

2005-2006

CATHOLIC YOUTH COUNCIL
Archdiocese of St. Louis
BASKETBALL RULES!



PLEASE RETAIN FOR NEXT YEAR.

THIS RULEBOOK WILL BE USED FOR THE 2005 AND THE 2006 SEASON.

September 24, 2004

BASKETBALL
SERVICE AWARD WINNERS
2004 – BOB SCHUMACHER

- 2003 – Tom Ade
2002 – Mike Carlyle
2001 – Gary “Mac” Boerschig
2000 – Tim Altepeter
1999 – Rich Garmoe
1998 – Jack Weise
1997 – Ron Myers
1996 – Scott Gaylord
1995 – Mike Hart
1994 – Bob Wendel
1993 – Dennis Simon
1992 – Jerry Greminger
1991 – Ron Kremer
1990 – John Berger
1989 – Dan Fitzgerald
1988 – Joe Layton
1987 – Roger Hamm
1986 – Joe Doherty

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2004 BASKETBALL CHAMPIONS

CLOSED DIVISION

BOYS

GIRLS

MIDGET	Ste. Genevieve DuBois	St. Margaret Mary
CRUSADER	St. Mary Magdalen-Brentwood	Seven Holy Founders
CADET	St. Gabriel the Archangel	St. Gabriel the Archangel
INTERMEDIATE	Sts. John & James	St. Cecilia

OPEN DIVISION

BOYS

GIRLS

MIDGET	Sacred Heart-Valley Park	Queen of All Saints
CRUSADER	St. Gabriel the Archangel	St. Michael
CADET	St. James the Greater	Sts. Joachim & Ann
INTERMEDIATE	Assumption	St. Gabriel the Archangel
JUVENILE	St. Gabriel	St. George
JUNIOR	St. Thomas the Apostle	Ste. Genevieve duBois

TABLE OF CONTENTS
CYC BASKETBALL RULEBOOK 2005-2006

<i>2004 BASKETBALL CHAMPIONS</i>	<i>4</i>
<i>SPECIAL NOTES</i>	<i>8</i>
<i>THE INTENT AND PURPOSE OF THE RULES</i>	<i>11</i>
<u><i>RULE 1 COURT AND EQUIPMENT</i></u>	<i>11</i>
SECTION 1—Playing Court (Dimensions)	11
SECTION 2—Playing Court (Lines)	11
SECTION 3—Center Circle	11
SECTION 4—Division Line, 3-Point Line	11
SECTION 5—Free Throw Lane (Markings)	11
SECTION 6—Free Throw Line (Size)	12
SECTION 7—Backboards (Size)	12
SECTION 9—Backboard Padding, Support Systems	12
SECTION 10—Baskets (Size)	13
SECTION 11—Basket Ring	13
SECTION 12—Ball (Description)	13
SECTION 13—Team Benches	14
SECTION 14—Game Clock/Scoreboard	14
SECTION 15—Alternating Possession Arrow Display	14
SECTION 16—Substitution Area	14
<u><i>RULE 2 OFFICIALS AND THEIR DUTIES</i></u>	<i>14</i>
SECTION 1—Officials-Shall be a Referee and an Umpire	14
SECTION 2—Officials' Jurisdiction	14
SECTION 3—Referee Authority	14
SECTION 4—Referee Pre-Game Duties	14
SECTION 5—Referee Game Duties	14
SECTION 6—Official's Decisions	15
SECTION 7—Game Shall be Conducted	15
SECTION 8—Official's Dealings with Unsportsmanlike Conduct	15
SECTION 9—Signaling of	15
SECTION 10—Officials May Correct Error	15
SECTION 11—Scorer's Duties	16
SECTION 12—Timer's Duties	16
SECTION 13—If the Timers Signal Fails to Sound	17
SECTION 14—Timing Mistakes	17
<u><i>RULE 3 PLAYERS, UNIFORMS, SUBSTITUTES and EQUIPMENT</i></u>	<i>17</i>
SECTION 1—Team Makeup	17

SECTION 2—Uniforms/Equipment	17
SECTION 3—Substitution	18
SECTION 4—Illegal/Improper Equipment	18
<u>RULE 4 DEFINITIONS</u>	19
SECTION 1—An Airborne Shooter	19
SECTION 2—Alternating Possession and Arrow	19
SECTION 3—Alternating Possession Control	19
SECTION 4—Ball Location, at disposal	19
SECTION 5---Basket and Choice	20
SECTION 6—Basket Interference occurs when a player	20
SECTION 7—Blocking, Charging	20
SECTION 8—Bonus Free Throw	20
SECTION 9—Boundary Lines	20
SECTION 10—Closely Guarded situation occurs	20
SECTION 11—Continuous Motion	21
SECTION 12—Control, Player and Team	21
SECTION 13—Court Areas	21
SECTION 14—A Disqualified Player	21
SECTION 15—Dribble	21
SECTION 16—Dunking or Stuffing	21
SECTION 17—Extra Period	22
SECTION 18—Fighting is a flagrant act	22
SECTION 19—A Foul	22
SECTION 20—Free Throw	23
SECTION 21—A Fumble	23
SECTION 22—Goaltending	23
SECTION 23—Guarding	23
SECTION 24—Hands and Arms--Legal and Illegal Use of	23
SECTION 25—A Held Ball occurs when	24
SECTION 26—Holding	24
SECTION 27—Incidental Contact	24
SECTION 28—Jump Ball	24
SECTION 29—Kicking the Ball	25
SECTION 30—A Multiple Throw	25
SECTION 31—A Pass	25
SECTION 32—Penalties	25
SECTION 33—Pivot	25
SECTION 34—Player Location	25

SECTION 35—Rebounding	25
SECTION 37—Rule, (Definition of)	25
SECTION 38—A Screen is Legal	25
SECTION 39—Shooting, Try, Tap	26
SECTION 40—Throw-in, Thrower, Spot	26
SECTION 41—Time Out	26
SECTION 42—Traveling	26
SECTION 43—Verticality	27
SECTION 44—A Violation of Rule Infractions	27
SECTION 45—A Warning to a Team for Delay	27
SECTION 46—Widely Used Terminology	27
<u>RULE 5 SCORING AND TIMING REGULATIONS</u>	28
SECTION 1—A Goal is made when a live ball	28
SECTION 2—Scoring	28
SECTION 4—Forfeiture, Protest, Interrupted Game	28
SECTION 5—Game Time	28
SECTION 6—Each Quarter or Extra Period	29
SECTION 7—Extra Period	29
SECTION 8—Time Out-While Clock is Running	30
SECTION 9—Time Outs (Length) timeout charged to a team	30
SECTION 10—Clock Restart after time has been out	30
SECTION 11—Time Outs (Number of and when can be granted)	30
<u>RULE 6 LIVE BALL AND DEAD BALL</u>	31
SECTION 1—The Game and each Extra Period shall be Started by a Jump Ball	31
SECTION 2—To Start the Game and each Extra Period,	31
SECTION 3—Alternating Possession	31
SECTION 4—Jump Ball Administration	31
SECTION 5—The Ball shall be Put in Play by a Throw-in	32
SECTION 6—The Ball shall be put in Play by Placing	32
SECTION 7—The Ball becomes Dead	32
<u>RULE 7 Out-Of-Bounds and the Throw-In</u>	33
SECTION 1—Out-of-Bounds--Player, Ball	33
SECTION 2—The Ball is caused to go out-of-bounds by the last player	33
SECTION 3—If the Ball goes out-of-bounds and was last touched simultaneously	33
SECTION 4—The Ball is Awarded Out-of-Bounds after	33
SECTION 5—Throw-in	33
SECTION 6—Throw-in Administration	34

<u>RULE 8 FREE THROW</u>	34
SECTION 1—Free Throw Administration	34
SECTION 2—Free Throw(s) Awarded because of a Personal Foul	35
SECTION 3—Free Throws Awarded because of a Technical Foul	35
SECTION 4—Foul Shot Attempt shall be made within 10 seconds	35
SECTION 5—After a Free Throw	35
SECTION 6—If a Free Throw for a Personal Foul	35
SECTION 7—Penalties for Fouls	35
<u>RULE 9 VIOLATIONS and PENALTIES</u>	36
A Player shall not	36
SECTION 1—Violate the Free Throw Provisions	36
SECTION 2—Violate Provisions Governing the Throw-in	37
SECTION 3—Cause the Ball to go Out-of-Bounds	37
SECTION 4—Run (Travel) with the ball	37
SECTION 5—Dribble a Second Time	37
SECTION 6—Violate any Provision of the Jump Ball	37
SECTION 7—3 Second Violation	38
SECTION 8—Continuous Control	38
SECTION 9—Be the First to Touch a Ball	38
SECTION 10—Excessively Swing their Arm(s) or Elbow(s)	38
SECTION 11—While Closely Guarded	38
SECTION 12—Commit Basket Interference or Goal Tend	38
SECTION 13—“NO PRESS” RULE	39
<u>RULE 10 FOULS and PENALTIES</u>	39
SECTION 1—A Team shall not	39
SECTION 2—A Substitute shall not Enter the Court	40
SECTION 3—A Player shall not	40
SECTION 4—Bench Personnel shall not	41
SECTION 5—CYC Bench Conduct Rule	41
SECTION 6—Contact	42
<u>RULE 11 TOURNAMENTS</u>	43
<u>RULE 12 STANDINGS</u>	43
<u>CYC RULES COMMONLY MISINTERPRETED</u>	43
SUPPLEMENT TO COURT DIAGRAM--Court Recommendations	46
BASKETBALL COURT DIAGRAM	47
REFEREE SIGNALS	48

SPECIAL NOTES

It is the responsibility of all participants to know the content of this book and all matter contained in the CYC Constitution.

References to the male gender in this rule book in respect to referees, assistant referees, players and officials are for simplifications and apply to male and females

* Indicates a change or clarification in an existing rule or a new rule for 2005.

*1. To be eligible to participate all teams are required to have present at each game, official CYC receipted roster and a valid CYC ID Card for each participating player, manager and coach. A CYC Coach's Training Card may serve as their official ID Card. Those coaches with the CYC Training Card do not need a CYC Photo ID card. All teams must have a Head Coach/Manager who has attended the CYC Coaches Training Program. This person must be listed on the roster along with their 'Coaches Training' ID number.

2. Each CYC District's Executive Board Member or Sports Chairperson reserves the right to require a mandatory review of rosters and ID cards prior to each contest of normal league play. This practice is recommended to be followed at least during the first three weeks of each league's schedule.

3. In all Archdiocesan and all District Playoff games, ID cards and roster checks are required. The CYC ID cards and official CYC Receipted Roster must be presented prior to the start of each game to the appointed official, and on request, to the opposing manager.

4. In all contests where ID and roster checks are required or requested, the appointed game officials must verify each player visually with ID card and official roster. The opposing manager is allowed to observe the verification process. Late players, prior to entering the game, must display their ID card to the appointed official.

5. In sections 1 through 4 above, if roster (s) or ID card (s) are not presented during a roster/ID check, the team will have until the end of the game to present the missing items or the team may suffer a forfeit.

6. Pre-Playoff Meeting: All teams entering Archdiocesan Playoffs must have a representative at the Pre-Playoff Meeting on Monday, March 28, 2005 at 7:15 PM in the Auditorium of the Cardinal Regali Center located at #20 Archbishop May Drive. Districts are encouraged to hold their own Pre-Playoff Meeting prior to the Archdiocesan meeting. Official receipted rosters and ID cards should be reviewed for accuracy prior to this meeting. If a problem is found, cards and roster should be presented at this meeting. NOTE: ARCHDIOCESAN PLAYOFFS ARE SCHEDULED TO BE PLAYED April 2nd thru April 10th.

7. Junior and Juvenile Divisions, teams must adhere to the following guidelines for all sports:

There must be one adult, with a CYC ID card, on the bench for the entire game. This adult will be responsible for the team's actions. An adult is considered someone 21 years of age.

It is a protestable item for any team not complying with the above conditions and may result in forfeiture.

8. Coaches and players should be aware that according to Rule X of the CYC Official Handbook they could be disciplined for their conduct at tournaments.

9. MINIMUM PLAYING REQUIREMENT

All eligible players on the bench must participate in each game. Failure to do so may result in forfeiture. The District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager.

There is no mandated length of playing time during league play. However taking into consideration the number of players on a team, we highly recommend that each player play at least ¼ of each game. Failure to comply with the spirit of this recommendation may result in disciplinary action by the Parish and/or District.

THE 25% MINIMUM PLAYING TIME WILL BE MANDATORY DURING ALL DISTRICT AND ARCHDIOCESAN PLAYOFF GAMES.

FAILURE TO COMPLY WITH THE MINIMUM PLAYING TIME DURING PLAYOFFS MAY RESULT IN FORFEITURE OF GAME AND FURTHER DISCIPLINARY ACTIONS.

12. The game official and opposing coach/manager must be notified prior to the start of the game of non-participation of a player due to injury or disciplinary reasons if said player is to be seated on the bench.
13. SUSPENSIONS MAY CARRY OVER TO NEXT SPORT COACHED OR PLAYED.

CYC RULES ARE HIGHLIGHTED IN THIS VOLUME.

Changes for 2005 are denoted with * and are UNDERLINED.

These rules apply to all divisions unless noted otherwise. If any individual and/or team fail to follow these rules, it may result in an ejection and/or forfeiture of the game, unless the individual and/or team have an excuse satisfactory to the District Basketball Chairperson and/or Committee.

Summary of Rule Changes for this 2005 edition:

1) RULE 8 *SECTION 29, PAGE 24—Kicking the Ball is intentionally striking the ball with any part of the leg or foot.

2) RULE 5, SECTION 5, ARTICLE 2, PAGE 29 *e. Any time during the 3rd quarter of a game, if one team falls behind 30 or more points or by 20 points or more in the 4th quarter, a running clock will be in effect. The clock will stop only in the event of an injury or a time out. (it continues to run during a free throw situation.) If at any time the team that is losing cuts the lead to fewer than 20 points, the time reverts to a stopped clock.

