

CYO Basketball

Rules & Modifications

(Updated 7/18)

General Modifications All Grades

NCAA Rules (Girls) National Federation Rules (Boys) govern league play

PLEASE consult modifications for your teams' grade level

COACHES: All Coaches should read and carry the CYO Rules & Modifications with them to all games. ALL Coaches are expected to make sure their team plays all their games, and to report their scores (by Game #) to CYO within 72 hours of their completed game.

- A Maximum of 2 coaches are allowed to be on the bench with the team.
 - Only 1 coach is permitted to stand during the game, all other coaches must remain seated.
- All Coaches Must be at least 18 years of age and no longer a High School student.
- ALL Coaches MUST have attended the CYO Coaches Sanctioning Workshop
- All teams must submit a CYO Sportsmanship Ballot 48 hours after their season has ended
 - ALL Playoff bound teams MUST submit a Sportsmanship Ballot to qualify for any postseason playoffs. (Sportsmanship Ballots are on the CYO website under forms.) www.cyons.org

EQUIPMENT: Home team is responsible for equipment - game ball, scorebook, clock, horn, etc.

FORFEIT TIME: 15 minutes

BACKCOURT LINE: On courts shorter than 74 feet, it is recommended that the backcourt line be such that the frontcourt measures as least 37-40 feet.

UNIFORMS: A Parish name must be displayed on the front of the uniform jersey. All uniforms must be in keeping with the standards of the sport (IDENTICAL shirts, shorts must be the same color and style). CYO allows a T-shirt to be worn under a team uniform.

- **Jerseys must have numbers on front and back (LEGAL NUMBERS (Any Combination of 0-00- 1-5)).**
 - Violation for illegal numbers will result in a technical foul, 2 shots and possession (per player that enters game wearing an illegal number) as per NCAA and National Federation Rules. . (Also see CYO Uniform Violations policy)

SCORE BOOK: Both teams are required to use a scorebook. The Home Book will be the official book. Teams are required to print the FIRST & LAST NAMES & THE CORROSPONDING NUMBER of all participating players in the scorebook. **Officials are required to PRINT their name in the scorebooks.**

- All players should be listed in the scorebook in **NUMERICAL order with BOTH their first and last names.** Rulebook penalties for player(s) not properly listed in the scorebook at the start of the game will still apply.
 - **NOTE:** The game official is expected to examine each scorebook. A technical foul will be issued for any scorebook violations. A maximum of two technical fouls will be assessed for failure to comply.

In playoffs, the home team (top of bracket) will be the official book.

Exception: The referee can designate the visitor's book as the official home book.

OFFICIALS: When an official accepts a CYO Game, they are expected to arrive 15 minutes prior to game time to do their pregame book and uniform checks (see uniform policy) and print their name in the scorebooks. They will also review court rules as well as read the No Tolerance Policy before ALL CYO Games.

Fees: CYO pays Officials' fees for events/sports scheduled by CYO Long Island directly. CYO will bill each Parish for their prorated share of official's fees together when billing for team registration.

ROSTERS: Rosters are required in the CYO office with Registration forms.

Each coach must have a copy of the current season CYO "APPROVED" roster in his or her game book at all games.

- The opposing coach and the game officials have the right to ask to see this approved roster.
 - Any failure to comply must be reported to the office.
- If there is no approved roster on file in the CYO office, or if the players in the game in question do not match the approved roster, the game will be forfeited by the offending team.
- **INELIGIBLE PLAYERS:** All games in which an ineligible player participated in will be forfeited.
 - Team will be eliminated from playoffs
 - The coach will be subject to the discipline actions determined by the Discipline Committee and defined in CYO Policy & Procedures.
- **PLAYERS:**
 - No player may participate in both Tyro/Senior and the 4th through 8th grade program in the same program year.
 - A player can only play on 1 parish team and be on 1 roster in a particular CYO "basketball" sport in the same program year. (Exception: Boys High School Fall & Winter Programs)

PROTESTS

Protests may only be filed and heard for a misapplication of a playing rule or for player eligibility.

Protests for a Misapplication of a Rule:

- Must be brought to the attention of the official and opposing coach **AT THE TIME** of the alleged infraction.
 - The Point of Protest Time and Game Situation Must Be Clearly Noted in the Home Scorebook
 - The Officials **MUST** sign the scorebook (signature is to acknowledge protest, not an agreement of protest)
 - The Game resumes from point of protest interruption after the protest is recorded
 - The Protest **MUST** be reported to CYO the next business day by the Protesting Coach / Coordinator
 - A Protest may be rescinded by the protesting team at the end of the game

JUDGEMENT CALLS MADE BY THE OFFICIAL ARE NOT PROTESTABLE

Protests for a Players Eligibility (See Roster Section)

- Protests on player eligibility must be made directly to the CYO Office Compliance Department during the regular season and / or playoffs within 48 hours of the contest between the two teams involved to be heard.

