

CATHOLIC SCHOOL ATHLETIC ASSOCIATION **2016-2017 GIRLS AND BOYS BASKETBALL RULES**

1) STUDENT ELIGIBILITY:

- A) A participant must be a student of the school that the team represents.
- B) Players must be eligible under Diocesan School Office academic standards. In addition, it is suggested that the respective principals declare ineligible any player who has not shown sufficient application in his schoolwork.
- C) Player participation:
 - 1. A player may be listed on only one roster, so participation on more than one team is prohibited.
 - 2. Each principal shall be responsible for the eligibility of all players submitted on the team roster.
 - 3. Participation in any league game by an ineligible player shall result in a forfeit by the team with the ineligible player with possible further sanctions from the CSAA Board.
 - 4. Participation in the girls' league is limited to eligible girls and participation in the boys' league is limited to eligible boys per Diocesan policy.

2) LEAGUES:

- A) Developmental Division-3rd Grade Eligibility: Open to any student enrolled at the school submitting the roster who has not advanced beyond the 3rd grade and who will be at least 8 years of age on September 30th of the current school year, and has not reached his or her 10th birthday prior to September 1st of the current school year.
- B) Developmental Division-4th Grade Eligibility: Open to any student enrolled at the school submitting the roster who has not advanced beyond the 4th grade and who will be at least 9 years of age on September 30th of the current school year, and has not reached his or her 11th birthday prior to September 1st of the current school year.
- C) Developmental Division-5th Grade Eligibility: Open to any student enrolled at the school submitting the roster who has not advanced beyond the 5th grade and who will be at least 10 years of age on September 30th of the current school year, and has not reached his or her 12th birthday prior to September 1st of the current school year.
- D) JV and Varsity-6th Grade Eligibility: Open to any student enrolled at the school submitting the roster who has not advanced beyond the 6th grade who will be at least 10 years of age on September 30th of the current school year and has not reached his or her 13th birthday prior to September 1st of the current school year.
- E) JV and Varsity-7th Grade Eligibility: Open to any student enrolled at the school submitting the roster who has not advanced beyond the 7th grade who has not reached his or her 14th birthday prior to September 1st of the current school year.
- F) JV and Varsity-8th Grade Eligibility: Open to any student enrolled at the school submitting the roster who has not advanced beyond the 8th grade who has not reached his or her 15th birthday prior to September 1st of the current school year. A student may participate in the CSAA program as an 8th

grade student only once in a sport. Therefore, a student repeating the 8th grade may participate only if the student did not previously participate in the CSAA as an 8th grader in basketball.

NOTE: THE NUMBER OF ENTRIES IN A LEAGUE MAY REQUIRE COMBINING GRADES TO PLAY TOGETHER ON A TEAM. IN THOSE CASES, THE TEAMS WILL ALWAYS PLAY IN THE LEAGUE WITH THE HIGHER GRADE.

3) EQUIPMENT:

- A) Head wear and jewelry rules noted in the NFHS rule book (used by high schools in the LHSAA) will be followed.
- B) All girls teams and boys teams 6th grade and below will play with the official women's size basketball (28.5"). 7th and 8th grade boys teams will play with an official high school size basketball. Official game basketballs will be provided by the CSAA and furnished by the home school.
- C) 3rd and 4th grade Developmental League games will be played on 8.5-foot goals.

4) UNIFORMS:

- A) Team jerseys shall be of the same solid color on the front and back. Numbers shall be at least six (6") inches on the back and four (4") inches on the front. Each player shall be numbered on the front and back of the jersey.
- B) The following are legal numbers: 0 or 00, 1, 2, 3, 4, 5, 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.
- C) A team jersey designed to be worn inside the pants shall be tucked inside the pants and the pants shall be above the hips. Players who do not conform to this policy can be directed to leave the game by an official.
- D) Compression shorts which are unmarked may be worn. Players who choose to wear compression shorts must all wear the same single color garment similar to the predominant color of the pants. (For example: If a team wears white uniform shorts, those players who choose to wear compression shorts must all wear single color, white compression shorts.) Players who do not conform to this policy can be directed to leave the game by an official.
- E) If a player wears an undershirt, it shall be plain with hemmed sleeves and similar to the predominant color of the uniform top. (For example: If a team wears a light blue uniform top with navy trim, those players who choose to wear an undershirt must wear a garment of the same light blue color under their uniform top). Players who do not conform to this policy can be directed to leave the game by an official.