*3) Rule 8, SECTION 1, FREE THROW ADMINISTRATION, PAGE 34

*ART. 3...During a free throw when lane spaces may be occupied:

- a. One opponent of the free thrower must occupy the first lane space on each side adjacent to the end line unless the resuming play procedure is in effect.
- b. The offensive team (teammates of the shooter) can only have two players in lane spaces and they can only be in lane space two on each side of the lane.
- c. One opponent of the free thrower is entitled to the next (third) lane space on each side of the lane.
- d. The defensive team (opponent of the free thrower) can have a maximum of four players in lane spaces. They are allowed in spots one and three or can move up to the second spot if it is vacant.
- e. Not more than one player can occupy any part of a marked lane space.
- f. All players are restricted on leaving the lane spaces till the ball has made contact with the rim.

THE INTENT AND PURPOSE OF THE RULES

The restrictions which the rules place upon the players are intended to create a balance of play; to provide equal opportunity between the offense and the defense; to provide equal opportunity between the small player and the tall player; to provide reasonable safety and protection; to create an atmosphere of sportsmanship and fair play; and to emphasize cleverness and skill without unduly limiting freedom of action of individual or team play on either offense or defense.

Therefore, it is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or a team should not be permitted an advantage which is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.

THE GAME - Basketball is played by two teams of five players each. The purpose of each team is to throw the ball into its own basket and to prevent the other team from scoring. The ball may be thrown, batted, rolled or dribbled in any direction, subject to restrictions laid down in the following rules.

RULE 1 COURT AND EQUIPMENT

SECTION 1—Playing Court (Dimensions) shall be a rectangular surface free from obstructions and with dimensions not greater than 94 feet in length by 50 feet in width. IDEAL MEASUREMENTS ARE: High School Age - 84 by 50 feet. These are the dimensions for the playing court only. Suggestions about construction and lighting are in the “Supplement to Court Diagram, (pg. 46).”

SECTION 2—Playing Court (Lines) shall be marked with sidelines, end lines and other lines as shown on the appended court diagram. There shall be at least 3 feet (and preferably 10 feet) of unobstructed space outside boundaries. The sidelines and end lines shall be a minimum of 2 inches in width. If it is desirable to use contrasting colored floor areas instead of the lines, see the “Supplement to Court Diagram.”

SECTION 3—Center Circle is a circle 2 inches in width and having a radius of 2 feet measured to the inside. A 2-inch wide restraining circle, concentric with the center circle, shall be drawn with a radius of 6 feet measured to the outside. Spaces for non-jumpers around the center-restraining circle are 36 inches deep.

SECTION 4—Division Line, 3-Point Line

ART. 1...A division line 2 inches wide dividing the court into two parts shall be formed by extending the center circle diameter in both directions until it intersects the sidelines. If the court is less than 74 feet long it should be divided by two lines each parallel to and 40 feet from the farther end line.

ART. 2...A 3-point field goal line, 2 inches wide in the form of a semicircle, shall be drawn at each end of the court as shown on the appended court diagram. The semicircle has a radius of 19 feet 9 inches from a point in the middle of the free throw lane directly below the center of the basket. The semicircle shall be extended with a 2-inch wide line perpendicular to the end line whose length shall be 63 inches from the inside edge of the end line. The 3-point field goal line shall be the same color as the free throw lane boundary lines and free throw semicircle.

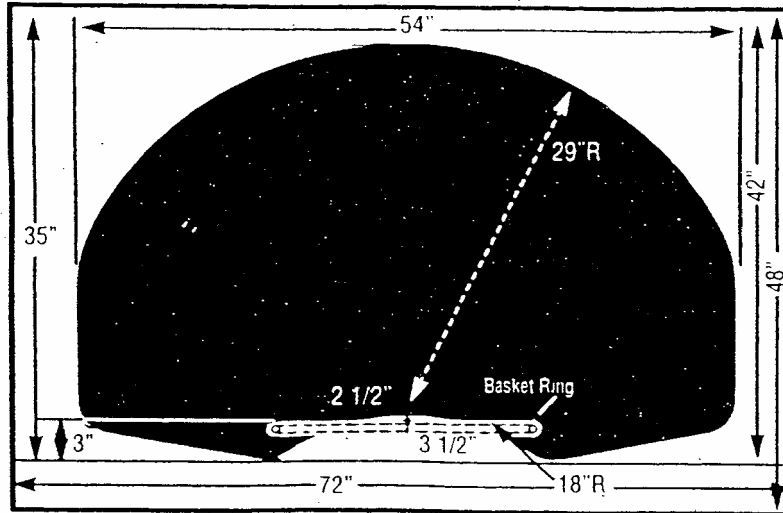
SECTION 5—Free Throw Lane (Markings), 12 feet wide measured to the outside of each lane boundary and the semicircle with the free throw line as a diameter shall be marked at each end of the court with dimensions and markings as shown on the court diagram. All lines designating the free throw lane, but not lane space marks and neutral zone marks, are parts of the lane. The color of the lane space marks and neutral zone marks shall contrast with the color of the lane boundary lines. The lane space marks (2 inches by 8 inches) and the neutral zone marks (12 inches by 8 inches) identify areas that extend 36 inches from the outer edge of the lane lines toward the sidelines. There are four marked lane spaces on each lane boundary line.

ART. 1. While the 12-foot lane is official, the lane of each gym shall be in accordance with its particular configuration and shall be official for the gym.

SECTION 6—Free Throw Line (Size), 2 inches wide shall be drawn across both circles, which have an outside radius of 6 feet as shown on the court diagram. It shall be parallel to the end line and shall have its farthest edge 15 feet from the plane of the face of the backboard.

SECTION 7—Backboards (Size) shall be of any rigid material. The front surface shall be flat and, unless it is transparent, it shall be white. The backboards shall be similar in size at both ends of the court. The backboard shall be one of three types: (1) a rectangle 6 feet horizontally and 4 feet vertically; or (2) a rectangle 6 feet horizontally and 3 1/2 feet vertically; or (3) a fan-shaped backboard, 54 inches wide and with dimensions as shown on the diagram.

BACKBOARD DIAGRAM



The diagram above gives specifications for the three types of backboards. See Rule 1, Sections 7, 8, 9. It is not legal to paint a fan-shaped board on a rectangular backboard.

NOTE: For the fan-shaped backboard in transparent material, the recurved cutout at the bottom may be filled in and the ring attached to the front of the backboard.

If the backboard is transparent, it shall be marked as follows: A rectangle shall be centered behind the ring and marked by a 2-inch white line. The rectangle shall have outside dimensions of 24 inches horizontally and 18 inches vertically. For the rectangular backboard, the top edge of the baseline shall be level with the ring. For the fan-shaped backboard, the baseline shall be omitted and the two vertical lines shall be extended to the bottom of the backboard. The rectangular target in a bright orange or black color may be used on a nontransparent backboard. The border of the backboard shall be marked with a white line. The border shall be 3 inches or less in width.

Either type backboard in transparent or nontransparent material is legal. **SECTION 8—Backboard (Placement)** shall be midway between the sidelines with the plane of its front face perpendicular to the floor, parallel to the end line and 4 ft from it. The upper edge of the backboard shall be 13 ft above the floor for the rectangular and 12 ft 8 inches for the fan-shaped. The backboard shall be protected from spectators to a distance of at least 3-ft at each end.

SECTION 9—Backboard Padding, Support Systems

ART. 1...It is recommended that the bottom and each side of the all-rectangular backboards be padded.

ART. 2...Any backboard support behind the backboard and at a height of less than nine feet above the floor shall be padded on the bottom surface to a distance of two feet from the face of the backboard. All portable backstops must have the bases padded to a height of 7 feet on the courtside surface.

ART. 3...Clearances - As below and behind backboards, all support systems should be at least 8 feet behind the plane of the backboard face and at a height of 7 feet or more above the floor.

ART. 4...Any backboard support, all of which is not directly behind the backboard should be at least 6 inches behind it if the support extends above the top and at least 2 feet behind it if the support extends beyond the side.

ART. 5...Warning on misuse of portable backstops-Manufacturers/Administrators should be aware of an “extreme-caution” warning relative to the misuse of portable backstops. A high degree of injury potential and a severe liability problem exists when players or spectators are allowed to hang, sit or stand on the basket ring or the backboard. Administrators must see that this practice is eliminated or that the portable units are lowered at the completion of the game. There is a high risk of severe injury, even death, if this practice continues. A recommended warning or inscription such as “Danger - please do not get on the rim/backboard” is desirable.

SECTION 10—Baskets (Size) shall consist of a single metal ring, 18 inches in inside diameter, its flange and braces and a white cord 12-mesh net, 15 to 18 inches in length, suspended from beneath the ring. Each ring shall be not more than 5/8-inch in diameter with the possible addition of small-gauge loops on the under edge for attaching a 12-mesh net. The ring and its attaching flange and braces shall be bright orange in color.

SECTION 11—Basket Ring shall be securely attached to the backboard/support system with a ring-restraining device. Such a device will ensure that the basket stays attached even in the event that a glass backboard breaks. Each basket ring shall have its upper edge 10 feet above and parallel to the floor and shall be equidistant from the vertical edges of the backboard. The nearest point of the inside edge of the ring shall be six inches from the plane of the face of the backboard.

Movable and non-movable rings are legal. A movable basket ring should have rebound characteristics similar to those of a non-movable ring. The pressure-release mechanism should ensure these characteristics, as well as protect both the ring and backboard. The design of the ring and its construction should be such as to ensure player safety. For those rings with a lock/release mechanism, the pressure-release mechanism must not disengage until a static load of 230 pounds has been applied to the top of the ring at the most distant point from the backboard. The pressure-release mechanism must be preset by the manufacturer at the required static load setting and may be sealed or field adjustable. When released, the ring shall not rotate more than 30 degrees below the original horizontal position. After release and with the load no longer applied, the ring shall return automatically and instantaneously to the original position.

SECTION 12—Ball (Description)

ART. 1...The ball shall meet the following specifications:

- a. **Its color shall be** the approved orange shade or natural color.
- b. **It shall be spherical.**
- c. **If leather**, it shall have a deeply pebbled cover with the traditionally shaped eight panels bonded tightly to the rubber carcass.
- d. **The circumference shall be:**
 1. **Within a minimum** of 29 ½ inches to a maximum of 30 inches for competition in the Boys Crusader Division and above.
 2. **Within a minimum** 28 ½ inches to a maximum of 29 inches for competition in all Girls Divisions and Boys Midget Divisions and below.
- e. **The weight shall be:**
 1. **Within a minimum** of 20 ounces to a maximum of 22 ounces for competition in Crusader Boys Divisions and above.
 2. **Within a minimum** of 18 ounces to a maximum of 20 ounces for competition in all Girls Divisions and Boys Midget Divisions and below.
- f. **The black rubber** rib separating the panels shall not exceed ¼ inch in width.

ART. 2...The ball shall be inflated to an air pressure such that when it is dropped to the playing surface from a height of 6 feet, measured to the bottom of the ball, it will rebound to a height, measured to the top of the ball, of not less than 49 inches when it strikes on its least resilient spot, nor more than 54 inches when it strikes on its most resilient spot.

ART. 3...The home team shall provide a ball, if not provided by gym, which meets the specifications. The referee shall be the sole judge of the legality of the ball and may select a ball provided by the visiting team.

NOTE: To be legal, the air pressure that will give the required reaction must be stamped on it. Pressure for game use must be such as to make the ball bounce legally.

SECTION 13—Team Benches shall be designated by Game Management. It is recommended that the benches for players and coaches of both teams be placed along that side of the court on which the scorers' and timers' table is located.

SECTION 14—Game Clock/Scoreboard-Visible scoreboard is mandatory, visible game clock, is recommended. An alternate device and scoring information system shall be available.

SECTION 15—Alternating Possession Arrow Display-to indicate team possession for the alternating possession procedure shall be visible and located at the scorers'/ timers' table.

SECTION 16—Substitution Area

It is recommended an "X" 12 inches long and 2 inches wide be placed on the floor out-of-bounds directly in front of the scorer to help substitutes locate the scorer.

RULE 2 OFFICIALS AND THEIR DUTIES

SECTION 1—Officials-Shall be a Referee and an Umpire

or a referee and two umpires who shall be assisted by a timer and by a scorer. The scorer and timer shall be located at the scorers' and timers' table on the side of the court if possible.

NOTE: The official's uniforms shall be a black-and-white striped shirt.

SECTION 2—Officials' Jurisdiction

ART. 1...The officials shall have power to make decisions for infractions of the rules committed within or outside the boundary lines. The use of any replay or television monitoring equipment by the game officials in making any decision relating to the game is prohibited.

ART. 2...The officials' jurisdiction, prior to the game, begins when they arrive on the floor. The officials' arrival on the floor shall be at least 5 minutes before the scheduled starting time of the game.

ART. 3...The officials' jurisdiction extends through the referee's approval of the final score and includes the periods when the game may be momentarily stopped for any reason.

SECTION 3—Referee Authority-shall have the power to make decisions on any points not specifically covered in the rules.

SECTION 4—Referee Pre-Game Duties

ART. 1...Inspect and approve all equipment, including court, baskets, ball, backboards and timers' and scorers' signals.

ART. 2...Designate the official timepiece & official timer prior to the scheduled starting time of the game.

ART. 3...Designate the official scorebook and official scorer prior to the scheduled start time of the game.

SECTION 5—Referee Game Duties

ART. 1...Toss the ball at the center circle for all jump ball situations.

ART. 2...Administer the alternating possession throw-in to start the 2nd, 3rd and 4th quarters.

ART. 3... Be responsible for having each team notified 3 minutes before each half begins.

ART. 4...Confer with the scorer at halftime to determine the possession arrow is pointed in the proper direction to begin play in the 3rd quarter.

ART. 5...Decide whether a goal shall count if the officials disagree.

ART. 6...Have power to suspend a game when conditions warrant.

ART. 7...Decide matters upon which the timers and scorers disagree.

ART. 8...Check and approve the score at the end of each half. Their approval of the score at the end of the game terminates the jurisdiction of the officials. When they leave the playing court at the end of the game, the referee's jurisdiction has ended and the score has been approved.

