

# **CATHOLIC SCHOOL ATHLETIC ASSOCIATION** **2019-2020 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; 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.
  - 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-3<sup>rd</sup> Grade Eligibility: Open to any student enrolled at the school submitting a roster who has not advanced beyond the third (3<sup>rd</sup>) grade and who will be at least eight (8) on August 1<sup>st</sup> of the current school year, and has not reached the age of ten (10) prior to August 1<sup>st</sup> of the current year.
- B) Developmental Division-4<sup>th</sup> Grade Eligibility: Open to any student enrolled at the school submitting a roster who has not advanced beyond the 4<sup>th</sup> grade and who will be at least nine (9) on August 1<sup>st</sup> of the current school year, and has not reached the age of eleven (11) prior to August 1<sup>st</sup> of the current year.
- C) Developmental Division-5<sup>th</sup> Grade Eligibility: Open to any student enrolled at the school submitting a roster who has not advanced beyond the 5<sup>th</sup> grade and who will be at least ten (10) on August 1<sup>st</sup> of the current school year, and has not reached the age of twelve (12) prior to August 1<sup>st</sup> of the current year.
- D) JV and Varsity-6<sup>th</sup> Grade Eligibility: Open to any student enrolled at the school submitting a roster who has not advanced beyond the 6<sup>th</sup> grade who will be at least ten (10) on August 1<sup>st</sup> of the current school year, and has not reached the age of thirteen (13) prior to August 1<sup>st</sup> of the current year.
- E) JV and Varsity-7<sup>th</sup> Grade Eligibility: Open to any student enrolled at the school submitting a roster who has not advanced beyond the 7<sup>th</sup> grade and who has not reached the age of fourteen (14) prior to August 1<sup>st</sup> of the current school year.
- F) JV and Varsity-8<sup>th</sup> Grade Eligibility: Open to any student enrolled at the school submitting a roster who has not advanced beyond the 8<sup>th</sup> grade and who has not reached the age of fifteen (15) prior to August 1<sup>st</sup> of the current school year. A student may participate in the CSAA program as an 8<sup>th</sup> grade student only once in a sport. Therefore, a student repeating the 8<sup>th</sup> grade may participate only if the student did not previously participate in the CSAA as an 8<sup>th</sup> 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) All girls teams and boys teams 6<sup>th</sup> grade and below will play with the official women's size basketball (28.5"). 7<sup>th</sup> and 8<sup>th</sup> 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.
- B) 3<sup>rd</sup> and 4<sup>th</sup> 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 worn above the hips. Players who do not conform to this policy will 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 will 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 will be directed to leave the game by an official.
- F) Headwear and jewelry rules noted in the NFHS rule book (used by all LHSAA schools) will be followed.

**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 varsity games. 8<sup>th</sup> grade varsity 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 3<sup>rd</sup> and 4<sup>th</sup> grade games). The host school controls the use of the gym floor at halftime of each game. The Site Supervisor will advise the Game 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 6<sup>th</sup> and 7<sup>th</sup> grade Varsity games ending in a tie score, two (2)-minute overtime periods will be played until a winner is determined.
  - 3) In 8<sup>th</sup> 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 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade games, each team is allotted five timeouts per game--three 60-second and two 30-second. In overtime games, each team is given an additional 60-second timeout.
  - 2) In 3<sup>rd</sup> and 4<sup>th</sup> grade games only, each team is allotted four 60-second timeouts.
- H) Prior to the game, the Head Coach will introduce himself to the Game Officials and confirm them that 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 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. Only the Head Coach is allowed to stand during a live ball.
- 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 indirect technical fouls, two direct technical fouls, or one 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. ***Penalty for Technical Foul:*** *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.*
- J) An automatic one 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. The ejected player or coach is required to meet with the League Manager before being allowed to return from suspension. Following a review of the incident, the League Manager 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 the game. The playing area includes the team bench area. Only one coach may be standing in the coach's box during the game. 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.

