
1. **QUOTE FORMAT:** Quotes must be submitted as indicated in the RFQ.
2. **CONFORMANCE TO RFQ REQUIREMENTS:** Quotes must conform to the requirements of the RFQ. Unless otherwise specified, all items quoted are to be new, unused and not remanufactured in any way. Any requested attachments must be submitted with the quote and in the required format. Quote prices must be for the unit indicated on the quote. Failure to comply with all requirements may result in quote rejection.
3. **ADDENDA:** Only documents issued as addenda by Clackamas County serve to change the RFQ in any way. No other directions received by the Quoter, written or verbal, serve to change the RFQ document. NOTE: IF YOU HAVE RECEIVED A COPY OF THE RFQ, YOU SHOULD CONSULT OREGONBUYS (<https://oregonbuys.gov/bso/view/login/login.xhtml>) TO ENSURE THAT YOU HAVE NOT MISSED ANY ADDENDA OR ANNOUNCEMENTS. QUOTERS ARE NOT REQUIRED TO RETURN ADDENDUMS WITH THEIR QUOTE. HOWEVER, QUOTERS ARE RESPONSIBLE TO MAKE THEMSELVES AWARE OF, OBTAIN AND INCORPORATE ANY CHANGES MADE IN ANY ADDENDA ISSUED, AND TO INCORPORATE ANY CHANGES MADE BY ADDENDUM INTO THEIR FINAL QUOTE. FAILURE TO DO SO MAY, IN EFFECT, MAKE THE QUOTER'S QUOTE NON-RESPONSIVE, WHICH MAY CAUSE THE QUOTE TO BE REJECTED.
4. **USE of BRAND or TRADE NAMES:** Any brand or trade names used by Clackamas County in the specifications are for the purpose of describing and establishing the standard of quality, performance and characteristics desired and are not intended to limit or restrict competition. Quoters may submit quotes for substantially equivalent products to those designated unless the RFQ provides that a specific brand is necessary because of compatibility requirements, etc. All such brand substitutions shall be subject to approval by Clackamas County.
5. **PRODUCT IDENTIFICATION:** Quoters must clearly identify all products quoted. Brand name and model or number must be shown. Clackamas County reserves the right to reject any quote when the product information submitted with the quote is incomplete.
6. **FOB DESTINATION:** Unless specifically allowed in the RFQ, ***QUOTE PRICE MUST BE F.O.B. DESTINATION with all transportation and handling charges included in the Quote.***
7. **DELIVERY:** Delivery time must be shown in number of calendar days after receipt of purchase order.
8. **EXCEPTIONS:** Any deviation from quote specifications, or the form of sample contract referenced in this RFQ, may result in quote rejection at County's sole discretion.
9. **SIGNATURE ON QUOTE:** Quotes must be signed by an authorized representative of the Quoter. Signature on a quote certifies that the quote is made without connection with any person, firm or corporation making a quote for the same goods and/or services and is in all respects fair and without collusion or fraud. Signature on a quote also certifies that the Quoter has read and fully understands all quote specifications, and the sample contract referenced in this RFQ (including insurance requirements). No consideration will be given to any claim resulting from quoting without comprehending all requirements of the RFQ.
10. **QUOTE MODIFICATION:** Quotes, once submitted, may be modified in writing before the time and date set for quote closing. Any modifications should be signed by an authorized representative, and state that the new document supersedes or modifies the prior quote. Quoters may not modify quotes after quote closing time.
11. **QUOTE WITHDRAWALS:** Quotes may be withdrawn by request in writing signed by an authorized representative and received by Clackamas County prior to the Quote Due Date/Time. Quotes may also be withdrawn in person before the Quote Due Date/Time upon presentation of appropriate identification.
12. **QUOTE SUBMISSION:** Quotes may be submitted by returning to Clackamas County Procurement Division in the location designated in the introduction of the RFQ; however, no oral

or telephone quotes will be accepted. Envelopes, or e-mails containing Quotes should contain the RFQ Number and RFQ Title.