SECTION 6—Official’s Decisions neither official shall have the authority to change or question decisions made by the other within the limits of their respective outlined duties.

Ques. (1)-Does the referee’s decision take precedence over the umpire’s in calling a foul? **ANS.**-No.

Ques. (2)-A violation and personal contact occur at about the same time. Both are observed by the same official, or the violation is observed by one official and the contact by the other. What is the proper procedure? **ANS.**-The officials shall decide which occurred first. If the violation was first, it caused the ball to become dead; hence, the contact that followed was not a foul unless intentional or flagrant. If the contact occurred first, it caused the ball to become dead and no violation occurred.

SECTION 7—Game Shall be Conducted in accordance with the rules by the officials. This includes:

ART. 1...Notifying the captains when play is about to begin at the start of the game.

ART. 2...Putting the ball in play.

ART. 3...Determining when the ball becomes dead.

ART. 4...Prohibiting practice during a dead ball, except between halves.

ART. 5...Administering penalties.

ART. 6...Ordering time-out.

ART. 7...Beckoning substitutes to enter the court.

ART. 8...Signaling the point value of a goal by raising one or two fingers to face level or two arms extended overhead.

ART. 9...Silently and visibly counting seconds to administer the throw-in (7-6), free throw (8-4, 9-1-3), backcourt (9-8) and closely guarded (9-11) rules.

ART. 10...Report a team warning for delay to the scorer and then inform the coach.

SECTION 8—Official’s Dealings with Unsportsmanlike Conduct

ART. 1...Penalize unsportsmanlike conduct by any player, coach, substitute, team attendant or follower.

QUES.-Who is responsible for behavior of spectators? **ANS.**-The manager is responsible, insofar as they can reasonably be expected to control the spectators. The officials may call fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in calling such fouls, however, lest a team be unjustly penalized.

ART. 2...Penalize/Disqualify Offender, as outlined in Rule 10, if flagrant misconduct occurs.

ART. 3...Remove a player from the game who commits their 5th foul. (Personal & Technical).

ART. 4...Designate the calling official as the official who shall notify coach or player on a disqualification.

ART. 5...Determine when a player is unconscious or apparently unconscious. The player may not return to play in the game without written authorization from a physician.

SECTION 9—Signaling of

ART. 1...When a foul occurs, an official shall signal the timer to stop the clock. Official shall then designate the offender to the scorers & indicate with finger(s) the number of free throws.

ART. 2...When a team is entitled to a throw-in, an official shall clearly signal:

- a. The act which caused the ball to become dead.
- b. The throw-in spot unless it follows a successful goal or an awarded goal.
- c. The team entitled to the throw-in.

If the throw-in team does not make a player available, the official will place the ball on the court. The official shall hand (not toss) the ball to the thrower for a throw-in unless the throw-in is from outside an end line following a successful goal.

SECTION 10—Officials May Correct Error if rule is inadvertently set aside & results in:

ART. 1...Failure to award a merited free throw.

ART. 2...Awarding an unmerited free throw.

ART. 3...Permitting a wrong player to attempt a free throw.

ART. 4...Attempting a free throw at the wrong basket.

ART. 5...Erroneously counting or canceling a score.

In order to correct any of the 5 official’s errors listed in Articles 1 thru 5, such error must be recognized by an official before the 1st dead ball becomes alive after the clock has started.

If in Article 5 the error is made while the clock is running and the ball dead, it must be recognized by an official before the 2nd live ball.

If the error is a free throw by the wrong player or at the wrong basket or the awarding of an unmerited free throw, the free throw and the activity during it other than unsportsmanlike, flagrant, intentional or technical fouls, shall be canceled.

Points scored, consumed time and additional activity, which may occur prior to the recognition of an error, shall not be nullified. Errors because of free throw attempts by the wrong player or at the wrong basket shall be corrected by applying 8-1 and 2.

If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free throw attempt(s).

SECTION 11—Scorer's Duties

ART. 1...Keep a record of the names and numbers of players who are to start the game and of all substitutes who enter the game.

NOTE: It is recommended the player's numbers be entered into the scorebook in numerical order.

ART. 2...Notify the nearer official when there is an infraction of the rules pertaining to submission of the roster, substitutions or numbers of players.

ART. 3...Signal officials by using the game horn, a sounding device unlike that used by the referee and umpire(s). This may be used immediately if, or as soon as the ball is dead or is in control of the offending team.

ART. 4...Record the field goals made, the free throws made and missed, and keep a running summary of the points scored.

ART. 5...Record the personal and technical fouls called on each player and notify an official immediately when the 5th foul is charged to any player, the 2nd technical foul is charged to any squad member or bench personnel or the 3rd technical foul is charged to the head coach.

ART. 6...Record the time-outs charged to each team and notify a team and its coach, through an official, whenever that team is granted a 4th charged time-out.

ART. 7...Record the jump balls for the alternating team possession procedure and are responsible for the possession arrow.

ART. 8...Signal the nearer official each time a team is granted a time-out in excess of the legal number.

ART. 9...Signal in each half when a player commits a common foul beginning with their team's 7th foul.

ART. 10...Compare their records after each goal, each foul, each charged time-out and end of each quarter and extra period, notifying the referee at once of any discrepancy. If the error cannot be found, the referee shall accept the record of the official book unless they have knowledge that permits them to decide otherwise. If the discrepancy is in the score and the error is not resolved the referee shall accept the progressive team totals of the official scorebook. A bookkeeping mistake may be corrected at any time until the referee approves the final score. The scorebook of the home team shall be the official book unless the referee rules otherwise. The official scorebook shall remain at the scorer's table throughout the game, including all intermissions.

NOTE: The Rules Committee strongly recommends that the official scorer wear a black & white striped garment & that their location be clearly marked.

Ques. (1)-What is the procedure if a player who has committed their 5th foul continues to play because the scorers have failed to notify the official?

Ans.-As soon as the scorers discover the irregularity, they should sound the horn after, or as soon as, the ball is control of the offending team or is dead. The disqualified player must be removed immediately. Any points, which may have been scored while such a player was illegally in the game, are counted. If other aspects of the error are correctable, the procedure to be followed is included among the duties of the officials.

Ques. (2)-What should be done if the scorer's horn sounds while the ball is alive?

Ans.-Players should ignore the horn since it does not make the ball dead. The scorers should not signal while the ball is in play, except in certain cases such as are noted in Question (1). The officials must use their judgment before sounding the whistle in order to consult the scorers.

Ques. (3)-If the scorers fail to notify a team or its coach when it takes its 4th charged time-out, should the team penalized if it takes another? **Ans.-**Yes.

SECTION 12—Timer's Duties

ART. 1...Note when each half is to start and shall notify the referee more than 3 minutes before this time so that they may notify the teams or cause them to be notified, at least 3 minutes before the half is to start.

ART. 2...Signal the scorers, 3 minutes before starting time.

ART. 3...Record playing time and time of stoppages as provided in the rules.

ART. 4...Be provided with a clock to be used for timing quarters, extra periods and intermissions and a stopwatch for timing time-outs. The clock shall be operated by one of the timers. The clock and stopwatch shall be placed so that both timers may see them. The clock shall be started as prescribed in 5-10.

ART. 5...Sound a warning signal 15 seconds before the expiration of an intermission or a charged time-out, immediately after which the players shall prepare to be ready to resume play and signal again at the end of the intermission or time-out.

ART. 6...Sound the signal at the end of 30 seconds for replacing a disqualified/injured player.

ART. 7...Stop the clock at the expiration of time for each quarter or extra period, and when an official signals time-out, as in 5-8. For an intermission or a charged time-out, start the stopwatch and signal the referee as outlined in Article 5.

ART. 8...Indicate by signal the expiration of playing time in each quarter or extra period. This signal terminates player activity. If a supplementary red light is used, the timers' signal is the official expiration of playing time.

SECTION 13—If the Timers Signal Fails to Sound or is not heard, the timers shall go onto the court or use other means to immediately notify the referee. If in the meantime a goal has been made or a foul has occurred, the referee shall consult the timers:

ART. 1...If the timers agree that time expired before the ball was in flight, the goal shall not count.

ART. 2...If the timers agree that the quarter or extra period ended, as in 5-6-3 before the foul occurred, the foul should be disregarded, unless it was intentional or flagrant.

ART. 3...If the timers disagree, the goal shall count or the foul shall be penalized, unless the referee has knowledge which alters such ruling.

SECTION 14—Timing Mistakes

ART. 1...If an obvious mistake by the timer has occurred because of the failure to start or stop the clock at the proper moment, the referee may correct the mistake only when they have definite information relative to the time involved.

ART. 2...If the referee ascertains that the clock was not started or stopped properly or if the clock did not run, an official's count or other official information can be used to make a correction.

RULE 3 PLAYERS, UNIFORMS, SUBSTITUTES and EQUIPMENT

SECTION 1—Team Makeup each team shall consist of 5 players, one of whom is the captain. **The Captain** is the representative of their team and may address an official on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the court.

Ques.-May a team play with fewer than five players? **Ans.**-A team must begin with five players, but if it has no substitutes to replace disqualified players, it must continue with fewer than five. When there is only one player participating for a team, the team shall forfeit the game, unless the referee believes that team has an opportunity to win the game.

SECTION 2—Uniforms/Equipment

ART. 1...Distinctive uniforms are required. The "home team" is responsible to make a change to a contrasting color, in the case of teams having similar colored uniforms.

ART. 2...All teams are required to wear uniforms—jerseys of a similar color with a permanently attached number. **Tee shirts worn under jerseys must be the predominate color of the jersey.** The size of the number will be left to the discretion of the District. Players with out numbers or with duplicate numbers will not be allowed to participate after their team's first scheduled league game. Players without proper uniforms should not be allowed to play. A violation of this rule will result in an automatic forfeiture. Uniforms or lack of, is not a protestable item.

ART. 3...Numbers may be worn on front or back (preferably on back). It is not necessary that they be worn on both sides.

ART. 4...Players may only wear compression shorts of one color. If they extend below the shorts, they must be of a color that is similar to the predominate color of their uniform. Length of compression shorts is restricted to above the knee.

ART. 5...Player's shirt designed to be worn inside the pants shall be tucked inside the pants and the pants shall be worn properly. A player not conforming to this uniform policy shall be directed to leave the game.

ART. 6...NO JEWELRY, (INCLUDING EARRINGS) IS ALLOWED EVEN IF COVERED BY TAPE. If a religious or medical medallion is worn it must be taped to the body under the uniform. Seniors may wear flat wedding bands. Only soft pliable hair accessories are permissible.

SECTION 3—Substitution

ART. 1...A substitute who desires to enter shall report to the scorers, giving their number and the number of the player whom is being replaced.

- a. **Between quarters, at halftime and during time-outs**, the substitute must report or be in position to report to the scorers prior to the warning signal, which is sounded 15 seconds before the end of the intermission or time-out.
- b. **The substitute or a team representative may make substitutions between halves.**
- c. **During multiple free throws** personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted. Exception: When a player is required by rule to be replaced (disqualification, injury, bleeding) prior to free throws being administered, all other substitutes who have legally reported may also enter the game.
- d. **If entry is at any time other** than between quarters, a substitute, who is entitled and ready to enter reports to the scorer, the scorer shall use a sounding device, as soon as, the ball is dead and the clock is stopped.

ART. 2...Substitute shall remain outside the boundary until an official beckons them, whereupon they shall enter immediately. If the ball is about to become alive, beckoning signal should be withheld. Entering player shall not replace a designated jumper or a free thrower except as in 8-2 and 3. If the substitute enters to replace a player who must jump or attempt a free throw, they shall withdraw until the next opportunity to substitute.

Ques (1)- When does a substitute become a player? **Ans.** - When they legally enter the court to participate or after the ball has become alive following their illegal entry during a dead ball.

Ques (2) - Following substitutions, should the official line up players to aid them in locating opponents? **Ans.** - This shall be done at the request of a captain when three or more substitutes for the same team enter during an opportunity to substitute.

ART. 3...A player who has been withdrawn may not reenter before the next opportunity to substitute after the clock has been properly started following their replacement.

ART. 4...A player who has been injured to the extent that the coach or any other bench personnel is beckoned and/or comes onto the court shall be directed to leave the game.

ART. 5...Player shall be directed to leave the game who is bleeding or has an open wound. Player with excessive amount of blood on their uniform shall be directed to leave the game at the discretion of the official.

ART. 6...A player who has been determined to be unconscious or apparently unconscious shall not return to play in the game without written authorization from a physician.

SECTION 4—Illegal/Improper Equipment, referees shall not permit any player to wear equipment which, in their judgment, is dangerous or confusing to other players or is not appropriate. Pants may be worn for religious or medical reasons. Shorts/pants must be of similar color. No shorts/pants to be worn that have a metal or plastic zipper or hard plastic knobs/buttons to control strings on a pairs of shorts/pants.

Examples of illegal items are, but not limited to:

ART. 1...A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance - even though covered with soft padding - when worn on the elbow, hand, finger, wrist or forearm.

NOTE: Each District may authorize the use of artificial limbs which in its opinion are no more dangerous to players than the corresponding human limb and do not place an opponent at a disadvantage.

ART. 2...Head Decorations, Headwear and Jewelry.

EXCEPTION (1): Districts may on an individual basis allow a player to participate while wearing a head covering if it meets the following criteria:

- a. **For medical or cosmetic reasons** - In the event a participant is required by a licensed medical physician to cover their head with a covering or wrap, the physician's statement is required before the District can approve a covering or wrap which is not abrasive, hard, or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play.

b. For religious reasons - In the event there is documented evidence provided to the District that a participant may not expose their uncovered head, the District may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely that it will come off during play.

EXCEPTION (2): Head bands no wider than 2 inches and made of non abrasive unadorned cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) band may be used to control hair. Hard beads in braided hair is not permitted.

ART. 3...Equipment which is unnatural and designed to increase a player's height or reach or to gain an advantage.

ART. 4...An illegal undershirt.

ART. 5...An undergarment or tights which extend below the pants.

EXCEPTION: Compression shorts, which are unadorned & of a single color similar to predominate color of the pants, may be worn. Length of compression shorts restricted to above the knee.