FOR A PROTEST TO BE HEARD:

A letter outlining the protest along with a protest fee of \$ 100.00 must be submitted to the CYO Office.

- All properly filed protests will be reviewed and decided upon by the CYO Athletic Committee.
- If a protest is upheld the protest fee will be returned.

REPORTING SCORES / GAME RESULTS

It is the obligation of **BOTH** coaches to report scores within 72 hours of the contest.

- Any game score not reported within 72 hours of contest will result in a double loss (0 – 0) for both teams and cannot be “appealed”.
 - Scores can be reported on the CYO website; www.cyons.org “Coaches Corner” using Game # which appears on your schedule.
 - Registered Coaches can ALSO access Coaches and assigned Officials contact information via “Coaches Corner” by Game #.
- **NO 5th Grade through High School Games can end in a Tie. Any Game score ending in a Tie score for 5th – High School WILL be considered an Incomplete Game. (Please follow Overtime rules to avoid and incomplete game.)**
(Exception: A Double Loss 0 – 0 result for an unreported score within 72 hours)

RESCHEDULES / TBA (TO BE ARRANGED) GAMES

There are only three reasons permitted for a game cancellation:

- Loss of facility
- A parish religious event
- Inclement weather making travel hazardous
 - If a scheduled game date is changed without CYO approval, both teams will receive a forfeit.
 - Two forfeit losses will eliminate a team from playoff contention.

Any officially postponed game, or TBA should be rescheduled by the coaches within 2 weeks of becoming unscheduled and **must** be scheduled by the “last day to schedule unscheduled games” as listed on the **CYO Program Schedule**. Notify the CYO office of the new date/ time / location to schedule the game and assign officials.

- It is the responsibility of **BOTH** (home / visiting) coaches to schedule their TBA games.

If it becomes clear that an opposing coach is **NOT** cooperating in rescheduling a game, the Coach/ Coordinator **MUST** contact their CYO Recreation Specialist and advise them ASAP.

- All situations **MUST** be reported to the CYO Office ASAP and by the “last day to schedule unscheduled (TBA) games” as listed on the CYO Program Schedule.
- Any Unscheduled (TBA) games **WILL** remain as “un-played” if not reported to CYO by the last day to schedule games as noted on the CYO Program Schedule.
- In extenuating circumstances the CYO Office to determine proper procedure

Unscheduled Game Codes: Games Dated 1/1 or 1/2 (without a game time) on your CYO schedule are TBAs

For Rescheduled Games: BOTH TEAMS COORDINATORS MUST contact the CYO office to verify the new date/time/site. CYO will then schedule the game in the appropriate venue and assign official(s) accordingly.

PLAYOFF INFORMATION

Playoff dates, times, and locations are a direct result of the gym time provided by participating parishes.

The CYO Playoff Schematic is published on the CYO website www.cyons.org under Scores & Schedules

The CYO Playoff schematic is only subject to change by the CYO office if a facility is lost, or inclement weather makes travel hazardous.

All parish religious events MUST be identified to CYO prior to the schematic being published.

(See CYO Program Schedule for playoff and championship dates)

NOTE: The “Home” team in playoffs is team listed on top of bracket.

PLAYOFF DETERMINATIONS:

SEEDINGS are determined by:

-Wins

-Percentage of completed schedule (**90 %** minimum to qualify; ((9/10 games, 11/12 games minimum)) with a completed schedule superseding 90% schedule played)

-Head to Head

-If the above are equal, seeding will be determined by a coin toss.

Exception: In the event of a tie for the final playoff position, where head to head does not produce a clear determination, (teams split in regular season) an out-of- bracket playoff game(s) will be played to determine who will enter the playoffs in the final position.

In the event of a tie involving 3 or more teams, CYO Office will determine proper procedure.

PLAYOFF DISQUALIFICATION:

- Two forfeit losses will eliminate a team from playoff contention.
- Violating the CYO Mercy Rule in 3 or more wins.

MERCY RULE: The Discipline Committee will eliminate any team from the playoffs for 3 wins or more with a final game score differential that meets or exceeds:

8th Grade and High School level - 35 points

7th Grade – 30 points

5th and 6th Grades – 25 points

THESE ELIMINATIONS MAY NOT BE APPEALED!

DROP BACK RULE: Teams are required to adhere to the CYO Drop Back Rule, if they are leading by:

8th Grade & High School level – 25 or more points

7th Grade - 20 or more points

5th & 6th Grade - 15 or more points

3rd & 4th Grade – 10 or more points

The Drop Back Rule is in effect for all CYO Games (Regular Season, Playoffs, & Championships)

- NO Full court press defense allowed.
- The team in the lead must fall back inside the 3-point line. If there is no 3-point line, teams should fall back to the top of their defensive key.
- There can be no double-teaming anywhere on the court by the leading team.
- **A “Running Time” Clock will be in effect in the 4th Quarter of all games where the leading team is adhering to the Drop Back Rule, due to the point differential in the score. Running time will remain in effect until the end of the quarter once it is employed, regardless of the score differential.**

Drop Back Rule Violations will result in a technical foul on the coach.