QUOTE EVALUATION AND AWARD

1. **PRIOR ACCEPTANCE OF DEFECTIVE PROPOSALS:** Due to limited resources, Clackamas County generally will not completely review or analyze quotes which fail to comply with the requirements of the RFQ or which clearly are not the best quotes, nor will Clackamas County generally investigate the references or qualifications of those who submit such quotes. Therefore, neither the return of a quote, nor acknowledgment that the selection is complete shall operate as a representation by Clackamas County that an unsuccessful quote was complete, sufficient, or lawful in any respect.
2. **DELIVERY:** Significant delays in delivery may be considered in determining award if early delivery is required.
3. **CASH DISCOUNTS:** Cash discounts will not be considered for award purposes unless stated in the RFQ.
4. **PAYMENT:** Quotes which require payment in less than 30 days after receipt of invoice or delivery of goods, whichever is later, may be rejected.
5. **INVESTIGATION OF REFERENCES:** Clackamas County reserves the right to investigate references and or the past performance of any Quoter with respect to its successful performance of similar services, compliance with specifications and contractual obligations, and its lawful payment of suppliers, sub-contractors, and workers. Clackamas County may postpone the award or execution of the contract after the announcement of the apparent successful Quoter in order to complete its investigation. Clackamas County reserves the right to reject any quote or to reject all quotes at any time prior to Clackamas County's execution of a contract if it is determined to be in the best interest of Clackamas County to do so.
6. **CLARIFICATION:** Clackamas County reserves the right to seek clarification of each Quote, or to make an award without further discussion of Quotes received.
7. **METHOD OF AWARD:** Clackamas County reserves the right to make the award by item, groups of items or entire quote, whichever is in the best interest of Clackamas County.
8. **QUOTE REJECTION:** Clackamas County reserves the right to reject any and all quotes for any reason including, but not limited to, a Quoter's failure to constitute as a responsible bidder under ORS 279B.110 and LCRB C047-640-1-c-F-iii.
9. **QUOTE RESULTS:** Quoters who submit a quote will be notified of the RFQ results. Awarded quote files are public records and available for review by submitting a public records request or by appointment.

Attachment A Hoopers Rules



The Hoopers Basketball League follows OSAA High School rules unless stated.

No Jewelry Permitted

For the safety of all players, any and all jewelry must be removed prior to the game. The removal of jewelry includes, but is not limited to: watches, rings, earrings, and facial piercings. If an earring cannot be removed, it must be taped. No hoop earring of any size is permitted.

Only One Coach Standing

Only one coach on each team (game manager) is allowed to stand. The other should remain seated. This helps both the referee and players better determine who to listen to and reduces the intensity of the game. The officials can also instruct the standing coach to sit.

Equal Play Time

Each player will have equal playing time with the exception of an injury/illness. Refer to Equal Play Time Chart.

Timekeeper and Scorekeeper

VISITING team provides volunteer timekeeper. HOME TEAM provides volunteer scorekeeper. There is no scorekeeping until 3rd grade.

Disqualifications

For 3rd grade and above, players are disqualified at their 5th personal foul or 2nd technical foul.

Warm-ups

Warm-up between games is no more than 10 minutes, no less than 5 minutes.

Game Rules Quick Reference Table

Grade:	K	1	2	3	4	5/6	7/8	9-12	
Dribble Stealing					Y	Y	Y	Y	
Disqualifications				Y	Y	Y	Y	Y	
Overtime					Y	Y	Y	Y	
Player to Player Defense Only	Y	Y	Y	Y	Y	Y			
Back-Court Defense						Q4 only unless 10 pt gap	Y unless 10 pt gap	Y unless 15 pt gap	

Game Setup Quick Reference Table

Grade:	K	1	2	3	4	5/6	B 7/8	G 7/8	9-12	
Basket Height	8 ft	8 ft	8 ft	9 ft	10 ft	10 ft	10 ft	10 ft	10 ft	
Basketball Size	25.5"	27"	27"	27"	27"	28.5"	29.5"	28.5"	29.5"	
Game Length	(8) 4 min	(8) 4 min	(8) 4 min	(4) 10 min	(4) 10 min	(4) 10 min	(4) 10 min	(4) 10 min	(4) 12 min	
Timeouts	0	0	0	(2) 30 sec per half	(2) 30 sec per half	(2) 30 sec per half	(2) 30 sec per half	(2) 30 sec per half	(3) 30 sec per game	
Halftime	2-3 min	2-3 min	2-3 min	5 min	5 min	5 min	5 min	5 min	3 min	

Kindergarten Coed

League follows OSAA High School rules unless stated.