ART. 6...The referee shall not permit any player to participate if in their judgment, items such as a player's fingernails or hairstyle may constitute a safety concern.

RULE 4 DEFINITIONS

SECTION 1—An Airborne Shooter-is a player who has released the ball on a try for goal and has not returned to the floor. The airborne shooter is considered to be in the act of shooting.

SECTION 2—Alternating Possession and Arrow

ART. 1...Alternating possession is the method of putting the ball in play by a throw-in as outlined in 6-3.

ART. 2...The possession arrow is a device located at the scorer's table which is used to indicate the direction of a team's basket for the alternating possession procedure.

SECTION 3—Alternating Possession Control is established and the initial direction of the possession arrow is set when:

- a. **A player secures control of the ball**, as after the jump ball.
- b. **The ball is placed at the disposal of the free thrower** after a common foul when the bonus free throw is in effect.
- c. **The ball is placed at the disposal** of the thrower after:
 1. **A violation** during or following the jump before a player secures control.
 2. **The free throws** for a non-common foul.
 3. **A common foul** when the bonus free throw is not in effect.

NOTE: Procedure is only to establish the alternating possession procedure. See 6-3 for using the procedure and reversing the possession arrow.

SECTION 4—Ball Location, at disposal

ART. 1...A ball which is in contact with a player or with the court is in the backcourt if either the ball or the player (either player if the ball is touching more than one) is touching the backcourt.

ART. 2...A ball, which is in contact with a player, is in the front court if neither the ball nor the player is touching the backcourt.

ART. 3...A ball which is in flight retains the same location as when it was last in contact with a player or the court.

ART. 4...A ball which touches a player or an official is the same as the ball touching the floor at that individual's location.

ART. 5...A ball which touches the front faces or edges of the backboard is treated the same as touching the floor in-bounds, except that when the ball touches the thrower's backboard it does not constitute a part of a dribble.

ART. 6...During a dribble from backcourt to frontcourt, the ball is in the frontcourt when the ball and both feet of the dribbler touch the court entirely in the frontcourt.

ART. 7...A ball is at the disposal of a player when it is:

- a. **Handed** to a thrower or free thrower.

- b. **Caught** by the free thrower after it is bounced to him or her.
- c. **Placed** on the floor at the spot.
- d. **Available** to the player, as after a goal.

SECTION 5---Basket and Choice

ART. 1...The basket is the 18-inch ring, its flange and braces and the appended net through which players attempt to throw the ball.

ART. 2... A team's own basket is the one into which its players try to throw the ball.

ART. 3...Each team's basket for practice before the game and to shoot at for the first half shall be the one further from its team bench.

ART. 4...The teams shall change baskets for the second half.

ART. 5...If by mistake the officials permit a team to go the wrong direction, when discovered all points scored, fouls committed and time consumed shall count as if each team had gone the proper direction. Play shall resume with each team going the proper direction based on bench location.

SECTION 6—Basket Interference occurs when a player

- a. **Touches the ball or any part of the basket** while the ball is on or within the basket.
- b. **Touches the ball while any part of the ball** is within the imaginary cylinder that has the basket ring as its lower base.
- c. **Reaches through the basket** from below and touches the ball before it enters the cylinder.

SECTION 7—Blocking, Charging

ART. 1...Blocking is illegal personal contact that impedes the progress of an opponent.

ART. 2...Charging is illegal personal contact by pushing or moving into an opponent's torso.

- a. **A player who is moving with the ball** is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in their path.
- b. **If a guard has obtained a legal guarding position**, the player with the ball must get their shoulders by or around the torso of the defensive player. If contact occurs on the torso of the defensive player, the dribbler is responsible for the contact.
- c. **There must be reasonable space** between two defensive players or a defensive player. If there is less there is less than three feet of space, the dribbler has the greater responsibility for the contact.
- d. **Player with ball** may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

SECTION 8—Bonus Free Throw

ART. 1...Bonus free throw is the second free throw which is awarded for each common four (except a player control foul) committed by a player of a team beginning with that team's 7th foul in a half, provided the first free throw for the foul is successful. Player control foul is counted as a team foul for reaching the bonus.

ART. 2...Player control and technical fouls are counted as team fouls to reach the bonus. When a technical foul is also charged indirectly to the head coach, it counts only as one team foul.

ART. 3...On the 10th and any additional foul of each half, two free throws will be awarded.

SECTION 9—Boundary Lines

ART. 1...Boundary lines of the court consist of end lines and sidelines.

ART. 2...The inside edges of these lines define the in-bounds and out-of-bounds areas.

SECTION 10—Closely Guarded situation occurs when a player in control of the ball in their team's front court is guarded by an opponent who is within a distance of 6 feet of the player who is holding or dribbling the ball.

SECTION 11—Continuous Motion applies both to tries for field goals and free throws but it has no significance unless there is a foul by the defense during the interval which begins when the habitual throwing movement starts and ends when the ball is clearly in flight.

If an opponent fouls after a player has started a try for goal, they are permitted to complete the customary arm movement and if pivoting or stepping when fouled may complete the usual foot or body movement in any activity while holding the ball. These privileges are granted only when the usual throwing motion has started before the foul occurs and before the ball is in flight.

SECTION 12—Control, Player and Team

ART. 1...A player is in control of the ball when they are holding or dribbling a live ball in-bounds.

ART. 2...A team is in control of the ball when a player of the team is in control and also while a live ball is being passed among teammates.

ART. 3...The team control continues until:

- a. **The ball is in flight** during a try for goal.
- b. **An opponent secures control.**
- c. **The ball becomes dead.**

ART. 4...While the ball remains alive a loose ball always remains in control of the team whose player last had control, unless it is a try for goal.

ART. 5...Team control does not exist during a jump ball or the tapping of a rebound, but is re-established only when a player secures control.

ART. 6...Neither team control nor player control exists during a dead ball or during a throw-in or during a jump ball or when the ball is in flight during a try for goal.

SECTION 13—Court Areas

ART. 1...The frontcourt of a team consists of that part of the court between its end line and the nearer edge of the division line, including its basket and the in-bounds part of the backboard.

ART. 2...The backcourt of a team consists of the rest of the court, including the entire division line and the opponent's basket and in-bounds part of the opponent's backboard.

SECTION 14—A Disqualified Player is one who is barred from further participation in the game because of having committed their 5th foul, (personal and technical) or two technical fouls or a flagrant foul. A player is officially disqualified and becomes bench personnel when an official notifies the coach.

SECTION 15—Dribble

ART. 1...A dribble is a ball movement caused by a player in control who bats (intentionally strikes the ball with the hand(s)), pushes, or taps the ball to the floor once or several times.

ART. 2...During a dribble the ball may be batted into the air provided it is permitted to strike the floor before the ball is touched again with the hand(s).

ART. 3...The dribble may start by pushing, throwing, tapping or batting the ball to the floor.

ART. 4...The dribble ends when:

- a. **The dribbler catches the ball** with one or both hands.
- b. **The dribbler simultaneously touches the ball** with both hands.
- c. **An opponent bats** (intentionally strikes the ball with the hand(s)) the ball.
- d. **The ball becomes dead.**

NOTE: It is not possible for a player to travel during a dribble.

Ques. (1) - Is a player dribbling while tapping the ball during a jump or when a pass rebounds from their hand or when they fumble or when they tap a rebound or pass away from other players who are attempting to get it? **Ans.** - No. The player is not in control under these conditions.

Ques. (2)- Is it a dribble when a player stands still and: (a) bounces the ball; (b) holds the ball and touches it to the floor once or more than once? **Ans.**-(a) Yes. (b) No.

ART. 5...An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. There is no player control during an interrupted dribble.

SECTION 16—Dunking or Stuffing is the driving, forcing, pushing or attempting to force a ball through the basket with the hand(s). (Illegal in all CYC games.)

SECTION 17—Extra Period is the extension of playing time necessary to break a tie score.

SECTION 18—Fighting is a flagrant act and can occur when the ball is dead or alive. Fighting includes, but is not limited to combative acts such as:

ART. 1...An attempt to strike an opponent with a fist, hands, arms, legs or feet.

ART. 2...An attempt to punch or kick an opponent, regardless of whether contact is made.

ART. 3...An attempt to instigate a fight by committing an unsportsmanlike act toward an opponent to retaliate by fighting.

SECTION 19—A Foul is an infraction of the rules, which is charged and is penalized.

ART. 1...A personal foul is a player foul which involves illegal contact with an opponent while the ball is alive or committed by or on an airborne shooter when the ball is dead.

NOTE: Contact after the ball has become dead is ignored unless it is ruled intentional or flagrant or is committed by an airborne shooter.

ART. 2...A common foul is a personal foul which is neither flagrant nor intentional nor committed against a player trying for a field goal nor a part of a double or multiple foul.

ART. 3...An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act. A foul shall also be ruled intentional if while playing the ball a player causes excessive contact with an opponent.

ART. 4...A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical non contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kicking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time that is extreme or persistent, vulgar or abusive conduct. Fighting is a flagrant act.

ART. 5...A technical foul is:

a. A foul by a non-player.

b. A non-contact foul by a player.

c. An intentional or flagrant contact foul while the ball is dead, except a foul by an airborne shooter.

d. A direct technical foul by a coach.

e. An indirect technical foul assessed to a coach.

ART. 6...A player control foul, is a common foul committed by a player while they are in control of the ball or by an airborne shooter.

ART. 7...double fouls:

a. A double personal foul is a situation in which two opponents commit personal fouls against each other at approximately the same time.

NOTE: No free throws are awarded and the ball is put in play by the team entitled to the throw-in under the alternating possession procedure at the out-of-bounds spot nearest the foul.

b. A double technical foul is a situation in which two opponents commit technical fouls against each other at approximately the same time.

NOTE: No free throws are awarded and the ball is put in play by the team entitled to the throw-in under the alternating procedure at the division line opposite the table.

ART. 8...A false double foul is a situation in which there are fouls by both teams, the second of which occurs before the clock is started following the first, but such that at least one of the attributes of a double foul is absent.

ART. 9...A multiple foul is a situation in which two or more teammates commit personal fouls against the same opponent at approximately the same time.

ART. 10...A false multiple foul is a situation in which there are two or more fouls by the same team and such that the last foul is committed before the clock is started following the first and such that at least one of the attributes of a multiple foul is absent.

ART. 11...A team foul is any personal foul or technical foul which is charged to either team. All team fouls are counted to reach the bonus free throw.

ART. 12...An unsportsmanlike foul is a non-contact technical foul which consists of unfair, unethical or dishonorable conduct. Acts of deceit such as accepting a teammate(s) foul or free throw, faking being fouled, use of profane or inappropriate language/gestures are unsportsmanlike.

SECTION 20—Free Throw

ART. 1...A free throw is the opportunity given a player to score one point by an unhindered try for goal from within the free throw circle and behind the free throw line.

ART. 2...A free throw starts when the ball is placed at the disposal of the free thrower.

ART. 3...The free throw ends when the try is successful, when it is certain the try will not be successful, when the try touches the floor or any player or when the ball becomes dead.

SECTION 21—A Fumble is the accidental loss of player control when the ball unintentionally drops or slips from a player's grasp.

SECTION 22—Goaltending

ART. 1...Goaltending occurs when a player touches the ball during a field goal try/tap while:

- a. **The ball** is in downward flight.
- b. **The entire ball** is above the level of the basket ring.
- c. **The ball has** a possibility of entering the basket in flight.
- d. **The ball is not** touching an imaginary cylinder that has the basket ring as its lower base.

ART. 2...It is also goaltending during a free throw attempt when a player touches the ball while it is outside the imaginary cylinder.

SECTION 23—Guarding is the act of legally placing the body in the path of an offensive opponent. No minimum distance is required between the guard & opponent but maximum is 6 feet when closely guarded. Every player is entitled to a spot on the floor provided such player gets there first without illegally contacting an opponent. A player who extends an arm, shoulder, hip or leg into the path of an opponent is not considered to have a legal position if contact occurs.

ART. 1...To obtain and initial legal guarding position:

- a. **The guard must have both feet touching** the floor.
- b. **The front of the guard's torso** must be facing the opponent.

ART. 2...After the initial legal guarding position is obtained:

- a. **The guard is not required** to have either or both feet on the floor or continue facing the opponent.
- b. **The guard may move laterally or obliquely** to maintain position, provided it is not toward the opponent when contact occurs.
- c. **The guard may raise hands or jump** within their own vertical plane.
- d. **The guard may turn or duck** to absorb the shock of contact.

ART. 3...Guarding an opponent with the ball or a stationary opponent without the ball:

- a. **No time distance** is required to obtain an initial legal position.
- b. **If the opponent with the ball is airborne**, the guard must have obtained legal position before the opponent left the floor.

ART. 4...Guarding a moving opponent without the ball:

- a. **Time and distance are factors** required to obtain an initial legal position.
- b. **The guard must give** the opponent the time and/or distance to avoid contact.
- c. **The distance need not** be more than two strides.
- d. **If opponent is airborne**, guard must have obtained legal position before the opponent left the floor.

SECTION 24—Hands and Arms--Legal and Illegal Use of

ART. 1...It is legal to extend the arms vertically above the shoulders and need not be lowered to avoid contact with an opponent when the action of the opponent causes contact. This legal use of the arms and hands usually occurs when guarding the player making a throw-in, the player with the ball in pressing tactics and a player with the ball who is maneuvering to try for goal by pivoting, jumping or hooking.

ART. 2...It is legal use of hands to reach to block or slap the ball controlled by a dribbler or a player throwing for goal or a player holding it and accidentally hitting the hand of the opponent when it is in contact with the balls.

ART. 3...It is legal to hold the hands and arms in front of the face or body for protection and to absorb

force from an imminent charge by an opponent. This same protective use of the arms and hands occurs when a player who has set a screen outside the opponent's visual field is about to be run into by the player being screened. The action however, should be a recoil action rather than a pushing action.

ART. 4...It is not legal to use hands and arms or hips and shoulders to force their way through a screen or to hold the screener and then to push them aside in order to maintain a guarding position relative to their opponent.

