

2011-2012 CYO ZONE VI BASKETBALL RULES

Summary of Changes for 2011-2012 and Points of Emphasis

Uniforms:

- a) No turtle neck undershirts or Mock neck undershirts.
- b) Under shirts can be any length because of cold gyms in the morning. Teams do not have match the length.

Administrative (late players)

If a team marks a player late and they show up, a coach is assessed a Indirect technical foul, and if a second player shows up late there is no 2nd indirect technical given. That **does not** give him the seat belt rule.

Clarifications:

Tots

During the 1st half is the **only** time where a assistant coach can station one assistant coach where the out of bound line meets the baseline. The second half the team's offensive basket will be in front of their bench so no additional coach is needed on the baseline corner.

Tinys and Peewee girls:

Double Dribble:

City Rule:

- a) Taking more than two steps without bouncing the ball will be considered traveling.
- b) Once a player stops dribbling the player cannot start a new dribble. Also stopping the dribble to change direction is **not** allowed, because it displaces the defense.
- c) Player **are** allowed to use both hands to dribble the ball.

Pressing in the back court.

Tiny and Peewee's boys and girls

- a) No pressing is allowed until the 5 foot pressing line is passed in the front court.
- b) The 10 second back court count will continue past the mid line until the 5 foot line is crossed. There is a 5 second team count from the mid-court line to the 5 foot pressing line. It will be a violation if the team does not cross that line in 5 seconds.
- c) The last 2 minutes of the game the clock will start as soon as the ball/two feet cross the mid-court line.

Pressing administration

1) 1st offense by team

Team warning is issued

2) 2nd offense by team

Technical is given which will be a team technical (indirect to coach, causes seat belt rule)

3) 3rd offense by team

Technical is given. It is charged to the player as a direct technical

4) 4th offense/5th/6th...etc by team

Technical is given. It is charged to the player as a direct technical. If it is the 2nd direct technical a player they will be ejected. There will be **NO suspension** for the player for the **next game**.

Mite I and II are allowed to full court press.

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1. The Federation Basketball Rules for 2011-2012 will govern play in Zone VI, except as changed in the 2011-2012 CYO Sports Program Handbook and in these rules.

BEFORE THE START OF THE GAME

2. The amount of time allowed for pre-game warm-up and for half-time intermission may be abbreviated to avoid or minimize delays in the schedule.
3. Uniform and CYO Patch Rule will be in effect on December 16, 2011. The CYO patch must not be pinned or stapled onto the uniform. All team uniforms/jerseys or T-shirts must be the same color (Boys and Girls). **Undershirts worn beneath uniforms/jerseys must be the same color of the uniform/jersey (exception for reversible).** Shorts must not have pockets. Casts of any kind (hard or soft) are not allowed. Jewelry is also not permitted.
4. Knee pads are **MANDATORY** for participation in ALL divisions through MITE 2 from **START OF THE SEASON**. Players may share knee pads only if it will not result in a delay of the game. Any delay in exchange of knee pads shall result in a time-out being charged to the team. If a team has no more time-outs, a technical shall be assessed.
5. Coaches must enter their **ENTIRE ROSTER** in the official score book **before game time** and indicate absent or injured players. Scorekeeper will designate injured, absent or ill players who will not play, no later than the start of the game. Changes will not be made to the score sheet to indicate absent players after the game has begun. Score books will be monitored closely for player participation rules violations.

PLAYER PARTICIPATION RULES: Unless a player is absent, sick or injured, all players whose names appear as present in the official score book of a game **MUST PLAY** two complete, uninterrupted quarters in said game. All players must sit one full quarter at every game. **For teams that have more than ten players in attendance,** a player cannot play a third quarter until all players have played 2 full quarters. **CITY RULE:** *Teams that are carrying more than ten players, are not subject to the two quarters for player game rule. Those players who do not play two quarters this game must play two the next game they are present. But must at least play one full quarter this game.* Late arriving players: If a player arrives before half-time, the coach is required to play the player at least one full quarter. If the player arrives after the start of the third quarter, it is the coach's decision to play or not play the player.

START OF THE GAME

6. The scheduled starting time is game time. **NO GRACE PERIOD** is provided to any team, except all **week night (Monday-Friday)** games may start with only **(for boys)** six (6) players, however the seventh (7th) player must be present on bench by start of the 3rd quarter. If no seventh (7th) player, then game is considered a forfeit at that point. Each team must otherwise have a minimum of seven (7) able-bodied players at starting time. On weekends (Saturday and Sunday), each team must have a minimum of seven (7) able bodied players at starting time. **(for girls)** five (5) players, however the sixth (6th) player must be present on bench by start of the 3rd quarter. If no sixth (6th) player, then game is considered a forfeit at that point. This excludes sick or injured players In the event of a forfeit, the game officials will officiate a full practice game. On weekends (Saturday and Sunday), each team must have a minimum of seven (7) able bodied players for boys and six (6) able bodied girls at starting time.
For the holiday period covering Dec. 16th through Dec. 18th, a game may start with only 5 players in attendance. All players in attendance must play two complete uninterrupted quarters.