***Kindergarten's first two weeks are practices. Each week after, games immediately follow shortened practices to stay within 1 hour time-frame each Sunday.*

GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
8 feet	25.5"	8, 4-minute segments	0	2-3 minutes

SCOREKEEPING: There will be neither scorebooks nor scorekeepers.

GAME LENGTH: Games will be eight (8) 4-minute segments with Running Clock.

REFEREES: One coach from each team will serve as the referees.

PLAY

COIN TOSS: Games will start with a coin toss then will play alternating possession (no jump balls).

4-ON-4: Teams will play 4-on-4, on the full court.

FOULS: Fouls will not be recorded.

- On all fouls, the team that has been fouled will be given the ball out of bounds.
- Free throws will not be shot; the ball will be taken out of bounds when a shooting foul occurs.

DEFENSE:

- Teams will play "Player-to-Player" defense only. Zone defense should not be taught or played. Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No back-court defense. Defensive team must wait for offensive player to cross half-court.

STEALING: Stealing is allowed on passes only. Stealing off the dribble is not allowed.

POST-GAME SPORTSMANSHIP: At end of the game, teams should give each other a cheer, shake hands, and quickly clear the court to allow next teams to begin on time.

JEWELRY: No jewelry (i.e. rings, earrings, etc.) is allowed.

DISQUALIFICATIONS: Players will not foul-out/be disqualified; progressive enforcement of game rules (aggressive play, double teaming, double dribbling, traveling, etc.) will occur in this manner:

VERBAL ENFORCEMENT

- When violations occur, the official will blow the whistle, briefly explain (teach) violation to the player, and hand the ball back to the player committing the violation. The offensive team will not lose possession of the ball.
- The ball will be given back to the player at the spot to the violation. The ball will not be taken out of bounds.
- Game clock will run during this time.

Grades 1 Girls & Boys

League follows OSAA High School rules unless stated.

***The first two weeks are practices. Then games immediately follow shortened practices to stay within 75-minute time frame each Sunday.*

GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
8 feet	27"	8, 4-minute segments	0	2-3 minutes

SCOREKEEPING: There will be neither scorebooks nor scorekeepers.

GAME LENGTH: Games will be eight (8) 4-minute segments with Running Clock.

REFEREES: One coach from each team will serve as the referees.

PLAY

JUMP BALL: Games will start with a jump ball then will play alternating possession.

5-ON-5: Teams will play 5-on-5.

FOULS: Fouls will not be recorded.

- On all fouls, the team that has been fouled will be given the ball out of bounds.
- Free throws will not be shot; the ball will be taken out of bounds when a shooting foul occurs.

DEFENSE:

- Teams will play "Player-to- Player" defense only. Zone defense should not be taught or played. Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No back-court defense. Defensive team must wait for offensive player to cross half-court.

STEALING: Stealing is allowed on passes only. Stealing off the dribble is not allowed.

POST-GAME SPORTSMANSHIP: At end of the game, teams should give each other a cheer, shake hands, and quickly clear the court to allow next game to get started on time.

JEWELRY: No jewelry (i.e. rings, earrings, etc.) is allowed.

DISQUALIFICATIONS: Players will not foul out/be disqualified; Progressive enforcement of game rules (aggressive play, double teaming, double dribbling, traveling, etc.) will occur in this manner:

FIRST 3 GAMES

- When violations occur, the official will blow the whistle, briefly explain (teach) violation to the player, and hand the ball back to the player committing the violation. The offensive team will not lose possession of the ball.
- The ball will be given back to the player at the spot to the violation. The ball will not be taken out of bounds.
- Game clock will run during this time.

REMAINING GAMES

- Violations will be whistled by the referee, who will explain the violation to the players. The offensive team will lose possession, and the ball will be given to the opposing team out of bounds.
- Game clock will run during this time.

Grade 2 Girls & Boys

League follows OSAA High School rules unless stated.

***The first two weeks are practices. Then games immediately follow shortened practices to stay within 75-minute time frame each Sunday.*

GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
8 feet	27"	8, 4-minute segments	0	2-3 minutes

SCOREKEEPING: There will be neither scorebooks nor scorekeepers.

GAME LENGTH: Games will be eight (8) 4-minute segments with Running Clock.

