

C.C.Y.O.

Rules For Boys Grades (6, 7, & 8) Girls Grades (7 & 8) 2010 - 2011 Basketball Season

This level is considered to be **COMPETITIVE**. Coaches are expected to demonstrate a game approach that continues to nurture individual and team development and **NOT PROMOTE A WIN-AT-ALL-COSTS MENTALITY**. Regular season standings will be maintained and there is a playoff competition at this level. Coaches, parents, and any other game attendees who demonstrate behavior that is counter-productive to the mission of the organization may be removed from the game and potentially banned from attending further contests.

1. Score Keeping

- All 3 point shots count if there is a 3-point arc.

2. Time Keeping

- 6th Grade - 7 minute stopped clock.
- 7th & 8th Grade – 8 minute stopped clock.
- Overtime periods will be 3 minute stopped clock.

3. Team Bench

- Coach, 1 assistant coach, scorekeeper, and players only on the bench.
- 1st violation – warning. 2nd violation – technical foul.
- 3rd violation – double technical foul and possible forfeiture of the game.

4. Unsportsmanlike Conduct Will Not Be Tolerated

- All coaches, players, and spectators will abide by the decision of the referee.
- Coaches, assistants, or players leaving the designated coaching area during a disputed call will be subject to a technical foul.

5. Time Outs

- 4 time-outs per game.
- One additional time-out per overtime.

6. Defense

- Teams will be required to play man to man defense in all quarters plus any OT periods.
- Zone Defense is not allowed, teams may be assessed a technical foul for each violation.
- Double Teaming is not allowed.
- Fundamental Help Defense is allowed.
- Defensive pressure can not be applied until the offensive player is 3ft. past the half court line.

7. Pressing

- Man to Man or Zone Pressing is allowed in the last 2 minutes of 2nd, 4th and O.T. periods only.
- Once a zone press is broken, teams will be required to drop back to man to man defense.
- No pressing is allowed with a 10 point lead.
- 1st violation will be a warning and each violation thereafter could result in a technical foul.

8. Lane Violation

- 3 Seconds

9. Playing Time

- ALL players must play ½ quarter of each half. If a violation is caught in the first half, the player will play a full quarter in the second half. Penalty for non-compliance is forfeiture of the game. This will be routinely monitored by board members.

10. Foul Shots

- Beginning with the 7th team foul, the bonus (1&1) is in effect.
- Beginning with the 10th team foul, a 2 shot foul is in effect.
- Foul Shots will be taken from the normal foul line, with no exceptions.
- Shooter can not charge into the lane until the ball hits the rim.
- Boys: Rebounders can not enter the lane until the ball hits the rim.
- Girls: Rebounders can enter the lane upon release of the ball by the shooter.

11. Substitutions

- No substitution of players from one team to another.
- Penalty is forfeiture of game and possible exclusion from the playoffs.

12. Any player with a cut or bleeding of any kind, an official time-out is called. The player will be removed from play and attended to. The official will inspect the covering prior to the player returning to play.

13. If a player or coach gets ejected from a game, he or she will be automatically suspended from the next game minimally and potentially longer. A second ejection means automatic suspension for the remainder of the season. Any deviation from this rule must be appealed to and reviewed by the board.

14. Numbers will be required on both the front and back of player's uniforms.

15. T-shirts worn under the uniform should be the same color as the uniform.

16. A 28.5" diameter ball will be used in all 6th grade and girls' games.
A regulation sized ball will be used in all 7th & 8th grade boys' games.