- Two free throws and ball possession at mid-court will be awarded to the offended team.

A Man-to-Man defense is recommended.

PLAYOFF INFORMATION (cont.)

THE QUALIFYING NUMBER OF TEAMS PER PROGRAM (Below) IS BASED ON TEAMS MEETING ALL PLAYOFF CRITERIA:

5th– 8th Grade Girls & Boys “A” Leagues

All teams with at least a .500 record will qualify for playoffs.

Top 4 Teams will qualify if division consists of only one league

5th– 8th Grade, Girls & Boys “B” & “C” Leagues

Top 3 Teams in each league will qualify for playoffs

Top 4 Teams will qualify if division consists of only one league

High School Boys and Girls Fall Season

Boys Leagues – All “A” Division - Top 2 teams in each league will advance to playoffs

Girls Leagues – In “A” divisions, all teams with .500 record will qualify for playoffs.

Top 2 teams in “B” will advance to the playoffs

Top 4 Teams will qualify if division consists of only one league

High School Boys Winter Season

Leagues Are “B” & “C” Division - Top 2 teams in each league will advance to the playoffs

No School Basketball Players permitted to participate at any time in this league

Top 4 Teams will qualify only if division consists of only one league

Individual Grade Rules & Modifications

3rd & 4th Grade Basketball Modifications

10 Game Season (no playoffs) one official assigned to each game.

Game ball circumference: 27.75 inches – 28.00 inches

10-second backcourt rule in effect (Girls & Boys)

Free throw line is 12 feet from the face of the backboard, 3 feet in from the normal line.

Four 7-minute quarters – 5 minute halftime. (No overtime)

Time Outs: (3) Full (60 seconds) & (2) 30 second (per game)

Scoring: In an effort to properly evaluate 4th grade teams for future placement in the 5th grade leagues, game scores will be reported to the CYO office as per the “Reporting Scores” section of these rules/modifications.

Tie scores will stand (no overtime)

Score clocks will be set back to zero after each quarter

4th Grade Coaches are required to keep game scores in the scorebook and report them to CYO within 72 hours of contest.

No Playoffs/League Awards

Team Sportsmanship Awards will be issued

- Man-to-man defense will be played the entire game.
 - Defensive coverage assignments may switch at any time as long as defenders are attempting to play man-to-man defense.

The first violation will result in a warning, and subsequent violations will result in a Technical. This is an officials’ judgment call.

No pressing in the backcourt at any time regardless of the score. Frontcourt change of possession forces the team now on defense to drop back to the key or 3-point line to pick up their man. Violations are administered as a turnover. Defenders must start man-to-man play as their opponents cross the half court line.

When a group of offensive players (two or more) remove themselves from the offense (clear out), no defender will be forced to play defense on them until they clearly join the offensive play.

Anytime that play stops in the last minute of the game in both the fourth quarter and overtime(s), (including a made basket) the clock will NOT re-start until the ball has crossed the center court line. The ten-second rule is still in effect.

- If the Offensive Team inbound the ball on their offensive side, the clock will start when an offense (or defensive) player touches it.
- In the last minute of play and in last minute of play in regulation or overtime IF there is a change of possession without an inbound play or made basket, the clock will continue to run. (Clock does not stop in a change of possession if ball not inbounded).

Coaches: Please Note CYO Recommendations for 3rd & 4th Grade:

This is an instructional level of play. Every player should have comparable playing time. Any parish wishing to enter a 4th grade team into a competitive play situation should move them up to the fifth grade level. Create a FUN atmosphere for the players. Do not get caught up in the diehard win/loss atmosphere. Be positive. Players will make mistakes. As their coach, recognize that they have limitations. Encourage learning from these mistakes and give praise when new or difficult skills have been mastered. Constructive criticism may be made to players when the ball is dead.

Unnecessary roughness cannot be tolerated and officials WILL call fouls. Violations, such as traveling, palming, three seconds, etc. will be called loosely. This level of play can be more difficult to officiate than upper grades due to the lack of body control and skill development of the players. Emphasis must be on game control.

5th Grade Basketball Modifications

10 Game Season, plus playoffs

One official assigned to each game.

Game ball Circumference: Girls: 27.75 to 28.5 inches; Boys 28.5 – 29.0 inches

10-second backcourt rule in effect. (Girls & Boys) Free throw line 3 feet in front of regulation foul line

Four 7-minute quarters

One 3 minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only).

All Overtime(s) MUST begin with a Jump Ball & the time clock starting.