REFEREES: One coach from each team will serve as the referees.

PLAY

JUMP BALL: Games will start with a jump ball then will play alternating possession.

5-ON-5: Teams will play 5-on-5.

FOULS: Fouls will not be recorded.

- On all fouls, the team that has been fouled will be given the ball out of bounds.
- Free throws will not be shot; the ball will be taken out of bounds when a shooting foul occurs.

DEFENSE:

- Teams will play "Player-to- Player" defense only. Zone defense should not be taught or played. Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No back-court defense. Defensive team must wait for offensive player to cross half-court.

STEALING: Stealing is allowed on passes only. Stealing off the dribble is not allowed.

POST-GAME SPORTSMANSHIP: At end of the game, teams should give each other a cheer, shake hands, and quickly clear the court to allow next game to get started on time.

JEWELRY: No jewelry (i.e. rings, earrings, etc.) is allowed.

DISQUALIFICATIONS: Players will not foul out/be disqualified; Progressive enforcement of game rules (aggressive play, double teaming, double dribbling, traveling, etc.) will occur in this manner:

VIOLATION ENFORCEMENT

- First six 4-minute segments: Referees will provide verbal cues when a violation has occurred. The offensive team will retain possession and reset from the spot of the violation.
- Last two 4-minute segments: Violations will be whistled by the referee, who will explain the violation to the players. The offensive team will lose possession, and the ball will be given to the opposing team out of bounds.
- Game clock will run during this time.

Grade 3 Girls & Boys

League follows OSAA High School rules unless stated.



GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
9 feet	27"	4, 10-minute quarters	Two (2) 30-second timeouts per half	5 minutes

GAME LENGTH

Four (4) 10-minute quarters. Equal playing time with Running Clock rules:

- Clock will stop only for timeouts, injuries, or referee instructed time.
- Game will stop at the halfway point of each period for substitutions. Clock will stop, but Referee shall allow continuation of a fast break and/or completion of an imminent shot attempt before whistling play to stop. Clock re-starts when ball is in-bounded after substitutions have been made.

NO OVERTIMES

PLAY

JUMP BALL

Game will begin with a jump ball at center court determining the first possession, and use the alternate possession for the remainder of the game.

FREE THROWS

Free throws will be shot from 10 feet.

DEFENSE

- Player-to-Player defense only – no Zone defense allowed.
Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No defensive double-teaming outside of the key.
- No backcourt defense is allowed.

OFFENSE

Offensive plays designed to isolate the ball handler for a one-on-one clear out are not permitted.

STEALING

Stealing is allowed on passes only. Stealing off the dribble is not allowed.

Grade 4 Girls & Boys

League follows OSAA High School rules unless stated.



GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
10 feet	27"	4, 10-minute quarters	Two (2) 30-second timeouts per half	5 minutes

LAST 2 MINUTES

- Last 2 minutes of the 4th quarter is Stop Clock if the score differential is 6 points or less.
- If the full Stop Clock rule is initiated at or under the 2-minute mark and the spread increases beyond 6 points, then the game will still progress with Stop Clock rules.

GAME LENGTH: Four (4) 10-minute quarters. Equal playing time with Running Clock rules:

- Clock will stop only for timeouts, injuries, or referee instructed time.
- Game will stop at the halfway point of each period (including OTs) for substitutions. Clock will stop, but Referee shall allow continuation of a fast break and/or completion of an imminent shot attempt before whistling play to stop. Clock re-starts when ball is in-bounded after substitutions have been made.

OVERTIME:

- Overtime period is 2 minutes of Stop Clock. Equal playing time rules still apply during OT – there will be a break at the 1 minute mark for substitutions.
- No 2nd Overtime, game will end in a tie.

PLAY

JUMP BALL

Game will begin with a jump ball at center court determining the first possession, and use the alternate possession for the remainder of the game.

FREE THROWS

Free throws will be shot from 12 feet.

SCORING

- All shots made will be recorded for 2 points with the exception of free throws.
- Free throws made will be recorded as one point.
- Shots made from behind the 3 point line will be recorded for 2 points.

DEFENSE

- Player-to-Player defense only – no Zone defense allowed.
Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No defensive double-teaming outside of the key.
- No backcourt defense is allowed.