ART. 5...It is not legal to extend the arms fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms occurs is not legal. The extension of the elbows when the hands are on the hips or when the hands are held near the chest or when the arms are held more or less horizontally are examples of the positions used.

ART. 6...It is not legal to use the hand and/or forearm to prevent an opponent from attacking the ball during a dribble, or when throwing for goal.

ART. 7...It is not legal to swing arms and elbows excessively. This occurs when:

- a. **Arms and elbows are swung** while using the shoulders as pivots and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot.
- b. **The speed and vigor** with which the arms and elbows are swung are such that injury could result if another player were contacted. Using this description as a basis, an official will promptly and unhesitatingly call such actions a violation.

SECTION 25—A Held Ball occurs when

ART. 1...Opponents have their hands so firmly on the ball that control cannot be obtained without undue roughness.

ART. 2...An opponent places their hand(s) on the ball and prevents an airborne player from throwing the ball or releasing it on a try.

Ques.-A1 jumps to throw the ball. B1 prevents the throw by placing one or both hands on the ball so that A1 is unable to throw or try. **Ans.**-Held ball.

SECTION 26—Holding is illegal personal contact with an opponent that interferes with their freedom of movement.

SECTION 27—Incidental Contact is contact with an opponent, which is permitted and does not constitute a foul.

ART. 1...The mere fact that contact occurs does not constitute a foul. When ten players are moving rapidly in a limited area, some contact is certain to occur.

ART. 2...Contact which occurs unintentionally in an effort by an opponent to reach a loose ball, or such contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive movements, should not be considered illegal, even though the contact may be severe.

ART. 3...Similarly, contact which does not hinder the opponent from participating in normal defensive or offensive movements should be considered incidental.

ART. 4...A player who is screened within their visual field is expected to avoid contact with the screener by stopping or going around the screener. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and such contact is to be ruled incidental contact, provided the screener is not displaced if they have the ball.

ART. 5...If, however, a player approaches an opponent from behind or from a position from which they have no reasonable chance to play the ball without making contact with the opponent, the responsibility is on the player in the unfavorable position.

SECTION 28—Jump Ball

ART. 1...A jump ball is a method of putting the ball into play to start the game and each extra period by tossing it up between two opponents in the center circle or as in 7-3 before the alternating procedure has been established.

ART. 2...In all other jump ball situations the teams will alternate taking the ball out-of-bounds for a throw-in.

ART. 3...The jump ball begins when the ball leaves the referee's hand(s) and ends when the tapped ball touches a non-jumper, the floor, a basket or backboard.

***SECTION 29—Kicking the Ball** is intentionally striking the ball with any part of the leg or foot..

SECTION 30—A Multiple Throw is a succession of free throws attempted by the same team.

SECTION 31—A Pass is movement of the ball caused by a player who throws, bats or rolls the ball to another player.

SECTION 32—Penalties

ART. 1...The penalty for a foul is the charging of the offender with the foul and awarding a free throw(s) and/or the ball for a throw-in as specified by the type of infraction committed.

ART. 2...The penalty for a violation is the awarding of the ball to the opponents for a throw-in or the awarding of one or more points or the awarding of a substitute free throw.

SECTION 33—Pivot takes place when player who is holding the ball steps once, or more than once, in any direction with the same foot while other foot, called the pivot foot, is kept at its point of contact with the floor.

SECTION 34—Player Location

ART. 1...The location of a player or non-player is determined by where such player is touching the floor as far as being:

- a. **In-bounds** or out-of-bounds.
- b. **In the frontcourt** or backcourt.
- c. **Outside (behind) or inside** the 3-point field goal line.

ART. 2...When a player is touching the backcourt or out-of-bounds, or inside the 3-point line, the player is located in backcourt, out-of-bounds and inside the 3-point line respectively.

ART. 3...The location of an airborne player with reference to the three factors of Article 1 is the same as at the time such player was last in contact with the floor or an extension of the floor, such as a bleacher.

Ques. - From the frontcourt A1 passes the ball across the division line. It touches a teammate who is in the air after leaping from the backcourt or it touches an official in the backcourt. Is the ball in the backcourt? **Ans.** - Yes.

SECTION 35—Rebounding is an attempt by any player to secure possession of the ball during and following a try for a goal. In a rebounding situation there is no player or team control.

ART. 1...To obtain or maintain legal rebounding position, a player may not:

- a. **Displace, charge** or push an opponent.
- b. **Extend shoulders, hips, knees** or extend the arms or elbows fully or partially in a position other than vertical so that the freedom of movement of an opponent is hindered when contact with the arms or elbows occur.
- c. **Bend their body** in an abnormal position to hold or displace an opponent.
- d. **Violate the principle of verticality.**

SECTION 36—Resuming Play Procedure is used to prevent delay in putting the ball in play following a time-out or intermission as in 7-5-1 and 8-1-1. The procedure results in a violation instead of a technical foul for initial delay in specific situations.

SECTION 37—Rule, (Definition of)

ART. 1...A rule is one of a group of regulations which governs the game.

ART. 2...A game regulation, commonly called a rule, sometimes states or implies that the ball is dead or a foul or violation is involved. If it does not it is assumed the ball is alive and no foul or violation has occurred to affect the given situation.

ART. 3...A single infraction is not complicated by a second infraction unless so stated or implied.

SECTION 38—A Screen is Legal action by a player who, without causing contact, delays or prevents

an opponent from reaching a desired position.

ART. 1...To establish a legal screening position:

- a. **The screener may face any direction.**
- b. **Time and distance** are relevant.
- c. **Screener must be stationary**, except when both are moving in the same path and the same direction.

ART. 2...When screening a stationary opponent from the front or side, the screener must allow the opponent one normal step backward without contact.

ART. 3...When screening a stationary opponent from the front or side, the screener may be anywhere short of contact.

ART. 4...When screening a moving opponent, the screener must allow the opponent time and distance to avoid contact. The distance need not be more than two strides.

ART. 5...When screening an opponent who is moving in the same path and direction as the screener is moving, the opponent is responsible for contact if the screener slows up or stops.

SECTION 39—Shooting, Try, Tap

ART. 1...The act of shooting begins simultaneously with the start of the try and ends when the ball is clearly in flight, and includes the airborne shooter.

ART. 2...A try for field goal is an attempt by a player to score 2 or 3 points by throwing the ball into a team's own basket. A player is trying for goal when the player has the ball and in the official's judgement is throwing or attempting to throw for goal. It is not essential that the ball leave the player's hand. A foul could prevent release of the ball.

ART. 3...Try starts when the player begins the motion which habitually precedes the release of the ball.

ART. 4...The try ends when the throw is successful or when it is certain the throw is unsuccessful or when the thrown ball touches the floor or when the ball becomes dead.

ART. 6...The tap starts when the ball has left the player's hand(s).

ART. 7...The tap from a player toward a team's own basket, ends in exactly the same manner as a try.

SECTION 40—Throw-in, Thrower, Spot

ART. 1...A throw-in is a method of putting the ball in play from out-of-bounds. The thrower is the player who attempts to make a throw-in.

ART. 2...The throw-in begins when the ball is at the disposal of a player of the team entitled to it.

ART. 3...The throw-in count ends when the ball is released by the thrower so the passed ball goes directly into the court.

ART. 4...The throw-in ends when the passed ball touches, or is touched by, an in-bounds player other than the thrower.

ART. 5...The designated throw-in spot is 3 feet wide with no depth limitation and is established by the official prior to putting the ball at the thrower's disposal.

SECTION 41—Time Out

ART. 1...A time-out charged to a team is a maximum of one minute in length.

ART. 2...A successive time-out is one, which is granted to either team before the clock, has started following the previous time-out.

SECTION 42—Traveling (running with the ball) is moving a foot or feet in any direction in excess of prescribed limits while holding the ball. The limits on foot movements are as follows:

ART. 1...A player who catches the ball with both feet on the floor, may pivot, using either foot. When one foot is lifted, the other is the pivot foot.

ART. 2...A player, who catches the ball while moving or dribbling, may stop and establish a pivot foot as follows:

- a. **If both feet are off the floor and the player lands:**
 1. **Simultaneously on both feet**, either foot may be the pivot.
 2. **On one foot followed by the other**, the first foot to touch is the pivot.

3. **On one foot**, the player may jump off that foot and simultaneously land on both. Neither foot can be a pivot in this case.

b. If one foot is on the floor:

1. **It is the pivot** when the other foot touches in a step.

2. **The player may jump** off that foot and simultaneously land on both. Neither foot can be a pivot in this case.

ART. 3...After coming to a stop and establishing a pivot foot:

a. **Pivot foot may be lifted**, but not returned to floor before the ball is released on a pass/try for goal.

b. **If the player jumps**, neither foot may be returned to the floor before the ball is released on a pass or try for goal.

c. **The pivot foot may be lifted** before the ball is released, to start a dribble.

ART. 4...After coming to a stop when neither foot can be a pivot:

a. **One or both feet may be lifted** but may not be returned to the floor before the ball is released on a pass or try for goal.

b. **Neither foot may be lifted** before the ball is released to start a dribble.

Art. 5...A player holding the ball:

a. **May not touch the floor** with a knee or any other part of the body other than hand or foot.

b. **After gaining possession while on the floor** and touching with other than hand or foot, may not stand or attempt to get up.

SECTION 43—Verticality applies to a legal position. The basic components of the principle of verticality are:

ART. 1...Legal guarding position must be obtained initially and movement thereafter must be legal.

ART. 2...From this position, the defender may rise or jump vertically and occupy the space within their vertical plane.

ART. 3...The hands and arms of the defender may be raised within their vertical plane while on the floor or in the air.

ART. 4...The defender should not be penalized for leaving the floor vertically or having their hands and arms extended within the vertical plane.

ART. 5...The offensive player whether on the floor or airborne may not “clear out” or cause contact which is a foul within the defenders vertical plane.

ART. 6...The defender may not “belly up” or use the lower part of the body or arms to cause contact which is a foul outside their vertical plane.

ART. 7...The player with the ball is to be given no more protection or consideration than the defender in judging which player has violated the rules.

SECTION 44—A Violation of Rule Infractions are one of three types, which are listed, and the penalty outlined in 9 - 1 through 12. The types of violations are:

ART. 1...Type 1: Floor violations including basket interference or goaltending by a teammate the thrower for field goal or free throw and other violations which are not connected with a free throw or try for goal.

ART. 2...Type 2: Basket interference or goaltending by a player at the opponent’s basket.

ART. 3...Type 3: Free throw violations other than those involving basket interference or goaltending.

SECTION 45—A Warning to a Team for Delay is an administrative procedure by an official, which is recorded in the scorebook by the scorer and announced to the coach:

ART. 1...For throw-in plane violations, as in 9-2-11.

ART. 2...For huddle by either team and contact with the free thrower, as in 10-1-5c.

ART. 3...For interfering with the ball following a goal.

SECTION 46—Widely Used Terminology

ART. 1...Bench personnel are all individuals who are part of or affiliated with a team, including substitutes, head coach, assistant coach(es), manager(s), statistician(s), etc.

ART. 2...The captain is a team’s designated player on the court who is the team’s representative and may

address an official to obtain essential information if done in a courteous manner. The captain must be one of the 5 players on the court and not necessarily the pre-game captain(s).

ART. 3...A player is one of five team members who are legally on the court at any given time. A substitute becomes a player when they legally enter the court. If entry is not legal, the substitute becomes a player when the ball becomes live. A player becomes bench personnel after their substitute becomes a player or after notification of the coach following their disqualification.

RULE 5 SCORING AND TIMING REGULATIONS

SECTION 1—A Goal is made when a live ball enters the basket from above and remains in or passes through. No goal is scored if an untouched throw-in goes through the basket. Whether the clock is running or stopped has no influence on the counting of a goal. If a player control foul occurs after a goal, the goal is canceled.

SECTION 2—Scoring

Art. 1...If the court is properly marked the three point shot may be used in all divisions. Three points are awarded for any ball thrown, passed or shot beyond the 19 foot 9 inch line that passes through the goal. Any other goal from the field counts 2 points for the team into whose basket the ball is thrown. See 4-5-5.

ART. 2...A goal from a free throw counts 1 point for the free thrower's team and is credited to the free thrower. See 4-5-5.

ART. 3...If a player scores a field goal in the opponent's basket, it is not credited to a player, but is indicated in a footnote. See 4-5-5.

ART. 4... The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.

SECTION 3—The Winning Team is the one that has accumulated the greater number of points when the game ends.

SECTION 4—Forfeiture, Protest, Interrupted Game

ART. 1...The referee shall forfeit the game if a team refuses to play after being instructed to do so by either official. The referee may also forfeit a game if any player, squad member or bench personnel fail to comply with any technical foul penalty or repeatedly commits technical foul infractions or other acts that make a travesty of the game. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 2-0 in its favor.

Ques. (1) - When the game is forfeited, are the points made by each player credited to them? **Ans.** - The league officers should decide. It is customary to include such points in the scoring records.

ART. 2... Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities it shall be continued from the point of interruption unless the teams agree to terminate the game with the existing score or there are District rules to cover the situation.

SECTION 5—Game Time

ART. 1...START OF GAME

- a. **All games must start on scheduled time**, as assigned to various leagues by the District Sports Committee. A team with 5 players on the floor must start on time. If game has not commenced 10 (ten) minutes after the Official Starting Time, the team failing to appear shall forfeit the game, unless the team has a satisfactory excuse, in the opinion of the District Basketball Committee.
- b. **If a team arrives within the ten (10) minute** waiting period, play shall start following a five (5) minute warm-up period.
- c. **If preceding game extends** beyond assigned starting time of subsequent game, such game shall start following a five (5) minute warm-up period.
- d. **Captain or coach must submit the line-up** for their team to the official scorer 5 (five) minutes prior to scheduled game time. The line-up shall be entered in the official score book provided by the

CYC District Basketball Committee in numerical order. Failure to comply with this rule constitutes a technical foul.

- e. **Official Scorekeeper** is designated by the CYC District Committee. If no one from the organization is available the officials in charge of the game have the right to designate someone as the official scorer. All things being equal, this person should be from the Home Team as designated on the schedule. Official score book must remain in possession of gym director throughout the season.