Playoffs/Championships: Will play as many full overtimes (**3 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (T/O) (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period. No additional T /O in overtimes, but unused T/O can be carried over

Defensive Coverage: Pressing in the backcourt is not permitted at any time. Any defense may be employed inside the 3-point line (top of key if no 3-point line). Between the half court line and the 3-point line, only man-to-man defense is allowed. No double-teaming of any player is allowed in this area of the court anytime regardless of the score. Frontcourt change of possession forces the team now on defense to drop back to the half court line. Violations are administered as a turnover.

Violations result in warning(s), then technicals. This is a judgment call.

Anytime that play stops in the last minute of the game in both the fourth quarter and overtime(s), (including a made basket) the clock will NOT re-start until the ball has crossed the center court line. The ten-second rule is still in effect.

- If the Offensive Team inbound the ball on their offensive side, the clock will start when an offense (or defensive) player touches it.
- In the last minute of play and in last minute of play in regulation or overtime IF there is a change of possession without an inbound play or made basket, the clock will continue to run.
- Clock does not stop in a change of possession if ball has not been inbounded.

6th Grade Basketball Modifications

12 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball Circumference Girls: 27.75 to 28.5 inches; Boys: 28.5 to 29.0 inches

10-second backcourt rule in effect. (Girls & Boys)

Regulation foul line

Four 7-minute quarters

One 3 minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only)

All Overtime(s) MUST begin with a Jump Ball & the time clock starting

Playoffs/Championships will play as many full overtimes (**3 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (T/O) (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period. No additional T /O in overtimes, but unused T/O can be carried over

Girls Basketball ONLY: The clock will stop on a made basket in the last minute of play in both the fourth quarter and overtime(s)

7th GRADE Basketball Modifications

12 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference Girls: 28.5 to 29.0 inches; Boys 29.5-30.0 inches

10-second backcourt rule in effect. (Girls & Boys)

Four 8-minute quarters

One 4 minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) All Overtime(s) MUST begin with a Jump Ball & the time clock starting

Playoffs/Championships play as many full overtimes (**4 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period: No time outs in additional overtimes, but unused Time Outs can be carried over

Girls Basketball ONLY: The clock will stop on a made basket in the last minute of play in both the fourth quarter and overtime(s)

8th GRADE Basketball Modifications

12 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference: Girls: 28.5-29.0 inches; Boys: 29.5-30.0

10-second backcourt rule in effect. (Girls & Boys)

8th Grade may play using the 3-Point Rule as long as court is marked for 3-point shot.

Four 8 minute quarters

One 4 minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) All Overtime(s) MUST begin with a Jump Ball & the time clock starting

Playoffs / Championships play as many full overtimes (**4 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting

One full time out in initial overtime period: No time outs in additional overtimes, but unused Time Outs can be carried over

Time Outs: (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

Girls Basketball ONLY: The clock will stop on a made basket in the last minute of play in both the fourth quarter and overtime(s)

Boys / Girls High School (9/10) / (11/12) Fall Basketball Modifications

Girls: 10 Game Season, plus playoffs

Boys Fall: 10 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference: (Girls) 28.5-29.0 (Boys) 29.5-30.0

10-second backcourt rule in effect. (Girls & Boys)

Four 8 minute quarters

One 4 minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) All Overtime(s) MUST begin with a Jump Ball & the time clock starting

Playoffs/Championships play as many full overtimes (**4 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period: No time outs in additional overtimes, but unused Time Outs can be carried over

High School may play using 3 Point Rule as long as court is marked for 3-point shot.

Top 2 teams in each league qualify for playoffs (Boys / Girls HS Fall)

Girls HS Fall Only: If there are 3 or more Varsity players on a roster, that Team MUST play in the “A” Division. Teams with less than 3 Varsity players on their roster, can choose to play in the “A” or “B” Division

Boys HS Fall: All Teams play in the “A” Division

High School (9/10) / (11/12) Winter Boys Basketball Modifications

Boys High School Winter Non Scholastic: 10 Game Season, plus playoffs (**B & C Division leagues**)

NO HIGH SCHOOL (SCHOLASTIC) players are permitted to participate in this league. (Amateurs Players Only)

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference: Boys: 29.5-30.0

10-second backcourt rule in effect.

Four 8-minute quarters

One 4 minute Overtime (OT) played to completion. If score still tied after the first overtime, additional overtime period(s) of 2 minutes). All Overtime(s) MUST begin with a Jump Ball & the time clock starting

One 4 minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) All Overtime(s) MUST begin with a Jump Ball & the time clock starting

High School may play using 3 Point Rule as long as court is marked for 3-point shot.

Top 2 teams in each league qualify for playoffs

NOTE: For ALL CYO High School Programs: TYRO (9th & 10th Grade Teams) SENIOR (11 & 12 Grade Teams)