L) **GET BACK RULE FOR DEVELOPMENTAL AND JV GAMES AND FOR 6<sup>TH</sup> GRADE VARSITY GIRLS GAMES:**

- 1) **THE FOLLOWING GET BACK RULE WILL BE IN EFFECT FOR ALL DEVELOPMENTAL LEAGUE GAMES, ALL JV GAMES, AND ALL 6<sup>TH</sup> GRADE VARSITY GIRLS GAMES:** Teams will be required to back up and play defense inside the 3-point circle anytime there is a change of possession in the backcourt—whether by throw-in, rebound, or steal. Defense may come out of the 3-point circle only when the ball crosses mid-court. That is, ANY TIME THE DEFENSE GAINS POSSESSION IN THE BACKCOURT, THE OPPOSING TEAM MUST DROP BACK TO THE 3-POINT CIRCLE AND CANNOT BEGIN DEFENDING UNTIL THE BALL CROSSES MID-COURT.
  - a) If the defensive team attempts to fast break, that is, advance the ball immediately down the court, the GET BACK RULE will not go into effect and the opposing team is allowed to defend against the fast break.
  - b) During the last minute of every game, the Get Back Rule will no longer be in effect, however the NO PRESS RULE (explained below) will be enforced.

- 2) **THE FOLLOWING NO PRESS RULE WILL BE IN EFFECT DURING THE LAST MINUTE OF ALL DEVELOPMENTAL LEAGUE GAMES, ALL JV GAMES, AND ALL 6<sup>TH</sup> GRADE VARSITY GIRLS GAMES:** Teams will be required to back up and play defense inside the 3-point circle only when the offense has a backcourt throw-in. Defense may not come past the 3-point circle until the ball crosses mid-court. THE NO PRESS RULE APPLIES FOR BACKCOURT THROW-INS ONLY AND IS NOT IN EFFECT DURING TRANSITION—AFTER REBOUNDS OR STEALS.

**Penalty:** 1<sup>st</sup> violation per team, a team warning recorded in scorebook; continue backcourt throw-in. For the 2<sup>nd</sup> violation 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 front court near the mid-line.

- 3) **FULL COURT PRESSING WILL BE ALLOWED IN ALL 6<sup>TH</sup>, 7<sup>TH</sup>, AND 8<sup>TH</sup> GRADE BOYS VARSITY GAMES AND ALL 7<sup>TH</sup> AND 8<sup>TH</sup> GRADE GIRLS VARSITY GAMES.**
- 4) Following all team-charged time outs during the last minute of the 4<sup>th</sup> quarter, throw-ins will take place in the frontcourt near the mid-court line. If there would normally be a backcourt throw-in after the timeout, the throw-in spot will be moved to the frontcourt near the mid-court line. The throw-in will be administered on the same side of the court as the team benches. 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 rule; only backcourt throw-ins are affected.
- 5) Rolling the ball onto the court from a backcourt throw-in at any time is not allowed. This violation will result in a turnover.
- 6) In 3<sup>rd</sup> and 4<sup>th</sup> 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.

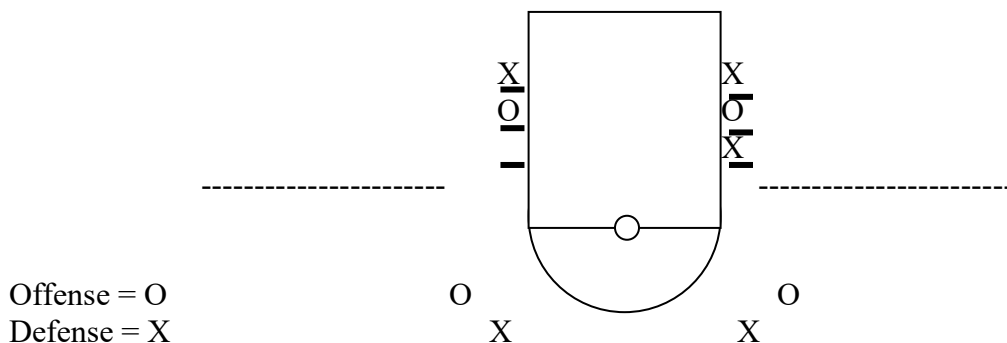
M) **THE FOLLOWING FREE THROW ALIGNMENT WILL BE USED FOR ALL DEVELOPMENTAL LEAGUE GAMES, ALL JV GAMES, AND ALL 6<sup>TH</sup> GRADE VARSITY GAMES:**

- 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 3<sup>rd</sup> and 4<sup>th</sup> grade games only, a Free Throw Line must be marked at twelve 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 3<sup>rd</sup> and 4<sup>th</sup> grade games, in the event a player commits five 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 foul in that initial quarter.