5) PLAYING RULES:

- A) Except as provided in these rules, all rules will be in compliance with the National Federation of State High Schools Basketball Rules.
- B) At least ten (10) minutes before each game, the head coach of each team shall supply the scorer with the name and number of each player who may participate. The starting five (5) players should be

designated. If a team fails to comply, it will be charged with a technical foul to start the game.

- C) All regulation league games will consist of five (5) minute quarters, with the exception of the 8th grade games. 8th grade games will be six (6) minute quarters.
- D) No game will start prior to its scheduled time. The minimum actual warm-up time between games will be five (5) minutes.
- E) There will be a five (5) minute break between halves (three (3) minutes for 3rd and 4th grade games). The host school controls the use of the gym floor at halftime of each game. The site supervisor will advise the officials and the head coaches of how the gym floor will be used at halftime.
- F) Overtime:
 - 1) There will be no overtime in all Developmental League and Junior Varsity Games.
 - 2) In 6th and 7th grade Varsity games ending in a tie score, two (2)-minute overtime periods will be played until a winner is determined.
 - 3) In 8th grade Varsity games ending in a tie score, three (3)-minute overtime periods will be played until a winner is determined.
- G) Timeouts:
 - 1) In 5th, 6th, 7th, and 8th grade games, each team is allotted five (5) timeouts per game--three 60-second and two 30-second. In overtime games, each team is given an additional 60-second timeout.
 - 2) In 3rd and 4th grade games only, each team is allotted four 60-second timeouts.
- H) Prior to the game, the head coach will introduce himself to the officials and confirm the he or she will be in said role for the upcoming contest. Game officials will only deal with the head coach before, during, and after a league contest. Although multiple coaches may be certified by the member schools, only two (2) coaches may be seated on the bench during a league contest. No student managers or other non-playing personnel may be on the bench during a league contest.
- I) The head coach is responsible for the conduct and behavior of all persons in the team's bench area. If a technical foul is called on a bench player, assistant coach, or anyone in the team's bench area, the head coach is charged the technical foul, indirectly. Three (3) indirect technical fouls, two (2) direct technical fouls, or one (1) flagrant foul charged to the head coach results in disqualification of the coach and ejection from the playing site. At the request of the site supervisor, the head coach should address the conduct of their students and fans.
- J) An automatic one (1) game suspension will be imposed on players or coaches ejected from a league game. The suspension will be implemented at the next league game played by that team. When a coach is ejected from a game, that coach may not participate in another game that same day. Someone who is certified by that member school will be required to assume that responsibility. Following a review of the incident, the CSAA Board has the authority to further sanction individuals or schools in the matter.
- K) Only registered coaches and players are permitted in the playing area during a game. The playing area includes the team bench area. Only one (1) coach may be standing in the coach's box. A coach may rise in front of his or her seat to spontaneously react to an outstanding play by a member of the team or to acknowledge a replaced player, but must immediately return to his or her seat.

Penalty: Two (2) free throws plus ball for a division-line throw-in. The foul is charged directly to the head coach if he is the offender, and indirectly when charged to other offenders. When the first technical foul is charged directly or indirectly to the head coach, this will result in loss of coaching-box privileges and coaches must comply with the bench seating rules for the remainder of the game.

L) THE FOLLOWING NO PRESS RULE WILL BE IN EFFECT FOR ALL DEVELOPMENTAL LEAGUE GAMES, ALL JV GAMES, AND ALL 6TH GRADE VARSITY GAMES:

- 1) Teams will be required to play defense inside the 3-point circle when the offense has a backcourt throw-in. Defense may come out of the 3-point circle only when the ball crosses mid-court. This rule applies throughout the game for backcourt throw-ins only and is not in effect during transition – after rebounds, steals, etc.

Penalty: 1st violation per team, a team warning recorded in scorebook; continue backcourt throw-in. 2nd and each subsequent violation per team, the offensive team gets one shot free throw (which is not counted in team foul total to reach the bonus); backcourt throw-in now from division line.