ART. 2...LENGTH OF GAME

- a. **If stop watch or regulation clock is used;** the Senior and Junior Divisions shall play four (4), eight (8) minute periods. Juvenile, Parochial, Intermediate and Cadet Divisions shall play four (4), seven (7) minute periods. Crusader Divisions and lower shall play four (4), six (6) minute periods. These times will be used in Archdiocesan Playoffs. Districts can adjust them to meet constraints on gym time. (See Over-Time (Extra-Period) Rules on Page 30).
- b. **If an ordinary watch is used,** the Senior, Junior and Juvenile Divisions play four (4) eleven (11) minute “over all” periods. Parochial and Intermediate Divisions shall play four (4), ten (10) minute over all periods. Crusader Divisions and lower shall play four (4) nine (9) minute over all periods which will include all ordinary delays, excluding time outs. However, the last two (2) minutes of the final quarter must be played in full; the second hand of the watch is used should a time out or delay occur within the last two (2) minutes, actual number of seconds left must be noted by time-keeper and completely played out. If an overtime period is necessary when using an ordinary watch, teams shall play three-minute period under same guideline (Clock Rules) as last two minutes of 4th quarter.
- c. **One (1) minute rest between quarters,** one five (5) minute rest a half.
- d. **A period or periods may be shortened** in an emergency as determined by the referee or at anytime by mutual agreement of the opposing coaches with concurrence of the referee.
- *e. **Any time during the 3rd quarter of a game, if one team falls behind 30 or more points or by 20 points or more in the 4th quarter, a running clock will be in effect.** The clock will stop only in the event of an injury or a time out. (it continues to run during a free throw situation.) If at any time the team that is losing cuts the lead to fewer than 20 points, the time reverts to a stopped clock.

SECTION 6—Each Quarter or Extra Period begins when the ball first becomes live. It ends when the signal sounds indicating time has expired, except that:

ART. 1...If the ball is in flight during a try for field goal or in flight from a tap by a player toward their basket, the quarter or extra period ends when the try or tap ends.

ART. 2...If a held ball or violation occurs so near the expiration of time that the clock is not stopped before time expires, the quarter or extra period ends with the held ball or violation.

ART. 3...If a foul occurs:

- a. Near the expiration of time that the timer cannot stop the clock before time expires.
- b. After time expires but while the ball is in flight during a try for field goal.
- c. After time expires but while the ball is in flight on a tap by a player toward their basket.

The quarter or extra period ends when the free throw(s) and all related activity have been completed. No penalty or part of a penalty carries over from one quarter or extra period to the next.

EXCEPTION: No free throw(s) shall be attempted after time has expired for the 4th quarter or any extra period, unless the point(s) would affect the outcome of the game.

ART. 4... If a technical foul occurs after the ball has become dead to end a quarter, the next quarter is started by administering the free throws. This applies when the foul occurs after the 2nd quarter has ended and after the 4th quarter has ended, provided there is to be an extra period. If there is no way to determine whether there will be an extra period until the free throws are administered, the throws are attempted immediately, as if the foul had been part of the preceding quarter.

SECTION 7—Extra Period:

ART. 1... If the score is tied at the end of the 4th quarter, play shall continue without change of baskets for one or more extra periods with a 1-minute intermission before each extra period.

ART. 2...The game ends if, at the end of any extra period, the score is not tied.

ART. 3...The length of each extra period shall be 2 minutes. As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the 4th quarter.

Ques. - With the score tied, a foul is committed near the expiration of time in the 4th quarter. If the free throw is successful, should an extra period be played? **ANS. -** If the foul occurs before the ball becomes dead and the period is ended as outlined in 5-6, no extra period is played. But if the foul occurs after the period has clearly ended, the extra period is played.

SECTION 8—Time Out-While Clock is Running, it shall be stopped when an official:

ART. 1..Signals:

- a. A foul.
- b. A held ball.
- c. A violation.

ART. 2...Stops play:

- a. Because of an injury.
- b. To confer with scorers or timers.
- c. Because of unusual delay in getting a dead ball alive.
- d. For any emergency.

NOTE: When a player is injured as in Art. 2(a), the official may suspend play after the ball is dead or is in control of the injured player's team or when the opponents complete a play. A play is completed when a team loses control (including throwing for goal) or withholds the ball from play by ceasing to attempt to score or advance the ball to a scoring position. When necessary to protect an injured player, the official may immediately suspend play.

ART. 3...Grants a HEAD COACH OR A PLAYER, WHO IS CURRENTLY IN THE GAME, ORAL REQUEST for a time-out, such request being granted only when:

- a. The ball is in control or at the disposal of a player of their team.
- b. The ball is dead.
- c. A disqualified or injured player(s) or a player directed to leave the game has been replaced if a substitute(s) is available.
- d. It is not during an interrupted dribble.

ART. 4...Responds to the scorer's signal to grant a coach's request that a correctable error as in 2-10 or a timing, scoring or alternating possession mistake be prevented or rectified. Appeal to the official shall be presented at the scorers' table where a coach of each team may be present.

SECTION 9—Time Outs (Length) timeout charged to a team shall not exceed 1 minute. A warning signal to prepare to be ready to resume play is sounded after 45 seconds. Such a timeout shall not be reduced in length unless both teams are ready to play before the timeout is over. A timeout shall be charged for each minute or fraction of a minute consumed in 5-8-3. Only one timeout is charged in 5-8-4 regardless of the amount of time consumed when no correction is made.

EXCEPTIONS: No time -out is charged:

1. If, in 5-8-3, the player's request results from displaced eyeglasses or lens.
2. If, in 5-8-4, the error or mistake is prevented or rectified.

SECTION 10—Clock Restart after time has been out the clock shall be started when the official signals time-in. If the official neglects to signal, the timer is authorized to start the clock, unless an official specifically signals continued time-out.

ART. 1...If play is started by a jump, the clock shall start when the tossed ball is legally tapped.

ART. 2...If a free throw is not successful and the ball is to remain alive, the clock shall be started when the ball touches or is touched by a player on the court.

ART. 3...If the play is resumed by a throw-in, the clock shall be started when the ball touches or is touched by a player on the court after it is released by the thrower.

SECTION 11—Time Outs (Number of and when can be granted)

ART. 1...Four time outs may be charged to each team during a regulation game. Each team is entitled to one additional time out during each extra period. Unused time outs accumulate and may be used at any time.

ART. 2...Time outs in excess of the allotted number may be requested & shall be granted during regulation playing time or any extra periods at the expense of a technical foul for each.

ART. 3...Successive time outs shall not be granted after expiration of playing time for the 4th quarter or

any extra period.

ART. 4...A time-out shall not be granted until after the ball has become alive to start the game. The additional time-out provided for each extra period(s) shall not be granted until after the ball has become alive to start the extra period(s).

RULE 6 LIVE BALL AND DEAD BALL

SECTION 1—The Game and each Extra Period shall be Started by a Jump Ball in the center circle. After any subsequent dead ball, the only way to get the ball alive is to resume play by a jump ball, by a throw-in or by a free throw. The dribble and traveling rules are not in effect in these situations. The ball becomes alive when:

ART. 1...On a jump ball, the tossed ball leaves the referee's hand(s).

ART. 2...On a throw-in, it is at the disposal of the thrower.

ART. 3...On a free throw, it is at the disposal of the free thrower.

Ques. - Does a game or extra period start with a jump ball if a foul occurs before the ball becomes alive? **Ans.** - No. Any rules statement is made on the assumption that no infraction is involved unless mentioned or implied. If such infraction occurs, the rule governing it is followed.

SECTION 2—To Start the Game and each Extra Period,

the ball shall be put in play in the center circle by a jump ball between any two opponents. To start the 2nd, 3rd and 4th quarters, the ball shall be put in play by a throw-in under the alternating possession procedure.

SECTION 3—Alternating Possession

ART. 1...In all jump ball situations, other than the start of the game and each extra period, the teams will alternate taking the ball out-of-bounds for a throw-in. The team obtaining control of the jump ball starts the alternating possession procedure. The arrow is set toward the opponent's basket. Control may also be established by the results of a violation or foul, as in 4-3.

ART. 2...To start the 2nd, 3rd and 4th quarters, the throw-in shall be from out-of-bounds at the division line opposite the table.

ART. 3...In all jump ball situations other than the start of the game and each extra period, an alternating possession throw-in shall result when:

- a. A held ball occurs.
- b. The ball goes out-of-bounds, as in 7-3.
- c. A double free throw violation occurs.
- d. A live ball lodges on a basket support unless a free throw or throw-in follows.
- e. The ball becomes dead when neither team is in control and no goal or infraction or end of a quarter nor extra period is involved.
- f. A double personal or double technical foul occurs.
- g. Opponents commit simultaneous personal or technical fouls.
- h. Opponents commit simultaneous goaltending or basket interference violation.

NOTE: If the alternating possession has not been established, the jump ball shall be between the two players involved at the center jump circle.

The throw-in in all situations, except those involving technical fouls, shall be from the out-of-bounds spot nearest to where the situation occurred. When technical fouls are involved, the throw-in shall be from the division line on either side of the court.

ART. 4...The direction of the possession arrow is reversed immediately after an alternating possession throw-in ends or when the throw-in team violates.

ART. 5...The opportunity to make an alternating possession throw-in is lost if the throw-in team violates. If either team fouls during an alternating possession throw-in it does not cause the throw-in team to lose the possession arrow.

SECTION 4—Jump Ball Administration

ART. 1...Jump ball, each jumper shall have one or both feet on or inside that half of the center jump circle which is farther from their own basket and **both feet** within the restraining circle.

ART. 2...When the referee is ready and until the ball is tossed, non-jumpers shall not:

- a. Move onto the circle.
- b. Change position around the circle.

ART. 3...Teammates may not occupy adjacent positions around the restraining circle if an opponent indicates a desire for one of these positions before the referee is ready to toss the ball.

ART. 4...The referee shall then toss the ball upward between the jumpers in a plane at right angles to the sidelines. The toss shall be to a height greater than either of them can jump so that it will drop between them.

ART. 5...Until the ball is tapped, non-jumpers shall not:

- a. Have either foot break the plane of the restraining circle cylinder.
- b. Take a position in any occupied space.

ART. 6...Tossed ball must be tapped by one or both of the jumpers after it reaches its highest point. If the ball touches the floor without being tapped by at least one of the jumpers, the referee shall toss it again.

ART. 7...Neither jumper shall:

- a. Tap the tossed ball before it reaches its highest point.
- b. Leave the jumping circle until the ball has been tapped.
- c. Catch the jump ball.
- d. Touch the ball more than twice.

The jump ball and these restrictions end when the tapped ball touches one of the eight non-jumpers, the floor, a basket or backboard.

Ques. - During a jump ball, is a jumper required to:(a) face their own basket; or (b) jump and attempt to tap the tossed ball? **Ans.** - (a) No specific facing is required; however, a jumper must be in the proper half of the jumping circle. (b) No. But if neither jumper taps the ball, it should be tossed again with both jumpers being ordered to jump and try to tap the ball.

SECTION 5—The Ball shall be Put in Play by a Throw-in under circumstances as outlined in 6-3-1, 2, 3; 7-1 thru 6; 8-5; and 9-1 thru 12.

SECTION 6—The Ball shall be put in Play by Placing it at the disposal of the free thrower before each free throw.

SECTION 7—The Ball becomes Dead or remains dead, when:

ART. 1...A goal, as in 5-1, is made.

ART. 2...It is apparent the free throw will not be successful on

- a. Free throw, which is to be followed by another free throw.
- b. Free throw, which is to be followed by a throw-in.

ART. 3...A held ball occurs, or the ball lodges on the basket support.

ART. 4...A player control foul occurs.

ART. 5...An official's whistle is blown.

ART. 6...Time expires for a quarter or extra period.

ART. 7...A foul (other than player control) occurs.

ART. 8...A free throw violation by the throwing team, as in 9-1, occurs.

ART. 9...A violation, as in 9-2 thru 12, occurs.

EXCEPTION: The ball does not become dead until the try or tap ends when:

1. Article 5, 6, or 7 occurs while a try for a field goal or a tapped ball by a player toward their basket is in flight.
2. Article 5 or 7 occurs while a try for a free throw is in flight.
3. A foul is committed by an opponent of a player who has started a try for goal (is in the act of shooting) before the foul occurred, provided time did not expire before the ball was in flight. Trying motion must be continuous & begin after the ball comes to rest in the player's hand or hands & is completed when the ball is clearly in flight. Trying motion may include arm, foot or body movements used by the player when throwing the ball at their basket.
4. The ball is in flight on a try for field goal or a tap by a player toward their basket or during a free throw and an opponent excessively swings arms or elbows without making contact.

Ques. - If A1's try is touched in flight, does the goal count if made if the horn sounds before or after the touching? **Ans.** - If the touching is legal the goal counts. If the touching is interference or goaltending by A, no points are scored. If B violate, the points are awarded - either 2 or 3 depending on whether it was a 2 or 3 point try.

RULE 7 Out-Of-Bounds and the Throw-In

SECTION 1—Out-of-Bounds--Player, Ball

ART. 1...A player is out-of-bounds when they touch the floor or any object other than a player, on or outside a boundary. For location of a player in the air, see 4-33-2.

ART. 2...The ball is out-of-bounds when it touches:

- a. A player who is out-of-bounds.
- b. Any other person, the floor or any object on or outside a boundary.
- c. The supports or back of the backboard.
- d. The ceiling, overhead equipment or supports.

Note: When the rectangular backboard is used, the ball is out-of-bounds if it passes over the backboard.

Ques. (1) - The ball rebounds from the edge of the backboard and across the boundary line, but before it touches the floor or any obstruction out-of-bounds, a player who is in-bounds catches it. Is the ball in-bounds or out-of-bounds? **Ans.** - In-bounds. **Ques. (2)** - The ball touches or rolls along the edge of the backboard without touching the supports. Is the ball dead? **Ans.** - No, unless ground rules to the contrary have been mutually agreed upon before the game.