**6) MANDATORY PLAY:**

- A) With the exception of the 8<sup>th</sup> grade varsity teams, all players present and available to play at a CSAA league game must play at least one quarter without substitution during one of the four 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 quarter participation requirement. 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 8<sup>th</sup> grade varsity 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 (2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup>). 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 school's examination period.

- 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) The first day for organized girls basketball practice is Mon, Aug 5<sup>th</sup>.

**8) SCHEDULING:**

- A) The League Manager, with the counsel of the CSAA Advisory Council, 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 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) PROCEDURE FOR RESCHEDULING GAMES**

- 1) The authority for schedule changes or game cancellations will be the Principal of each participating school. Principals are advised to show all consideration to the opposing school and cooperation with the League Manager when making such a decision.
  - 2) Whenever there is a schedule change, the League Manager **must** be notified immediately and given the following information:
    - a) Who is requesting the schedule change and why.
    - b) All schools involved in the schedule change.
    - c) When the game is rescheduled for.
  - 3) Rescheduling shall be the responsibility of the schools involved. When there is a conflict with the original schedule, both teams should work together to find a suitable time to reschedule a contest. The League Manager will be of assistance to the participating schools when possible.
  - 4) The game(s) should be rescheduled on an available host site date based on the availability of the opponent to play on that date. If no alternate date can be agreed to, a visiting school requesting the schedule change will be required to pay a \$100 Loss of Revenue Fee to the home school. This fee may be waived by the League Manager if there are extenuating circumstances.
  - 5) Whenever a game is rescheduled, the **home school** is responsible for informing the visiting school and the officials of the change in game time and date.
- E) The League Manager has the authority to reschedule games due to errors made in the original league schedule.

**9) OFFICIALS:**

- A) Two officials will be assigned to all regular season games. Schools may request a three-official team that will include a clock operator. When two officials are scheduled, the host school must select an adult or high school student who is certified to operate the clock. If only one official is available, the Site Supervisor will consult with both Head Coaches 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 official shall acknowledge the pre-game meeting with the Site Supervisor to review a checklist of CSAA enforced rules by his or her signature on the Game Report Form.

- C) Each host school must provide a certified scorer and 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.
- D) 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 immediately following the activity at the host site.
- E) Any complaints regarding officials should be forwarded to the League Manager in writing by the principal.
- F) Every effort should be made by the coaches and members of the CSAA to promote harmony between teams, officials, and spectators.

**10) SITE SUPERVISOR'S DUTIES:**

- A) Open the gym site thirty minutes prior to the first game time.
- B) Make sure the facility meets 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.
- C) Introduce yourself to the game officials and advise them that you are the Site Supervisor. Hold a pre-game meeting with the officials to review a checklist of CSAA enforced rules and provide the game ball to them. 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.
- D) 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.
- 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-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 visiting team to assist in this process. In the event the offender(s) refuses to leave the premises within three minutes of being asked, the game will be ended and a report made to the League Manager. Any violent gestures by the offender(s) shall result in a call to local law enforcement to escort the person off the premises. ALL TECHNICAL FOULS AND EJECTIONS MUST BE REPORTED TO THE LEAGUE MANAGER AND A GAME REPORT FILED WITHIN 24 HOURS.
- H) Supervise the clearing of the playing floor following games to allow for the proper warm-up time for teams playing in subsequent games.
- I) Provide for the collection of admission. When collected, current league policy must be followed. 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 ten 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 Form in the event a controversy occurs. Member schools are required to file a Game Report with the League Manager within 24 hours if any technical fouls are called, if there is an ejection, or if unsportsmanlike conduct of a player, coach, or spectator is 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 minutes or less after the scheduled start time, the event will proceed as scheduled. If the team arrives FIVE TO FIFTEEN minutes after the scheduled start time, the game will be reduced by one 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 required 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 Section IX Protests/Complaints/Appeals of the CSAA Handbook 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. Refer to Section VIII, Sanctions in the CSAA Handbook for more details

## 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 extends from the 28-ft line to the end line extended.
- 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.

