

# Rules Specific to CYO Basketball 2009-2010

## Starting Games

If five (5) or more players from each team are on the gym floor at game time, the officials will start the game. Coaches are cautioned that gym time is limited, and officials will not delay starting the game when five players from each team are present on the gym floor.

If a legal number of participants (5) are not present by scheduled game time, the team without five (5) members present will forfeit the game, at the A.D.'s discretion. If neither has a complete team, both will forfeit.

## Length of Games

In 3<sup>rd</sup> through 8th grade games, the quarters will be seven (7) minutes; there will be a one (1) minute intermission between quarters and a five (5) minute intermission between halves.

In the event of a tie score at the end of regulation time, the following method will be used to break the tie:

1. A two (2) minute rest period will precede the first overtime period of three (3) minutes for all grades and Divisions.
2. If at the end of this overtime period the score is still tied, further overtime periods of the same length will be played, until a winner is determined.
3. Overtime periods are considered and handled as extensions of the 4th quarter.

## Time Outs

Each team is entitled to four (4) full time outs for the game.

## Pressing Rules

**4<sup>th</sup> and 5<sup>th</sup> grades**, all divisions—No full court press is allowed at any time, except for the last minute of the game and the last minute of any overtime period.

**All other grades** - may press at any time, with the following exception; IN 6TH, 7TH AND 8TH GRADES, ALL DIVISIONS, NO FULL COURT PRESS IF A TEAM IS LEADING BY 16 POINTS OR MORE. ONE WARNING SHALL BE ISSUED, AND A TECHNICAL FOUL MAY BE ISSUED FOR EACH INFRACTION THEREAFTER.

*(Note: Be proactive and remind the coach when a team gets close to, or reaches the 16 point margin.)*

## 3-Point Rule

3 point rule in effect for all 6th, 7th, and 8th grade games when gym is MARKED.

## Ten Second Back Court Count and Closely Guarded Rules

The ten second back court count and closely guarded count rules for boys basketball will apply to both boys and girls teams.

## **All Participation Rules**

Each half will be divided into four playing periods of equal length. (Example: 3-1/2 minutes for all grades.) The expiration of the playing period midway through the quarter should be administered as an Officials' Time Out - players may not leave the court but should remain on the court and be ready to continue as soon as substituting has been completed. The coach of 5<sup>th</sup>-8<sup>th</sup> grade teams may not come onto the court during the Officials' Time Out.

The team in control at the conclusion of the midway period shall retain possession at the point of possession. If there is no team control, possession will be given to the team entitled to the alternating possession arrow at the midcourt line with the exception of the following instance: if a shot is taken just before the buzzer sounds and is successful during or after the buzzer, the non-shooting team will obtain possession of the ball at the beginning of the midway period.

*(Note: The team in possession at the expiration of the playing period will inbound the ball at the start of the next playing period at the nearest spot when the play expired. If neither team had possession, the next playing period will begin at mid-court using the alternating possession arrow.)*

Length- approximately 10 seconds (Coaches should have their substitutes at the scores table, checked in, and ready to go before the buzzer sounds to signal the halt of play at the substitution break, it is not a time out).

The halting of play at the end of the first playing period in each quarter should be administered in the same manner.

All team members listed in the scorebook and dressed in uniform must play one FULL and continuous playing period during both halves of the game before being substituted. When a new player first enters the game during the first or second half it must be at the start of a new playing period. The only exceptions to this rule would be due to a disqualification or due to an injury or illness. If the injured or ill player returns to the game, he/she must satisfy the Basic Rule, if possible. If the first time a player enters the game is in the middle of a playing period in the first half of the game because of an injured or disqualified teammate, they must still satisfy the Basic Rule for the first half of the game, i.e., start and complete a full playing period before the end of the 2nd quarter.

*(Note: Be proactive and check with the scorekeeper at the beginning of the last playing period in the first and second halves to make sure all the players have played the requisite period. If not, remind the coach of the rule.)*

A player who comes to the game after the first half must only satisfy the second half's participation rule.