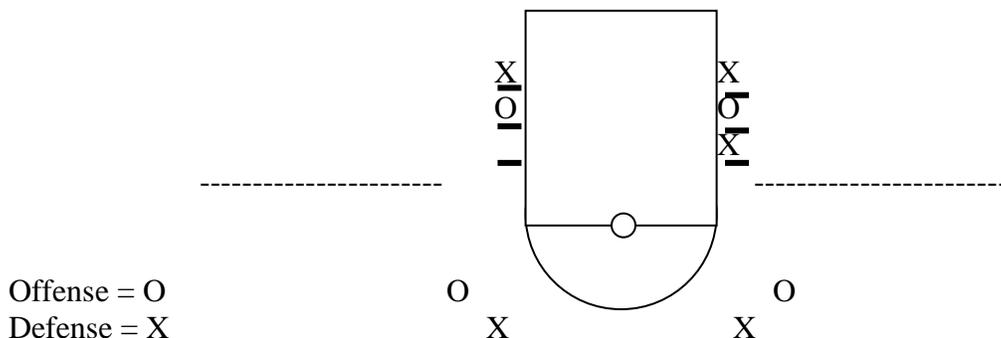
- 2) Following all team-charged time outs during the last minute of the 4th quarter, the throw-in after the timeout period will be administered in the front court of the team in possession. No backcourt throw-in following a timeout called by either team in the last minute of the 4th quarter. If there would normally be a backcourt throw-in after the time out period, the throw-in spot will move to the frontcourt near the mid-line. The defensive team therefore is not required to be positioned inside the 3-point circle during this throw-in. Frontcourt throw-ins are not affected by this time-out rule; only backcourt throw-ins are affected. Rolling the ball onto the court from a throw-in is not allowed. This violation will result in a turnover.
- 3) In 3rd and 4th grade games only, the game will begin with a backcourt throw-in by the home team. The alternating possession arrow will be used for throw-ins to start the other three quarters.

M) THE FOLLOWING FREE THROW ALIGNMENT WILL BE USED FOR ALL DEVELOPMENTAL LEAGUE GAMES, ALL JV GAMES, AND ALL 6TH GRADE VARSITY GAMES:

- 1) When a free throw is attempted, only six players will be allowed to occupy spaces around the free throw line--the shooter and two other offensive players and three defensive players. Lane spaces closest to the basket are to be occupied.
- 2) The four players not on the free throw line must be positioned outside of the 3-point circle and behind the free throw line extended. The four players outside the circle may not enter the lane until the ball hits the cylinder.
- 3) The defensive player blocking the shooter may occupy a space on either side of the lane.
- 4) In 3rd and 4th grade games only, a Free Throw Line must be marked at twelve (12) feet. A player must start behind this line and may jump across this line on the shot, but may not move forward after the jump until the ball hits the cylinder.

FREE THROW ALIGNMENT ILLUSTRATION:

Note that defensive player [blocking the shooter] may occupy space on either side of the lane.



N) In 3rd and 4th grade games, in the event a player commits five (5) fouls in his or her initial quarter of play, the scorer will not disqualify the player until the end of the quarter. The player will be disqualified upon receiving a sixth (6th) foul in that initial quarter.

6) MANDATORY PLAY:

A) With the exception of the 8th grade teams, all players present and available to play at a CSAA league game must play at least one (1) quarter without substitution during one of the four (4) regulation quarters of a game. The official scorer will be required to note participation by quarter on the official mandatory play form provided by the league office. The head coach will be required to notify the official scorer of a player's intent to meet the one (1) quarter participation requirement. Note: If a player enters any quarter of a game, he or she is declared a participant for that quarter regardless of the time played. There is no mandatory play rule for 8th grade games.

B) Any player(s) seated on the team bench in uniform who will not play in the game for any reason (injury/ disqualification/ discipline), must be declared to both the scorer and the opposing coach prior to the start of the game. No explanation is required. Player(s) so declared must be shown on the mandatory play form.