OFFENSE

Offensive plays designed to isolate the ball handler for a one-on-one clear out are not permitted.

STEALING

First 2 Games: Stealing is allowed on passes only. Stealing off the dribble is not allowed.

Remaining Games: Stealing is now allowed off of the dribble and passes.

Grade 5 Girls & Boys

League follows OSAA High School rules unless stated.



GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
10 feet	28.5"	4, 10-minute quarters	Two (2) 30-second timeouts per half	5 minutes

GAME TIMING: Equal playing time with Running Clock rules:

- Clock will stop only for timeouts, injuries, or referee instructed time.
- Game will stop at the halfway point of each period (including OTs) for substitutions. Clock will stop, but Referee shall allow continuation of a fast break and/or completion of an imminent shot attempt before whistling play to stop. Clock re-starts when ball is in-bounded after substitutions have been made.

LAST 2 MINUTE STOP CLOCK

- Last 2 minutes of the 4th quarter is Stop Clock if the score differential is 6 points or less.
- If the full Stop Clock rule is initiated at or under the 2-minute mark and the spread increases beyond 6 points, then the game will still progress with Stop Clock rules.

OVERTIME:

- All overtime periods are 2 minutes of Stop Clock. Equal playing time rules still apply during OT – there will be a break at the 1 minute mark for substitutions.
- For regular season games: if still tied after 2nd OT, game will end in a tie.

TIMEOUTS:

- A team may use only one (1) timeout in the last 2 minutes of the game.
- Each team may take one (1) 30-second timeout per OT period – timeouts are not carried over into OT.

PLAY

JUMP BALL: Game will begin with a jump ball at center court determining the first possession, and use the alternate possession for the remainder of the game.

FREE THROWS: Free throws will be shot from 12 feet.

SCORING

- Free throws made will be recorded as 1 point.
- All shots made will be recorded as 2 points.
- Shots made from behind the 3 point line will be recorded as 2 points.

DEFENSE

- Player-to-Player defense only – no Zone defense allowed.
Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No defensive double-teaming outside of the key.
- Player-to-Player backcourt defense is allowed in 4th Quarter only; except by team ahead by 10 or more points.

OFFENSE

Offensive plays designed to isolate the ball handler for a one-on-one clear out are not permitted.

STEALING: Stealing is allowed off the dribble and passes.

Grade 6 Girls & Boys

League follows OSAA High School rules unless stated.



GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
10 feet	28.5"	4, 10-minute quarters	Two (2) 30-second timeouts per half	5 minutes

GAME TIMING: Equal playing time with Running Clock rules:

- Clock will stop only for timeouts, injuries, or referee instructed time.
- There will be free substitutions meaning that coaches may make substitutions at any point (during ball stoppages). There will be no stoppage at the halfway point of quarters to make lineup changes.

LAST 2 MINUTE STOP CLOCK

- Last 2 minutes of the 4th quarter is Stop Clock if the score differential is 6 points or less.
- If the full Stop Clock rule is initiated at or under the 2-minute mark and the spread increases beyond 6 points, then the game will still progress with Stop Clock rules.

OVERTIME:

- All overtime periods are 2 minutes of Stop Clock. Equal playing time rules still apply during OT – there will be a break at the 1 minute mark for substitutions.
- For regular season games: if still tied after 2nd OT, game will end in a tie.

TIMEOUTS:

- A team may use only one (1) timeout in the last 2 minutes of the game.
- Each team may take one (1) 30-second timeout per OT period – timeouts are not carried over into OT.

PLAY

SUBSTITUTIONS

Coach will determine substitution pattern.

JUMP BALL: Game will begin with a jump ball at center court determining the first possession, and use the alternate possession for the remainder of the game.

FREE THROWS: Free throws will be shot from 12 feet.

SCORING

- Free throws made will be recorded as 1 point.
- Shots made from behind the 3 point line will be recorded as 3 points.

DEFENSE

- Player-to-Player defense only – no Zone defense allowed.
Players should match-up with player on other team to guard. Referee & coaches should help players match-up at beginning of quarters and on substitutions.
- The defensive player must stay within 4 feet of the player she/he is guarding. When an offensive player enters the key with the ball, weak side defense may step in to help guard.
- No defensive double-teaming outside of the key.
- Player-to-Player backcourt defense is allowed in 4th Quarter only; except by team ahead by 10 or more points.

