

2010/2011 CYO SUPPLEMENTAL BASKETBALL RULES

(December 9, 2010)

December 17th	Team registration forms and names of coaches, addresses (complete with zip code), phone numbers and, if applicable, e-mail address are due today. The \$25.00 team fee is due with the registration form.
January 5th	Coaches meeting at 6:00 P.M. in the CYO Center.
January 8th	Season begins
January 27th	Participation fees of \$50.00 per player are due in the CYO Office.
January 29th	Senior Bowl – There will be morning games scheduled.
March 5th	Mardi Gras Saturday – no games scheduled.

All CYO basketball games will be played according to the current rules of the National Federation of State High School Associations except as noted herein.

RULE I – ELIGIBILITY

Divisions of play in the CYO Basketball League are as follows:

- DIVISION 2** This division includes players in the 2nd grade who are 8 years old or younger before September 1, 2010.
- DIVISION 3** This division includes players in the 3rd grade and under who are 9 years old or younger before September 1, 2010.
- DIVISION 4** This division includes players in the 4th grade and under who are 10 years old or younger before September 1, 2010.
- DIVISION 5** This division includes players in the 5th grade and under who are 11 years old or younger before September 1, 2010.
- DIVISION 6** This division includes players in the 6th grade and under who are 12 years old or younger before September 1, 2010.
- DIVISION 7** This division includes players in the 7th grade and under who are 13 years old or younger before September 1, 2010.
- SENIOR DIV.** This division includes players in the 8th grade and under who are 14 years old or younger before September 1, 2010.

First Graders are not eligible to participate in the CYO basketball program.

A CYO player may participate on only one CYO team during the basketball season.

To be eligible for a parish team, a player must be:

- a.) enrolled in the participating parish school; or
- b.) A **Catholic** attending public/private schools and attending CCD classes regularly since the fall of 2010. Regular attendance is determined to be 75% of the classes which were held.
- c.) If a player is a registered member of a parish but attends a different parish school and has participated in the fall CYO sports program, he/she must participate with the same parish during the basketball season. The only exception to this will be if the parish does not field a team in hi/her division.

A CCD player must participate for the parish where he/she attends classes unless said parish does not field a team in his/her division.

In order to play for a non-parish team, the player must be enrolled at the institution he/she represents.

If a parish does not field a team in a particular division, players have the opportunity to play for another parish provided all other requirements are met.

If a parish fields two or more teams within a division, supplemental players may not be accepted. Supplemental players are those children who do not either attend the parish school or parish CCD classes.

Additions to the rosters may not be made after January 8th.

It is the coach's responsibility to play only legal players during a game. Using any player who is disqualified either for disciplinary reasons, that is, being ejected from a previous game, or because of age and grade level shall result in the following penalties:

- a.) All games played with illegal player(s) shall be forfeited.
- b.) The offending head coach is suspended for two (2) full games from the time of the violation. The suspension will carry into the next year.
- c.) A suspended coach may not be present during any game from which he/she is suspended or said game is forfeited automatically.

RULE II – PARTICIPATION

In Division 2-6 every child is required to play a minimum of one-fourth of each game provided the child has attended practices regularly and has not been a discipline problem.

****For **Division 7 and Senior Division** there is no minimum playing time, however, each child must enter the game. If, at any time, during the season the CYO Office receives what they deem is an excessive amount of complaints regarding the playing time in these divisions, this rule is subject to reverting to the quarter rule. (This rule was changed at the meeting of Athletic Representatives and Basketball Coordinators on December 10, 2008.)

If there is a discipline problem or if a player is ill or injured, it must be noted on the score sheet **prior to the start of the game**. Indicate "D" for discipline; "I" for injury/illness. On the reverse of the score sheet the coach must give the player's name and number and the reason for the disciplinary action.

Players who are being disciplined or who have been designated as injured/ill will not be allowed to enter the game and will be considered ineligible for that game. The officials will not knowingly permit these players to enter a game but, in any event, the responsibility lies with the coach.