SECTION 2—The Ball is caused to go out-of-bounds by the last player to touch or to be touched by it before it goes out, provided it is out-of-bounds because of touching something other than a player. If the ball is out-of-bounds because of touching or being touched by, a player who is on or outside a boundary, such player causes it to go out.

Ques. (1) - A live ball is held by A1. (a) The ball held by or passed by A1 touches B1 when B1 is on or outside the boundary or (b) the ball is batted out-of-bounds by B1 who is in-bounds. **Ans.** - The ball is awarded to A for a throw-in. **Ques. (2)** - The ball passed by A1 touches an official and goes out-of-bounds by B1 who is in-bounds. Whose ball? **Ans.** - B's ball.

SECTION 3—If the Ball goes out-of-bounds and was last touched simultaneously by two opponents, both of whom are in-bounds or out-of-bounds or if the official is in doubt as to who last touched the ball or if the officials disagree, play shall be resumed by the team entitled to the alternating possession throw-in at the spot out-of-bounds nearest to where the simultaneous violation occurred. If the alternating procedure has not been established, play shall be resumed by a jump ball between the two involved players at the center jump circle.

SECTION 4—The Ball is Awarded Out-of-Bounds after

ART. 1...A violation, as in 9-1 thru 12.

ART. 2...A free throw for a technical foul/flagrant/intentional personal foul, as in 8-5-2, 3.

ART. 3... A field goal or a successful free throw for any other personal foul as in 8-5-1 or an awarded goal, as in 9-12.

ART. 4...The ball becomes dead while a team is in control, provided no infraction or the end of a period is involved, as in 7-5-4.

ART. 5...A player control foul, as in 7-5-5.

ART. 6...A common foul before the bonus rule is effect, as in 7-5-5.

ART. 7...A held ball, as in 4-24, after the alternating possession has been established.

SECTION 5—Throw-in

ART. 1...A specific procedure is used to prevent delay in resuming play following a time-out or intermission. The timer will sound the authorized warning signal and final signal. The administering official will then sound the whistle to indicate play will resume.

In each situation:

- a. The ball will be put in play if Team A is ready, or it will be placed on the floor.
- b. Throw-in count will begin & if a violation occurs, procedure will be repeated for Team B.
- c. Following a violation by one team only, if that team continues to delay when authorized to make a throw-in, it is a technical foul.
- d. Following a violation by both teams, any further delay by either team is a technical foul.

ART. 2...When the ball is out-of-bounds after any violation, as in 9-2 thru 11, the official shall place the ball at the disposal of an opponent of the player who committed the violation for a throw-in from the designated spot nearest the violation.

ART. 3...After goaltending or basket interference by Team B, the throw-in is as in Article 7, and as in Article 2 for such violation by Team A.

ART. 4...After a dead ball, as in 7-4-4, any player of the team in control shall make the throw-in from the designated out-of-bounds spot nearest to the ball when it becomes dead.

ART. 5...After a player control foul, or after a common foul prior to the bonus rule being in effect, any player of the offended team shall make the throw-in from the designated out-of-bounds spot nearest the foul.

ART. 6...If in Articles 2, 3, 4 or 5 the throw-in spot is behind a backboard, the throw-in shall be made from the nearer free throw lane line extended.

ART. 7...After a goal or awarded goal, as in 7-4-3, the team not credited with the score shall make the throw-in from the end of the court where the goal was made and from any point outside the end line. Any player of the team may make a direct throw-in or they may pass the ball along the end line to a teammate(s) outside the boundary line.

After a made basket, when the scoring team immediately commits a foul or violation, the team putting the ball in bounds does not lose the right to run the baseline.

ART. 8...After a technical foul, any player of the team to whom the free throws have been awarded shall make the throw-in from out-of-bounds at the division line on the side of the court opposite the scorers' and timers' table.

ART. 9...After a double personal foul, any player of the team entitled to the ball under the alternating possession procedure shall make the throw-in from the out-of-bounds spot nearest the foul. After a double technical foul any player of the team entitled to the ball under the alternating possession procedure shall make the throw-in from out-of-bounds at the division line on the side of the court opposite the scorers'/timers' table.

ART. 10...After an intentional personal foul or flagrant personal foul, any player of the team to whom the free throws have been awarded shall make the throw-in from the out-of-bounds spot nearest the foul.

ART. 11...After a free throw violation by the throwing team; any opponent of the throwing team shall make the throw-in from the out-of-bounds spot nearest the violation.

SECTION 6—Throw-in Administration

ART. 1...The throw-in starts when the ball is at the disposal of a player or team entitled to the throw-in. The thrower shall release the ball on a pass directly into the court, except as in 7-5-7, within 5 seconds after the throw-in starts. The throw-in pass shall touch another player (in-bounds or out-of-bounds) on the court before going out-of-bounds untouched. The throw-in pass shall not touch a teammate while it is on the out-of-bounds side of the throw-in boundary plane.

ART. 2...The thrower shall not leave the designated throw-in spot until the ball has been released on a throw-in pass.

ART. 3...The opponent(s) of the thrower shall not have any part of their person through the in-bounds side of the throw-in boundary plane until the ball has been released on a throw-in pass. See 9-2-10 Penalty.

Note: The thrower shall have a minimum of 3 feet horizontally as in 1-2. If the court is not marked accordingly, the administering official shall impose an imaginary restraining line.

ART. 4...Teammates shall not occupy adjacent positions which are parallel to and within 3 feet of the boundary line if an opponent desires one of the positions. The 3-foot restraining line is sometimes the temporary boundary, as in 1-2.

Ques. - B1 has the ball out-of-bounds. B1's throw-in: (a) enters a basket before touching anyone; or (b) touches another player and then enters the basket. **Ans.** - (a) Violation by B1, A's ball at the spot of B1's throw-in. No goal can be scored if an untouched throw-in goes through the basket. (b) Legal goal for the team in whose basket the ball remains or through which it passes.

RULE 8 FREE THROW

SECTION 1—Free Throw Administration

ART. 1...When a free throw is awarded, the administering official shall take the ball to the free throw line of the offended team and place it at the disposal of the free thrower. **A specific procedure is used to prevent delay in resuming play following a time-out or intermission.** The timer will sound the authorized warning signal and final signal. The administering official will then sound the whistle to indicate play will resume. In each situation:

- a. Ball will be handed to A1 if A1 is ready, or it will be placed on the floor.

- b. Free throw count will begin and Team A and/or Team B may be charged with a violation.
- c. Following a violation by one or by both teams, if that team(s) continues to delay it is a technical foul.

ART. 2...If the ball is to become dead when the last free throw for a specific penalty is not successful, players shall not occupy spaces along the free throw lane.

***ART. 3...During a free throw when lane spaces may be occupied:**

- a. One opponent of the free thrower must occupy the first lane space on each side adjacent to the end line unless the resuming play procedure is in effect.
- b. The offensive team (teammates of the shooter) can only have two players in lane spaces and they can only be in lane space two on each side of the lane.
- c. One opponent of the free thrower is entitled to the next (third) lane space on each side of the lane.
- d. The defensive team (opponent of the free thrower) can have a maximum of four players in lane spaces. They are allowed in spots one and three or can move up to the second spot if it is vacant.
- e. Not more than one player can occupy any part of a marked lane space.
- f. All players are restricted on leaving the lane spaces till the ball has made contact with the rim.

ART. 4...Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free throw line extended and behind the 3-point line.

SECTION 2—Free Throw(s) Awarded because of a Personal Foul shall be attempted by the offended player. If such player must withdraw because of an injury or disqualification, their substitute shall attempt the throw(s) unless no substitute is available, in which event any teammate may attempt the throw(s).

SECTION 3—Free Throws Awarded because of a Technical Foul may be attempted by any of the offended team, including an entering substitute who is replacing a player or designated starter. The coach or captain shall designate the free thrower(s).

SECTION 4—Foul Shot Attempt shall be made within 10 seconds after the ball has been placed at the disposal of the shooter at the free throw line. This shall apply to each free throw.

SECTION 5—After a Free Throw that is not followed by another free throw, **the ball shall be put in play by a throw-in:**

ART. 1...As after a field goal, as in 7-5-7, if the try is for a personal foul, other than intentional or flagrant and is successful.

ART. 2...By any player of the free thrower's team from out-of-bounds at the division line on the side opposite the scorers' and timers' table, if the free throw is for a technical foul.

ART. 3...By any player of the free thrower's team from the out-of-bounds spot nearest the foul if the free throw is for an intentional personal foul or flagrant personal foul.

SECTION 6—If a Free Throw for a Personal Foul, other than intentional or flagrant is unsuccessful or if there is a multiple throw for a personal foul(s) and the last free throw is unsuccessful, ball remains alive.

If there is a multiple throw and both a personal and technical foul are involved, the tries shall be attempted in the order in which the related fouls were called, and if the last try is for a technical foul or intentional or flagrant personal foul, the ball shall be put in play by a throw-in.

SECTION 7—Penalties for Fouls are administered in the order in which the fouls occurred.

Ques. - Two free throws are awarded to A1 and, before the clock starts, 2 free throws are awarded to B for a technical foul on the coach of Team A. What is the correct procedure? **Ans.** - With no players lined up, A1 shall attempt his or her 2 free throws and Team B shall attempt its 2 free throws, after which the ball is awarded to Team B out-of-bounds at the division line.

RULE 9 VIOLATIONS and PENALTIES

A Player shall not

SECTION 1—Violate the Free Throw Provisions

ART. 1...The try shall be attempted from within the free throw semicircle and behind the free throw line.

ART. 2...An opponent of the free thrower shall occupy each lane space adjacent to the end line during the try unless the resuming of play procedure is in effect, and no teammate of the free thrower may occupy either of these lane spaces.

After the ball is placed at the disposal of a free thrower:

ART. 3...They shall throw within 10 seconds and in such a way that the ball enters the basket or touches the ring before the free throw ends.

ART. 4...The free thrower shall not fake a try, nor shall any player in a marked lane space fake to cause an opponent to violate.

ART. 5...No opponent shall **disconcert the free thrower**.

ART. 6...No player shall **enter or leave a marked lane space**.

ART. 7...The free thrower shall not have either foot beyond the vertical plane of the edge of the free throw line that is farther from the basket or the free throw semicircle line.

ART. 8...A player, other than the free thrower, who does not occupy a marked lane space may not have either foot beyond the vertical plane of the free throw line extended or the 3-point line which is farther from the basket.

ART. 9...No opponent occupying a marked lane space shall break the plane of the free throw line. The restrictions in Articles 7, 8 and 9 apply until the ball touches the ring or backboard, or until the free throw ends.

ART. 10...A player occupying a marked lane space may not have either foot beyond the vertical plane or cylinder of the outside edge of any lane boundary or beyond the vertical plane of any edge of the space (2 inches by 36 inches) designated by a lane space mark or beyond the vertical plane of any edge of the space (12 inches by 36 inches) designated by a neutral zone.

The restrictions in Articles 6 and 10 apply until the ball touches the rim.

PENALTY- (Section 1):

- 1. If the violation is by the free thrower** or a teammate only, the ball becomes dead when the violation occurs and no point can be scored by that throw:
 - a. If the violation occurs during a free throw for a personal foul, other than intentional or flagrant, the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.
 - b. If the violation occurs during a free throw for a technical foul, the ball is awarded to the thrower's team for a throw-in. This shall be at the division line on the side of the court opposite the scorers' and timers' table.
 - c. If the violation occurs during a free throw for a flagrant personal foul or an intentional personal foul, the ball is awarded to the thrower's team for a throw-in at the out-of-bounds spot nearest the foul.
- 2. If the violation is by the free thrower's opponent only:**
 - a. If the try is not successful, the goal counts and the violation is disregarded.
 - b. If try is not successful, ball becomes dead when the free throw ends, and a substitute throw shall be attempted by same free thrower under conditions the same as for the throw for which it is substituted.
- 3. If there is a violation by each team**, the ball becomes dead when the violation by the free thrower's team occurs. No point can be scored and play shall be resumed by the team entitled to the alternating possession throw-in at the out-of-bounds spot nearest to where the double violation occurred.

The out -of-bounds provision in penalty item (1) and the throw-in provision in penalty item (3) do not apply if the free throw is to be followed by another free throw. In penalty item (3) if a fake by an opponent causes a teammate of the free thrower to violate, only the fake is penalized.

Ques. - During a free throw by A1, B1 pushes A2, and B1 or B2 is in the lane before the ball is released.

Ans. - If the free throw is successful, penalize the foul. If free throw is not successful, award a substitute free throw and also penalize the foul.

ART. 11...In all free throw situations, all players in the marked lane spaces, and the player attempting the free throw, shall not enter the lane until the ball touches the rim.

SECTION 2—Violate Provisions Governing the Throw-in. The thrower shall not:

ART. 1...Leave the designated throw-in spot until the ball has been released on a throw-in pass.

ART. 2...Fail to pass the ball directly into the court so it touches or is touched by another player (in-bounds or out-of bounds) on the court before going out-of-bounds untouched.

ART. 3...Pass the ball so it is touched by a teammate while the ball is on the out-of-bounds side of the throw-in boundary plane.

ART. 4...Consume 5 seconds from the time the throw-in starts until the ball is released on a pass directly into the court.

ART. 5...Carry the ball onto the court.

ART. 6...Touch the ball in the court before it touches or is touched by another player.

ART. 7...Throw the ball so that it enters the basket before it touches or is touched by another player.

ART. 8...Throw the ball so it lodges between the backboard and ring or comes to rest on the flange before it touches or is touched by another player.

No player shall:

ART. 9...Replace the thrower after the ball is at the thrower's disposal.

ART. 10...Be out-of-bounds when he or she touches or is touched by the ball after it has been released on a throw-in pass.

Ques. - When resuming of play procedure is in effect, can a Team A player step out-of-bounds and take the ball from the court and make the throw-in? **Ans.** - Yes.

Furthermore:

ART. 11...Opponent(s) of the thrower shall not have any part of their person through the in-bounds side of the throw-in boundary plane until the ball has been released on a throw-in pass.

NOTE: The thrower may penetrate the plane provided they do not touch the in-bounds area before the ball is released on the throw-in pass. The opponent, in this situation may legally touch or grasp the ball. See penalty.

