

## Rules Specific to CYO Basketball **2011/2012**

### 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 4th through 8th grade games:

- Quarters will be seven (7) minutes;
- One (1) minute intermission between quarters and
- Five (5) minute intermission between halves.

In 3<sup>rd</sup> grade games

- Quarters will be six (6) minutes;
- One (1) minute intermission between quarters and
- Five (5) minute intermission between halves.
- **There is no overtime for 3<sup>rd</sup> grades. The games will end in a tie.**

In the event of a tie score at the end of regulation time for 4th through 8th grade games, 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 4<sup>th</sup>-8<sup>th</sup> 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. In the event of overtime, each team will be entitled to one additional time out per overtime period. Unused time-outs used in regulation will carry over to the overtime.

## **Pressing Rules**

**3<sup>rd</sup> grades**-- NO PRESSING and NO TRAPPING beyond the 3 point line. Man to man is allowed after half court, but no double-teaming.

**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.*

***A “press” is defined as when a team secures possession of the ball in their backcourt, the team on defense must retreat behind the midcourt line without pressuring the team on offense or attempting to gain possession of the ball.***

***The first violation of the rule will result in a delay of game warning followed by an administrative technical foul for each subsequent violation.***

## **3-Point Rule**

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

3-point rule is NOT in effect for 3<sup>rd</sup> thru 5<sup>th</sup> grade games.

## **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.

## **Free Throw Line Rules**

In 3<sup>rd</sup> grade, and 4<sup>th</sup> grade, Boys and Girls League, all Divisions, a player is allowed to go over the free throw line if, after shooting, momentum carries him/her over.

In the 3<sup>rd</sup> grade, the free throw line will be the first hash mark extended closest to the free throw line.

## **All Participation Rules**

Each half will be divided into four playing periods of equal length. (Example: 3-1/2 minutes for 4<sup>th</sup>-8<sup>th</sup> grades and 3 minutes for 3<sup>rd</sup> grade.) The expiration of the playing period midway through each quarter should be administered as an Officials' Time Out and be known as "Substitution Time".

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 start of play at the substitution break. This is not a time out.

During Substitution Time:

- Players remaining in the game 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 this Officials' Time Out.

For 4<sup>th</sup>-8<sup>th</sup> grade teams, if all players have played the requisite period of time by the beginning of the 4<sup>th</sup> period, the clock will be set for 7 minutes for the 4<sup>th</sup> period and there will be no mid-period officials' time out for substitutions.

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.***

## **Resuming the Game Following Substitution Time**

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

- The team in control at the conclusion of the midway mark during the period for Substitution Time shall retain possession with a throw-in from the out-of-bounds nearest the point possession.
- If there is no team control, possession will be given to the team entitled to the alternating possession arrow from out-of-bounds at half court with the exception of the following instance:
  - If a try for goal 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 mark for that period. They will be awarded a throw-in out-of-bounds from the end line of the scoring team.

***Resuming play for the start of the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> quarters will be administered according the normal alternating-possession arrow procedure to start a quarter.***

## **Coaches' Behavior**

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 ejected for a second time in one season will be automatically suspended for the remainder of the season.

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 28-point differential in the second half, a time out will be called by an official upon notification by the scoreboard operator. The gym supervisor will confer with both coaches, and if both coaches agree, the team that is ahead will be declared the winner of the game, the scoreboard (scores only) will be turned off, the game will continue to the end and the score will be kept in the official scorebook. The coach of the winning team will not be penalized by the league.

If either coach does not agree, the following current rule will apply:

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**

Each coach is responsible for his own followers.

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.

The referee and/or the Athletic Director shall:

- A. Warn the coach or coaches who will quiet their own fans.
- B. Warn the coach or coaches and take a cooling off period (approximately 3 minutes), at the referee's discretion.
- C. 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).

3. In case of a coach's misbehavior the referees shall, progressively:

- A. Warn the coach.
- B. Call a technical foul.
- C. 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 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.

***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.***

## 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. 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.
4. Use good communication and people skills in dealing with difficult coaches and players.
5. If you had a problem with a coach, a parent, or other fan, let David Clark and/or Gary Frieders know and e-mail John Namkung at [jknamkung@gmail.com](mailto:jknamkung@gmail.com) 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 David Clark and/or Gary Frieders for appropriate action.

### **Incident Reports**

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**CYO Games:** An incident report **MUST** be submitted for **ALL** unsporting technical fouls issued to a player, coach or assistant coach.

If you have an ejection in a game or a situation in which NCOA might get a call from an irate coach, AD, or fan please call David and/or Gary as soon as possible after the game so we can be ready to deal with that irate person. If in doubt, call David and/or Gary.

You can reach David or Gary at (707) 538-5190.

You will also be required to submit an incident report.



**Incident Reports must be completed online at the NCOA Officials Web Site within four (4) hours after your final CYO game for that day.**

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