C) Players who are designated to participate in a quarter as part of the mandatory guidelines can be substituted for in the first three quarters of the game. Such substitution cancels the mandatory play for that player in that quarter and requires the coach to designate that same player for mandatory play in another quarter. For example: Player #1 is designated for mandatory play in the first quarter of a league game. The coach decides that player #1 needs to come out of the game. He can sub for said player realizing that the mandatory play requirement must be met in a subsequent quarter (2nd, 3rd, or 4th). In the event of the described substitution, the scorer cancels the notation (M-1) on the official form by writing (SUB) after the (M-1).

7) PRACTICE:

A) Daily practices shall be limited to no more than two (2) hours.

B) Teams shall not practice during the schools' examination period. [Diocesan School Board Directive]

C) After the league jamboree contest, practices must be eliminated at least one school day per week (MONDAY THROUGH THURSDAY) and are discouraged on Saturdays and Sundays.

D) No multiple player basketball activity should take place between August 1st and the first day of practice for the fall sports program (Mon, Aug 8th).

8) SCHEDULING:

A) The League Manager, upon the approval of the CSAA Board, shall draft each league schedule.

B) Participating teams may schedule other games, but these games may not conflict with the regular CSAA games, including the jamboree.

C) Schools may host tournaments, but play must not be in conflict with regular scheduled CSAA play. The CSAA does not assume authority or responsibility for member school tournaments. The authority and

responsibility rests with the host school.

- D) The authority for schedule changes or game cancellations will be the principal of each participating school. Principals are advised to show all consideration and cooperation with the league office when making such a decision.
- E) The League Manager must be notified immediately at the time of a schedule change. The notification to the League Manager should be clear regarding who is making the request, host or visitor team. There will be a schedule change fee in the amount of twenty (\$20.00) dollars per scheduled site. For each scheduled date changed the twenty (\$20.00) dollar change fee will be paid to the CSAA by the school requesting the change.
- F) The League Manager has the authority to reschedule games due to errors made in the original league schedule.

9) OFFICIALS:

- A) Two (2) officials will be assigned to all regular season games. Schools may request a three official team that will include a clock operator. When two (2) officials are scheduled, the host school must select an adult or high school student who is certified to operate the clock. If only one (1) official is available, the site supervisor will consult with the host school head coach, the visiting school head coach, and the official and the game will be played only if both coaches agree to play. Only the assigned officials are to officiate the game.
- B) Each host school must provide a certified scorer and when only two (2) officials are available for a league game, the host school must provide a certified clock operator. It is recommended that the certified scorer and clock operator wear black-and-white striped shirts. Both have specific duties to perform, and are under the supervision of the game officials. The scorer and clock operator must be adults or high school students.
- C) A schedule of fees to be paid to officials will be provided to host schools by the League Manager. This fee will be paid on site following the activity at the site.
- D) Any complaints regarding officials should be forwarded to the League Manager in writing by the principal.
- E) Every effort should be made by the coaches and members of the CSAA to promote harmony between teams, officials, and spectators.
- F) EACH OFFICIAL SHALL ACKNOWLEDGE THE PRE-GAME MEETING WITH THE SITE SUPERVISOR TO REVIEW A CHECK LIST OF CSAA ENFORCED RULES BY HIS OR HER SIGNATURE ON THE PAY SHEET.

10) SITE SUPERVISOR'S DUTIES:

- A) Open the gym site thirty (30) minutes prior to the first game time.
- B) Provide two (2) warm-up basketballs for each team. In the interest of safety and good game management, no other balls should be allowed in the gym during games. Appropriate signs should be posted at the gym entrance.