**THE SPIRIT OF THE RULE AS WELL AS THE LETTER OF THE RULE MUST BE OBSERVED. FAILURE TO ABIDE SUBJECTS THE GAME TO BE PLAYED UNDER PROTEST.**

If a player's name is not listed in the official book when he/she enters the game, a technical foul will be called.

## **Coaches' Behavior**

In case of a coach's misbehavior the referee shall, progressively:

1. Warn the coach.
2. Call a technical foul.
3. Call a second technical foul and eject the coach from the immediate area (gym); if he refuses to go, forfeit the game to the opposing team.

Any coach being called for a second technical foul in a game will automatically be ejected from that game immediately. The coach must leave the premises, and may NOT stand in the doorway of the gym to observe the game. Coaches who refuse to leave will automatically forfeit that game. Any coach being ejected for the second time in one season will automatically be suspended for the remainder of that season. Then the coach must apply in writing for future participation in the C.Y.O. program.

IF THERE IS NO COACH, THERE CAN BE NO GAME.

There should be a list of sanctioned coaches at the scorer's table. Only 2 coaches may occupy the bench at any given time.

## **30-Point Rule**

Upon reaching a 20 point differential for the first time in a game, a time out will be called by an official upon notification by the scoreboard operator. The gym supervisor will remind the coach of the team that is ahead of the 30-point rule and the need to change its play in order not to be in violation of the rule. A sheet listing options for adjusting the team's play will be given to the coach.

Upon reaching a 30-point differential, the scoreboard (scores only) will be turned off and the score will be kept in the official scorebook. The incident will be brought to the attention of the President who will issue a letter of reprimand to the coach of the winning team. Should the coach receive two letters of reprimand in one season, he/she will be suspended from the following season.

## **Guidelines for Crowd Control**

1. Each coach is responsible for his own followers.
2. In case of crowd or individual misbehavior in the gym, parking lot, or any part of the school site before, during or after the game, the following procedure is recommended by the Diocesan C.Y.O. Board of Directors.

*(Note: The CYO League has a zero tolerance for crowd misbehavior. All parents are required to sign a code of conduct at the beginning of the season. At the first sign of crowd misbehavior, ask the gym supervisor to remind the misbehaving fan of the code of conduct and that any continuing misbehavior will result in ejection from the gym.)*

- A. The referee and/or the Athletic Director shall:
  1. Warn the coach or coaches who will quiet their own fans.
  2. Warn the coach or coaches and take a cooling off period (approximately 3 minutes), at the referee's discretion.
  3. If the behavior is still in poor taste, forfeit the game to the other team. If both teams' supporters are out of line, forfeit the game both ways (both teams are charged with a LOSS).

## Points of Emphasis for Officials

1. Don't let the game get out of control. It is better to call more fouls than you normally would. Protect the players from rough play and injuries.
2. Referee CYO games in a professional manner. The players and fans deserve no less. Hustle, get into position and act like the CYO game you are officiating is the most important game to you that week—because it is to the players, coaches, parents, and other fans.
3. Act and look professional at all times. Dress neatly – this includes keeping your shirt tucked in. Don't interact inappropriately with the fans. During time outs and intermissions, don't play with the basketball. In other words, act like you would at a high school game with an evaluator watching you.
4. Use good communication and people skills in dealing with difficult coaches.
5. If you had a problem with a coach, a parent, or other fan, let Gary Frieders know and e-mail John Namkung immediately. The league will investigate the incident and take appropriate action.
6. Be aware that coaches will bring to the attention of the league any referee misbehavior and/or weaknesses. The league will bring it to the attention of John Namkung, who will, in turn, report it to Gary Frieders for appropriate action.

**Just remember – anything you say will be used against you. So think before you speak. And when you do speak use the rules to support your call or no call. Your opinion about a rule or call doesn't matter.**