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Each Gym must provide synthetic game balls appropriate for the age group as per the City CYO Handbook. Gyms must provide 2 scorekeepers for every game. One will handle the scorebook, the other will handle the clock.

DURING THE GAME

7. All bench personnel shall remain seated on the bench while the ball is in play except to rise spontaneously to an outstanding play at which time personnel shall regain their seats immediately. A **HEAD COACH** may leave his place on the bench but, in doing so, shall stay within the confines of the team's bench. Any Head Coach receiving a technical shall thereafter remain seated, or when instructed by official to do so. **TOTS** only - may station one assistant coach where the out of bound line meets the baseline, by their offensive basket.

ONLY CERTIFIED PERSONNEL ARE ALLOWED ON THE BENCH. THIS INCLUDES ALL COACHES, SCOREKEEPERS AND MINISTERS UP TO A MAXIMUM OF FIVE BENCH PERSONNEL WILL DISPLAY THEIR CITY COACHES BADGE.

8. **ALL JUNIOR TEAMS MUST HAVE A CERTIFIED ADULT HEAD COACH ON THE BENCH AT ALL TIMES.**

9. The Federation Basketball Rules are changed for play in Zone VI as follows: A BONUS FREE THROW (one and one) will be awarded with the 7th team foul in each half. With the 10th foul of the half, two (2) free throws will be awarded instead of one and one.

The free throw line for all TINYS (boys and girls) is 24 inches shorter than regulation, PEEWEES (boys and girls), and MITE GIRLS shall be 18 inches shorter than regulation.

10. Calls for "pressing in the backcourt" shall be at the discretion of the referees. **However:**
- a. If a team in possession of the ball in the back court attempts a pass which inadvertently touches or hits a player of the opposite team while still in the backcourt, that will not be called "pressing". The rebounding team will maintain possession and should inbound the ball at the point nearest the inadvertent touch:
 - b. If a team in possession in its backcourt attempts a pass which goes beyond midcourt before reaching a player of the same team, the defending team is free to attempt to intercept the pass once it has passed midcourt; and
 - c. A player in possession of the ball is still deemed in the "backcourt" and cannot be pressed until both feet and the ball pass over midcourt for a distance of 5 feet.
This rule applies to only those divisions that cannot press in the backcourt.
 - d. **FOR TOTS ONLY** - No pressing beyond the three (3) point line, or where there are no three (3) point lines, until the ball reaches top of the key (extended).
 - e. **FOR TOTS ONLY** - Once the offensive team has advanced the ball past mid-court, they have ten (10) seconds to penetrate the three (3) point line, or where there are no three point lines, the top of the key (extended). Once penetrated, if the ball is backed out of the three (3) point line, defense may be played beyond the three point line and the offense is not given an additional 10 seconds to advance the ball across the three (3) point line.
 - f. **FOR TOTS ONLY** - In order to develop dribbling skills, when advancing ball up court, players must make an attempt to dribble the ball. Failure to do so will result in a warning. After three (3) warnings, next failure to attempt to dribble up court will result in a turn over.
 - g. **MITE 1 & MITE 2 GIRLS ONLY** – see Points of Emphasis.

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11. **INJURY RULE:** A player who leaves the game due to injury or illness shall get credit for the complete quarter if he/she played continuously from the start of the quarter. A player who has not completed two (2) quarters and cannot start the 4th quarter (due to injury/illness), shall be declared injured and cannot enter the game during the 4th quarter.
12. At half-time, a coach or scorekeeper from each team is encouraged to go to the scorekeepers table and compare scorebooks to make sure that they are correct.

END OF THE GAME

13. Zone VI will follow Federation rules in that a team will finish the game by defending the basket opposite the team bench.
14. **FOR TOT AND TINY ONLY.** On any change of possession in the last two (2) minutes of the game, except on made baskets, the official shall have the team inbound the ball ten (10) feet from the mid-court line.
15. **ALL TOTS ONLY.** In the event of a tie at the end of regulation, games will remain a tie. A point system will be used to determine league standings. Teams will earn 2 points for every win, 1 point for a tie and 0 points for a loss.