- C) Have the facility meet mandatory league basketball specifications (see (14) below), and be ready for play when officials arrive, including scorer and timer equipment. Cheerleader areas must be clearly marked.
- D) Advise officials that you are the site supervisor, **HOLD A PRE-GAME MEETING WITH THE OFFICIALS TO REVIEW A CHECK LIST OF CSAA ENFORCED RULES** and provide the game ball to the officials. He or she should also sign the scorebook in the presence of an official and have the officials sign the game report form. Outline the procedure that will be used to pay the officials following the activity.
- E) Do not start any game prior to its scheduled start time and allow a minimum of five (5) minutes of actual warm-up time between games. Game officials cannot waive this guideline.
- F) Provide a five (5)-minute halftime for each game. As the host school controls the use of the gym floor at halftime, advise the officials and both head coaches of how the gym floor will be used at halftime (dance teams, cheerleaders, warm-ups, etc.).
- G) Be prepared to discuss with officials the postponement of games due to lighting, floor surface, or other emergencies that might occur, and be prepared to handle any disturbances. The host management is responsible for spectator behavior, insofar as it can reasonably be expected to control the spectators. When a spectator becomes unruly or interferes with the orderly progress of the game, the referee shall suspend the play until the host management resolves the situation and the game can proceed in an orderly manner. In the event someone must be removed from the premises due to his or her ejection, the referee shall suspend play until the offender(s) can be removed from the premises by the host management. The host management may request the coach or AD of the offending team to assist in this process. In the event the offender(s) refuses to leave the premises within three (3) minutes of being asked, the game will be ended. Any violent gestures by the offender(s) shall result in a call to local law enforcement to escort the person off the premises. **ALL EJECTIONS MUST BE REPORTED TO THE LEAGUE MANAGER.**
- H) Supervise the clearing of the playing floor following games to allow for the proper warm-up time for teams.
- I) Provide for the collection of admission. When collected, current league policy must be followed. The admission is four (\$4.00) dollars for adults and high school students—8th grade and under admitted with no charge. Current league passes are to be honored at league games only and are not valid for tournaments.
- K) Game report and mandatory play forms must be filled out at host sites for each event held at a member site. These forms are to remain with the member school hosting the event until (10) days after the regular season has ended. At that time, the game reports and mandatory play forms may be discarded. The League Manager will contact the school to file a copy of a game report or mandatory play sheet in the event a controversy occurs. Member schools are required to file game reports with the League Manager if any of the following occurs by a player, coach, or spectator: technical fouls, ejections or any other unsportsmanlike conduct observed by game officials or game management. These infractions will be reported to the athletic personnel of the offending school.

11) FORFEITS:

- A) Failure to play a scheduled game will result in a forfeit. If by the visiting team, a forfeit fee will be charged for each scheduled game forfeited. A forfeit fee EQUAL TO THE COST TO THE HOST SITE IN OFFICIALS FEES AND AN ADDITIONAL \$100 LOSS OF REVENUE PENALTY will be imposed. As to collection, the League Manager will receive notice of the forfeit from the home school. The report will include the amount of games forfeited and the school which caused the forfeit to occur. The CSAA will then collect the fees from that school and forward to the host school. Forfeited games are not required to be rescheduled, but the schools involved may do so at a later date
- B) A team will be allowed a maximum of FIFTEEN (15) minutes grace time after the game time shown the schedule to field an official team to avoid a forfeit. Note: If the team arrives FIVE (5) minutes or less after the scheduled start time, the event will proceed as scheduled. If the team arrives FIVE TO FIFTEEN (5-15) minutes after the scheduled start time, the game will be reduced by (1) minute of playing time in each quarter. The site supervisor will mark the time and make the final decision.
- C) If a team cannot field the appropriate number of players at a host site, the game will be forfeited and no play will be staged at the site for that grade division. Officials will not be allowed to officiate a practice or scrimmage session.

12) PROTESTS:

- A) There shall be no protest made of an official's judgment.
- B) Please refer to Protest/Complaint/Appeal Procedure of the CSAA Policies and Procedures which outlines how to address a complaint concerning a CSAA issue.

13) SANCTIONS:

Sanctions will be imposed for violation of league guidelines, rules, regulations, policies, or procedures.

14) CSAA GYMNASIUMS—MANDATORY BASKETBALL SPECIFICATIONS FOR HOST SITE

(See diagram below)

- A) A three (3)-point circle must be applied to both ends of the court.
- B) Coaches restraining lines must be clearly marked at each players' bench. The coach's box is six (6) feet in length. Lines should clearly mark each end of the coach's box.
- C) Cheerleaders' restricted area(s) must be clearly marked. Host sites must designate areas for home and visitor cheerleaders. Either or both end lines may be used for this purpose. A dotted line must be marked three (3) feet from the free throw lane extended and three (3) feet from the end line. Cheerleaders must remain in the designated area(s) or in the bleachers. Cheerleaders may locate on the side of the court if one side of the court is vacant of any seating of players or fans. No markings are needed if this type of location exists at a host site.

