

CSAA SPECIAL RULES FOR BASKETBALL

1) Time

- a) All games, except 8th grade, 5-minute quarters (8th grade, 6 minutes)
- b) At least 5 minutes warm-up time
- c) Half-time 5 minutes long
- d) No OT in JV (6th, 7th, 8th) and Dev (3rd, 4th, 5th) games—2 min OT in 6th, 7th Var; 3 min OT in 8th Var

2) Special Backcourt Rules

- a) “Get Back” Rule—this rule is in effect for all JV (6th, 7th, 8th), Dev League (3rd, 4th, 5th), and 6th grade Varsity girls games:
When defense gains possession in the backcourt, by steal, rebound, or throw-in, opposing team must immediately drop back inside 3-point circle and can’t begin defending until ball crosses mid-court. “Get Back” Rule does not go into effect if a team fast breaks.
- b) During the last minute of the game, the “Get Back” Rule is not in effect—“No Press” Rule instead.
- c) “No Press” Rule—This rule is in effect during the last minute of Dev League and JV games and 6th grade Varsity girls games only: Whenever there is a backcourt throw in, the opposing team must stay back behind the 3-point circle until the ball crosses mid-court.
- d) For violation of the “Get Back” or “No Press” rule, 1st violation results in a warning; subsequent violations will result in one free throw and throw-in from mid-court.
- e) During the last minute of the game, after a time out the throw-in will be in frontcourt near the mid-court line on the same side of the court as the team benches.
- f) There are no special backcourt rules in 6th grade boys and 7th and 8th grade Varsity games.
- g) Rolling the ball from a backcourt throw-in is not allowed at any time. It will result in a turnover.

3) Free Throw Alignment—the following free throw alignment will be used for all Dev League (3rd, 4th, 5th) games, JV (6th, 7th, 8th) games, and 6th grade Varsity games:

- a) Only six players around FT lane—shooter, two offensive, and three defensive players.
- b) The other four players must remain outside 3-pt circle and behind FT line extended.
- c) The four players outside the circle cannot enter the lane until the ball hits the rim.

4) Special Rules for 3rd & 4th Grade Games

- a) Played on 8.5 ft goals
- b) 3-minute halftime
- c) Four 60-second time outs per game
- d) Games begin with backcourt throw-in by home team. Alternating possession arrow then takes effect.
- e) Free throw line marked at 12 feet. Player may jump over the line after the shot but can’t move forward after that until the ball hits the rim.
- f) Player committing 5 fouls in his or her initial quarter of play will not foul out until the end of the quarter. On the 6th foul in the initial quarter, the player will foul out.