The playing of an ineligible player will result in a forfeit whether done intentionally or not.

RULE III – UNIFORMS

All players on a team must have the same color uniforms with contrasting numbers on **BOTH THE FRONT AND BACK**. These numbers shall be **permanent, visible number**. **Numbers of tape or paper are illegal**. Players wearing such numbers will not be allowed to enter the game.

In **Division 7 and Senior Division** no single digit greater than 5 may be used. These are legal numbers: 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.

In all other divisions any combination is acceptable.

Members of the same team may not wear identical numbers.

Gym shoes must be worn for all games. Players are not permitted to play without shoes or in school shoes.

It is recommended that all team members wear the same color shorts.

No undergarments may extend below the game shorts, however, compression shorts which are unadorned and of a single color similar to the predominate color the pants may be worn.

It is the burden of all participating teams, that is, coaches and/or athletic directors to see that their uniforms are in contrast with those of their opponents. The school/parish being the more recent to select a color shall be the team to make arrangements to wear shirts of contrasting color. Teams should arrange to have pinnies at their disposal as these games will not be rescheduled. **Please make sure that there are at least 7 pinnies available.**

Jewelry is not allowed. Using tape to cover recently pierced ears is not allowed.

RULE IV – DURATION OF THE GAME

The playing time for all divisions is as follows:

DIVISION 2 THROUGH 6: (C. - Changed December 9, 2009)

- a.) Four (4) quarters of six (6) minutes each.
- b.) The clock will stop for time-outs and fouls.
- c.) During the last 2 minutes of each game, Clock shall stop when an official signals for a foul, a held ball or violation. Clock is also stopped by officials because of an injury, to confer with scorer or timer, because of unusual delay in getting a dead ball live and for emergency.
- d.) Overtime periods are 3 minutes each.
- e.) Overtimes are limited to 2 per game. After the second overtime if the score remains tied, the game will end in a tie.
- f.) Intermission between quarters is 1 minute; between halves – 3 minutes.

DIVISION 7 AND SENIOR DIVISION:

- a.) Four (4) quarters of six minutes each.
- b.) Clock shall stop when an official signals for a foul, a held ball or violation. Clock is also stopped by officials because of an injury, to confer with scorer or timer, because of unusual delay in getting a dead ball live and for emergency.
- c.) Overtime periods – 3 minutes.
- d.) Overtimes also limited to 2 per game.
- e.) Intermission between quarters – 1 minute; between halves – 3 minutes.

RULE V – TIME-OUTS

Each team is entitled to 4 charged time-outs per game. During each extra period, each team is allowed at least one time-out. Unused time-outs accumulate and may be used at any time.

Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical foul for each.

Successive time-outs shall not be granted after the expiration of playing time for the fourth quarter or any extra period.

RULE VI – LIVE BALL AND DEAD BALL

To start the game and each extra period, the ball shall be put in play in the center circle by a jump ball between any 2 opponents. To start the 2nd, 3rd and 4th quarters, the ball shall be put in play by a throw-in under the alternating possession procedure.

ALTERNATING POSSESSION:

In all jump ball situations other than the start of the game and each extra period, the teams will alternate taking the ball out of bounds for a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedure.

To start the 2nd, 3rd and 4th quarters, the throw-in shall be from out of bounds at the center court line opposite the scoring table.

RULE VII – OFFICIAL BALL

The size of the ball used by each division is as follows:

DIVISION 7 AND SENIOR BOYS will use the regulation **leather** high school size.

DIVISION 7 AND SENIOR GIRLS will use the official ladies' **leather ball** which is the first size under the regulation high school ball.

All other division will use the junior size ball, that is, the first size under the regulation high school ball.

Each team will furnish a regulation basketball of good quality and condition. The officials will decide which ball will be used prior to the start of the game.

Leather balls may be used in all division if agreed upon by the coaches.