ALL DIVISIONS OTHER THAN TOT: One (1) four minute overtime will be played in the event of a tie at the end of a non-playoff regulation zone game. **For Tiny Boys and Girls, PeeWee Boys and Girls** a three (3) minute running clock shall apply, and in the fourth minute Federation rules shall apply as to the clock. All other divisions (**Mite Boys and Girls, Cub Boys and Girls**) will be four (4) minute running clock. The game shall remain a tied if there is no winner after one four-minute overtime period. If teams are tied at the end of regulation play when involved in a **zone playoff**, the teams must continue playing a complete four (4) minute overtime period(s) until the tie is broken.

16. Coaches should check the official scorebook at the end of the game to ensure that a player participation issue has not occurred for his team. If there is a question, the coach will need to provide proof that the scorebook is wrong. The coach will have an opportunity to attempt to correct this up until the start of the next game. The scorebook cannot leave the scorekeeper's sight and the scorebook cannot be changes by anyone other than the scorekeeper. Coach's signatures are not required on the scorebook.

COACHES, PLAYERS AND PARENTS CONDUCT

17. Players, coaches and parents ejected/disqualified from games are automatically suspended for 24 hours from further participation in C.Y.O. activities, (this is all inclusive). Hearing notification shall be within 48 hours by the NSCAL official in charge of hearings. **FOLLOWING AN EJECTION/DISQUALIFICATION, THE INDIVIDUAL WILL BE REQUIRED TO LEAVE THE PREMISE**

All coaches are required to review and distribute to their players parents/guardians, the Rules of Ethics approved by NSCAL. The gym coordinator at basketball games are empowered to First warn fans who are violating these Rules of Conduct, and shall advise both coaches of the violations. After the first warning, the official and/or the facility coordinator are empowered to eject any spectator or person whose conduct violates these rules. If the individual(s) refuse(s) to leave facility after being ejected, the referee is empowered to declare a forfeit against the team of the subject person/spectator.

THESE RULES REGARDING CONDUCT AND BEHAVIOR OF ALL SPECTATORS, COACHES, AND PLAYERS (INCLUDING RULES CONTAINED IN THE C.Y.O. HANDBOOK) WILL BE STRICTLY ENFORCED BY NSCAL AT ALL NSCAL BASKETBALL GAMES, INCLUDING TOURNAMENTS SPONSORED BY NSCAL

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PARISHES. THERE IS ZERO TOLERANCE FOR MISCONDUCT. TRANSGRESSIONS ARE SUBJECT TO DISCIPLINARY ACTIONS.

There are no protests in basketball. If a coach has a question regarding player participation, he/she must do so in writing within seven days of the game played. He/she must be specific about their claim and must provide the jersey number of the player involved. Commissioners will consider the protest at the next scheduled Commissioner's meeting and rule on the matter after they've reviewed the scorebook. Video tape will NOT be allowed as evidence.

MISCELLANEOUS RULES

18. If two or more teams tie for first place at the end of the regular season, each team will be considered first place, as co-champion for Zone. A playoff schedule will be established by the NSCAL Basketball Commissioners to determine zone representative between the co-champions.
19. All facilities shall have a gym coordinator present for each game. The duties of the coordinator, include, but are not limited to, the following:
 - a. Ensure that all games start with a prayer.
 - b. Assist in maintaining a clean and safe environment.
 - c. Advise all who bring in outside food or drink that they must discard item before entering gym.
 - d. Assist officials and team coaches in maintaining proper fan behavior. Please note each gym coordinator is empowered to require offending person to leave, and if the offending person refuses, then the coordinator may have the referee stop game play until the offending person leaves; and failing that, declare a forfeit.
 - e. In the event of a coaching ejection, assure that the official fills out an incident report for disciplinary purposes. If the official refuses, pay may be withheld for that game.
 - f. Ensure that all coaches have their certification badges displayed. This rule will be enforced beginning on December 16, 2011.
20. To avoid potential injuries as well as delays due to spills, only closed or capped water jugs will be allowed at the benches of the teams during the games. Coaches shall notify their fans/parents that **NO outside food or drinks are to be brought into the facilities.** This policy will be enforced at all gyms.
21. In the event of inclement weather (ice/snow) coaches should contact their parish commissioner to see if games are going to be played.
22. **NO CHANGES WILL BE ALLOWED IN THE SCHEDULE, EXCEPT RELIGIOUS/EDUCATIONAL PURPOSES OR FOR THE CONVENIENCE OF ZONE VI.**

INFORMATIONAL:

CITY RULES: Length of periods for Tots through Juniors will be four quarters of eight minutes each running time, with two minutes between quarters and four minutes between halves. **Running time means that the clock is stopped only for foul shots and time outs.** Each team will be allowed four timeouts per game. Timeouts may be accumulated.