OFFENSE

Offensive plays designed to isolate the ball handler for a one-on-one clear out are not permitted.

STEALING: Stealing is allowed off the dribble and passes.

Grades 7/8 Girls & Boys

League follows OSAA High School rules unless stated.



GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
10 feet	Girls 28.5" Boys 29.5"	4, 10-minute quarters	Two (2) 30-second timeouts per half	5 minutes

GAME LENGTH

Equal playing time with Running Clock rules:

- Clock will stop only for timeouts, injuries, or referee instructed time.
- Subs will check in at score table and wait for referee to wave them on.

WARM-UP

Warm-up between games is no more than 10 minutes, minimum is 5 minutes.

LAST 2 MINUTE STOP CLOCK

- Last 2 minutes of the 4th quarter is Stop Clock if the score differential is 6 points or less.
- If the full Stop Clock rule is initiated at or under the 2-minute mark and the spread increases beyond 6 points, then the game will still progress with Stop Clock rules.

OVERTIMES

- 1st OT is 2 minutes Stop Clock. Equal playing time rules still apply.
- 2nd OT is un-timed: first team to score 3 points wins.

TIMEOUTS:

- A team may use only one (1) timeout in the last 2 minutes of the game.
- Each team may take one (1) 30-second timeout per OT – timeouts are not carried over into OT.

PLAY

SUBSTITUTIONS

Coach will determine substitution pattern.

DEFENSE

- Zone defense is allowed.
- No trapping/double-teaming outside of the 3-point line.
- Player-to- Player backcourt defense is allowed except by team ahead by 10 or more points.

OFFENSE

Offensive plays designed to isolate the ball handler for a one-on-one clear out are not permitted.

Grades 9-12

League follows OSAA High School rules unless stated.



CHECK IN/GAME PREPARATION:

- Players must check-in with Photo ID to NCPRD Staff prior to practice and game. Forms of ID include Current Driver License, State ID or Current School ID. Players found not to have a proper ID or not listed on the roster will not be eligible to practice/play.
- Uniform is required to participate.
- At the scheduled start 5 players are needed to begin play. If at game time a team does not have 5 players a 5 minute grace period will begin. The referee will place 5 minutes on the clock. If a player arrives before time expires then the game will begin as scheduled. If a player does not arrive before time expires a forfeit will be issued. At this time, we encourage teams to borrow players and participate in a scrimmage.

GAME MANAGEMENT

BASKET HEIGHT	BASKETBALL SIZE	GAME LENGTH	TIMEOUTS	HALFTIME
10 feet	29.5"	4, 12 minute quarters	Three (3) 30-second timeouts during regulation time	3 minutes

TIMEOUTS:

- A team may use only one (1) timeout in the last 2 minutes of the game.
- Each team may take one (1) 30-second timeout per OT – timeouts are not carried over into OT.

GAME LENGTH: Four (4) 12-minute quarters; equal playing time with Running Clock rules:

- Clock will stop only for timeouts, injuries, or referee instructed time.
- Subs will check in at score table and wait for referee to wave them on.

LAST 2 MINUTE STOP CLOCK:

- Last 2 minutes of the 2nd half is Stop Clock if the score differential is 6 points or less.
- If the full Stop Clock rule is initiated at or under the 2-minute mark and the spread increases beyond 6 points, then the game will still progress with Stop Clock rules.

OVERTIMES:

- 1st OT is 2 minutes Stop Clock.
- Equal playing time rules still apply. 2nd OT is un-timed: First team to score 3 points wins.

PLAY

SUBSTITUTIONS: Coach will determine substitution pattern.

EQUAL PLAYING TIME:

- Each player will have equal playing time with the exception of an injury/illness.
- Each player must appear at least once in each quarter
- No player may play more than 9 minutes per quarter
- Exceptions made for foul trouble, injuries, and teams with less than 7 players

DEFENSE: No defensive restrictions except: No backcourt pressure by a team that is ahead by 15 points or more.

TECHNICAL FOULS

- Any Technical Foul issued during a game will be reported to the league and the head coach will be required to provide an explanation to the coach coordinator.
- Two Technical Fouls issued to a player or a coach in one game will result in immediate ejection and automatic suspension for the remainder of the day as well as the next weekend.