RULE VIII – SUBSTITUTIONS

There may be any number of substitutions. A substitute who desires to enter the game must:

- a.) report to the scorer;
- b.) give his/her number of the player he/she is replacing.

When substituting more than one player, all players must report at the same time to enter the game.

When substituting between quarters, **substitutes must report to the scorer.**

RULE IX – FREE THROW LINES

The free throw lines used by each division will be as follows:

Divisions 2, 3 and 4	-	9 foot line
Divisions 5 and 6	-	12 foot line
Division 7 and Senior Division	-	15 foot line

The lane area which determines the boundary for the 3-second violation is that part of the free throw lane between the end boundary and the farther edge of the free throw line.

RULE X – FULL COURT PRESS

Divisions 2, 3 and 4 will not be allowed to full court press until the last two (2) minutes of the 4th quarter. The no-press rule applies also when a team has a **10-point lead** in the fourth quarter.

Overtime is an extension of the last quarter, therefore, full court press is allowed the entire 3 minutes.

All other division will not be allowed to full court press when they have a lead of 20 points.

When this violation occurs the ball will be awarded to the offended team at mid-court by means of a throw-in.

RULE XI – CONDUCT OF COACHES/PLAYERS

Only team members and coaches are to be present on the bench.

The maximum number of team personnel to be on the bench is limited to three (3).

Coaches must remain seated on the bench at all times while the clock is running or, is stopped to:

- a.) confer with bench personnel and players;
- b.) signal players to request a time-out;
- c.) attend an injured player;
- d.) replace or move a disqualified player;
- e.) confer with personnel at the scorer's table to request a time-out for a correctable error;
- f.) give instructions to his/her players within a 6-foot coaching box in front of the team bench;
- g.) react to an outstanding play by a member of the team.

When a player or coach has been ejected from the game because of poor sportsmanship, he/she will be suspended from participating in their next game and may be subject to further disciplinary action.

RULE XII – BALANCED TEAMS

When a parish/school enters more than one team in the same age division, the teams **must be divided (ability-wise)** as evenly as possible. The object is to create two or more teams that if they played each other on any given day, the outcome would always be in doubt.

RULE XIII – FORFEIT TIME

In the CYO league there is no time allowed for a game to be declared a forfeit. If a team cannot be fielded at game time or when instructed by the official, the game will be declared a forfeit.

RULE XIV – PROTESTS

In accordance with the National Federation of State High School Association rules, protests will not be recognized.

RULE VX – PRACTICE TIME

Maximum practice time is as follows:

Division 7 and Senior Division – Six (6) hours per week.

Divisions 2 through 6 – Five (5) hours per week.

RECOMMENDED PROCEDURE FOR DIVIDING TEAMS

The following procedure is recommended to assist coaches when it is necessary to divide teams with a division.

Coaches should meet with a neutral observer and have a coin toss to determine who begins the selection. Players will be chosen alternately with the coaches' child/children not being considered.

After players have been selected another coin toss will determine the team each coach will have.

Once the teams have been formed then the coaches' child/children will be placed with the parent.

PLAY-OFFS

There will be no play-off games in Division 2-6 to determine the league champion.

In Division 7 and the Senior Division there will be a play-off for Division champions.

1. A team member is prohibited from removing his/her jersey and/or pants/skirt within the confines of the playing area.

PENALTY: Technical Foul

2. THROW-IN AWARDED TO OPPONENT FOR ALL TEAM CONTROL FOULS.

The ball will be awarded to the offended team at a spot nearest to where the fouls occurred. Bonus free throws will no longer be awarded. The change makes enforcement of the rule easier for officials. Under the previous rule it was sometimes difficult to determine whether: (a) a player in control had released the ball on a pass or interrupted dribble before the player charges; and (b) a player had received a pass before the player charges.

3. The penalty for a double personal, double technical and simultaneous fouls has been changed from an alternating possession throw-in to resuming play from the point of interruption.