ART. 12...No teammate of the thrower shall be out-of-bounds after a designated spot throw-in begins.

PENALTY- (Section 2): The ball becomes dead when the violation or technical foul occurs. Following a violation, the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.

(Article 11 only):

- 1. The first violation of the throw-in boundary plane by an opponent(s)** of the thrower shall result in a warning being given (one warning per team per game). The warning does not result in the loss of the opportunity to move along the end line when and if applicable.
- 2. The second or additional violations will result in a technical foul** assessed to the offending team. See 10-1-10 Penalty.
- 3. If an opponent(s) of the thrower reaches through the throw-in boundary plane** and touches or dislodges the ball a technical foul shall be charged to the offender. No warning for delay required. See 10-3-12 Penalty.
- 4. If an opponent(s) of the thrower** reaches through the throw-in-boundary plane and fouls the thrower, an intentional personal foul shall be charged to the offender. No warning for delay required.

SECTION 3—Cause the Ball to go Out-of-Bounds

Ques. - The dribbler steps on or outside a boundary, but does not touch the ball while he or she is out-of-bounds. Is this a violation? **Ans.** - Yes.

SECTION 4—Run (Travel) with the ball, kick it, strike it with the fist or cause it to enter and pass through the basket from below.

NOTE: Kicking the ball is a violation only when it is a positive act: accidentally striking the ball with the foot or leg is not a violation.

SECTION 5—Dribble a Second Time after their first dribble has ended, unless it is after they have lost control because of:

ART. 1...A try for field goal.

ART. 2...A bat by an opponent.

ART. 3...A pass or fumble which has then touched or been touched by another player.

SECTION 6—Violate any Provision of the Jump Ball. If both teams simultaneously commit violations during the jump ball or if the referee makes a bad toss, the toss shall be repeated.

SECTION 7—3 Second Violation, a player shall not remain for 3 seconds in that part of free throw lane between the end boundary and the farther edge of the free throw lane between the end boundary and the farther edge of the free throw line while the ball is controlled by their team in their frontcourt. Allowance shall be made for a player who, having been in the restricted area for less than 3 seconds, dribbles in or moves to try for a goal. The three-second count continues during an interrupted dribble.

Ques. - Does the 3-second restriction apply to a player who has only one foot touching the lane boundary?

Ans. -Yes. The line is part of the lane. All lines designating the free throw lane but not lane space marks & neutral zone marks, are parts of the lane.

SECTION 8—Continuous Control by the same team, of a ball that is in their backcourt for 10 seconds.

SECTION 9—Be the First to Touch a Ball which is in team control after it has been in the frontcourt, if they or a teammate last touched or was touched by the ball in the frontcourt before it went to the backcourt.

Ques. - If a player of the team in control in its backcourt causes the ball to go from backcourt to frontcourt and return to backcourt in team control without touching a player in frontcourt? **ANS.** It is a violation for such player or teammate to be first to touch it there.

EXCEPTION: It is not a violation when after a jump ball or a throw-in, a player is the first to secure control of the ball while both feet are off the floor and then return to the floor with one or both feet in the backcourt.

Ques. - A1 receives a pass in their frontcourt and throws the ball to their backcourt where the ball: (a) is touched by a teammate; or (b) goes directly out-of-bounds; or (c) lies or bounces with all players hesitating to touch it. **Ans.** - Violation when touched in (a). In (b), it is a violation for the ball going out-of-bounds. In (c), the ball is alive and B may secure control. If A touches the ball first, it is a violation. The ball continues to be in team control of A, and if A does not touch it, the 10 second count starts when the ball goes in the backcourt.

SECTION 10—Excessively Swing their Arm(s) or Elbow(s)

ART. 1...Player shall not excessively swing their arm(s) or elbow(s), even without contacting opponent.

ART. 2...A player may extend arm(s) or elbow(s) to hold the ball under the chin or against the body.

ART. 3...Action of arm(s) or elbow(s) resulting from total body movements as in pivoting or movement of the ball incidental to feinting with it, releasing it, or moving it to prevent a held ball or loss of control shall not be considered excessive.

PENALTY: (Section 13) The ball is dead when the violation occurs and is awarded to the opponents for a throw-in from the designated out-of-bounds spot nearest the violation. (See 6-7-9 Exp 4)

SECTION 11—While Closely Guarded

ART. 1...Anywhere in the frontcourt holds the ball or dribbles the ball for 5 seconds.

ART.2...In their frontcourt control the ball for 5 seconds in an area enclosed by screening teammates.

ART. 3...A closely-guarded count shall be terminated during an interrupted dribble.

PENALTY- (Sections 3 thru 11): The ball becomes dead, or remains dead, when the violation occurs. The ball is awarded to a nearby opponent for a throw-in at the out-of-bounds spot nearest the violation.

SECTION 12—Commit Basket Interference or Goal Tend Basket interference occurs when a player:

ART. 1...Touches the ball or basket (including net) when the ball is on or within either basket.

ART. 2...Touches the ball when it is touching the cylinder having the ring as its lower base.

ART. 3...Touches the ball outside the cylinder while reaching through the basket from below.

Goaltending occurs when a player:

ART. 4...Touches the ball during a field goal try while it is in its downward flight entirely above the basket ring level and has the possibility of entering the basket in flight or touches the ball outside the cylinder during a free throw attempt.

ART. 5...Touches the ball during a field goal try while it is in its downward flight entirely above the basket ring level, which has been tapped by a player toward their own basket and has the possibility of entering the basket in flight.

EXCEPTION 1: In Articles 1 or 2, if a player has their hand legally in contact with the ball, it is not a violation if such contact with the ball continues after it enters a basket cylinder or if in such action, the player touches the basket.

EXCEPTION 2: It is not a violation if a defensive player who jumped from front court, secures control of the ball while both feet are off the floor and then returns to the floor with one or both feet in backcourt.

PENALTY- (Section 12):

- 1. If the violation** is at the opponent's basket, the opponents are awarded 1 point if during a free throw, 3 points if during a 3-point try and 2 points in any other case. See 10-3-10 for additional penalty for

goaltending or basket interference during a free throw. The crediting of the score and subsequent procedure are the same as if the awarded score had resulted from the ball having gone through the basket, except that the official shall hand the ball to a player of the team entitled to the throw-in.

2. **If the violation** is at a team's own basket, no points can be scored, the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation. See 10-3-10 for additional penalty for goal tending or basket interference during a free throw.
3. **If the violation** results from touching the ball while it is in the basket after entering from below, no points are scored and the ball is awarded to the opponents for a throw-in at the out-of-bounds spot nearest the violation.
4. **If there is a violation by both teams**, play shall be resumed by the team entitled to the alternating possession throw-in at the out-of-bounds spot nearest to where the simultaneous violation occurred.

Ques. - While the ball is in flight during a try for a field goal by A1 or is in flight toward the basket of Team A following a tap by A1, a teammate of A1 pushes an opponent. After this personal foul, the ball is on the ring when B1 bats it away. Which infraction should be penalized? **Ans.** - Both. Award 2 points to A1 then penalize for the personal foul.

SECTION 13—"NO PRESS" RULE:

- A. **In all Divisions**, when a team is ahead by 20 or more points, that team can not press. This rule applies during the entire game including the last two minutes.
- B. **Crusader and Lower Divisions**, both boys and girls, the offensive team shall be allowed to bring the ball and the player with the ball entirely into the front court without being pressed when the ball is in-bounded into the back court. A team can press when the ball is in-bounded into the backcourt during the last two minutes and any overtime periods. A team can press on turnovers and rebounds if they are not ahead by 20 points or more.
- C. **A violation of the "No Press" Rule** shall result in a warning and a second violation will result in a team technical foul. This foul is not assessed against a player or coach. The defensive players must permit the ball and the offensive player with the ball entirely into the front court before they can play the ball. The defense must stay 3 feet from mid-court or the center circle extended until offensive team is established in the front court.

RULE 10 FOULS and PENALTIES

SECTION 1—A Team shall not

ART. 1...Fail to supply the scorer with the name and number of each squad member who may participate at least 5 minutes before the scheduled starting time.

ART. 2...Use television monitoring or replay equipment for coaching purposes during the game or any intermission or use a megaphone or any mechanical sounding device at courtside for coaching purposes or electronic equipment for voice communication with players.

ART. 3...Fail to occupy the players' bench to which it is assigned.

ART. 4...Allow game to develop into an action less contest; this includes the following and similar acts:

- a. When the clock is not running consuming a full minute through not being ready when it is time to start either half.
- b. Delay the game by preventing the ball from being made promptly alive or from being put in play. See 7-5-1 and 8-1-1 for the specific procedure to resume play following a time-out or the intermission between quarters. The procedure is used prior to charging a technical foul in these specific situations.
- c. Contact with the free thrower or a huddle of two or more players by either team prior to a free throw following the team warning for this delay.
- d. Interfering with the ball following a goal after the team warning for this delay.

ART. 5...Have more than five squad members participating simultaneously.

ART. 6...Request an excess time-out.

ART. 7...Commit an unsportsmanlike foul.

ART. 8...Fail to have all the players return to the court at approximately the same time following a time-out or intermission.

ART. 9...Following the warning in 9-2-11, commit a violation of the throw-in boundary plane.

PENALTY: (All Articles) Two free throws plus ball for division line throw-in. (**Art. 1**) One foul for both requirements. (**Art. 2**) One foul only per team regardless of the number of infractions. (**Art. 2a**) Penalized if discovered before ball becomes alive to start game. (**Arts. 2b, c, d**) Penalized when they occur. (**Art. 2e**) Penalized when discovered. (**Art. 6**) Penalized if discovered while being violated.

SECTION 2—A Substitute shall not Enter the Court

ART. 1...Without reporting to the scorers.

ART. 2...Without being beckoned by an official, except between quarters.

PENALTY: (Articles 1.2) One foul for either or both requirements-- 2 free throws plus ball for division line throw-in. (**Arts. 1, 2**) Penalized if discovered before the ball becomes alive. (**Art. 3**) If the substitute becomes a player, the name and number must be added in the book.

NOTE: The 2nd technical charged to a substitute is automatically considered flagrant and the offender shall be disqualified.

SECTION 3—A Player shall not

ART. 1...Participate after changing their number without reporting it to scorer and officials.

ART. 2...Participate after having been disqualified.

ART. 3...Wear an illegal number or illegal shirt.

ART. 4...Leave the court for an unauthorized reason or delay returning after legally being out-of-bounds.

ART. 5...Grasp either basket during time of the officials' jurisdiction. Dunk, stuff or attempt to dunk or stuff a dead ball prior to or during the game or during any intermission until jurisdiction of the officials has ended. This item applies to all squad members.

EXCEPTION: A player may grasp the basket to prevent injury.

ART. 6...Make illegal contact with the backboard. A player can not:

- a. Place a hand on the backboard or ring to gain an advantage.
- b. While a try/tap is in flight or is touching the backboard or is in the basket or in the cylinder above the basket, intentionally slap or strike the backboard or cause the ring to vibrate.

ART. 7...Delay the game by acts such as:

- a. Preventing the ball from being made alive promptly or from being put in play.
- b. Attempting to gain an advantage by interfering with the ball after a goal.
- c. Failing when in control to immediately pass the ball to the nearer official when a violation is called.
- d. Free thrower fails to be in the free throw semicircle when official is ready to administer the free throw unless resuming play procedure is in effect following a time out or intermission.
- e. Repeated violations of the throw in, as in 9-2-9, 10.

ART. 8...Commit an unsportsmanlike foul. These include, but are not limited to acts or conduct such as:

- a. Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.
- b. Using profane or inappropriate language or obscene gestures.
- c. Baiting/taunting an opponent or obstructing their vision by waving hands near their eyes.

NOTE 1: Diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that they cannot catch the ball.

NOTE 2: The Catholic Youth Council (CYC) disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.

- d. Climbing on or lifting a teammate to secure greater height to handle the ball.
- e. Knowingly attempting a free throw or accepting a foul to which the player was not entitled.
- f. Excessively swing their arm(s) or elbow(s) even if no contact with an opponent is made.
- g. A technical foul will be assessed and basket disallowed for "Dunking" either during the game or the warm-up period. A technical foul will be assessed for hanging/grasping from the net or the rim, either during the game or any warm-up period. Failure to comply could result in ejection at discretion of game official or gym director.

ART. 9...Intentionally or flagrantly contacting an opponent when the ball is dead and such contact is not a personal foul.

ART. 10...Goaltend or commit basket interference during a free throw.

ART. 11...Reach through the throw-in boundary plane & touch/dislodge ball as in 9-2 Pen. 3.

PENALTY: (All Articles) 2 free throws plus ball for division line throw-in. (**Arts. 1, 2**) Are flagrant. (**Art. 1, 2**) Penalized if

discovered while being violated. (Art. 3) Each violation is penalized one time if discovered prior to ball becoming alive for each designated starter and each substitute who enters. (Art. 5) for dunking or grasping during pre-game or intermission, the foul is also charged to the head coach.

NOTE: The 2nd technical on any player is considered flagrant, the offender is disqualified and banished from the vicinity.

SECTION 4—Bench Personnel shall not

ART. 1...Commit an unsportsmanlike foul. These include, but are not limited to acts or conduct such as:

- a. Disrespectfully addressing an official.
- b. Attempting to influence an official's decision.
- c. Using profane or inappropriate language or obscene gestures.
- d. Disrespectfully addressing or baiting an opponent.
- e. Objecting to an official's decision by rising from the bench or using gestures.
- f. Inciting undesirable crowd reactions.
- g. Squad member(s) not remaining seated on bench unless spontaneously reacting to an outstanding play by a member of their team and immediately returning to their seats or reporting to the scorer's table.
- h. Be charged with fighting.

ART. 2...Enter the court unless by permission of an official to attend an injured player.

ART. 3...Use tobacco or smokeless tobacco.

ART. 4...Leave the confines of the bench during a fight.

Note: The head coach may enter the court only if beckoned by an official.

ART. 5...The Head Coach is responsible for the conduct and behavior of substitutes, disqualified squad members, all other bench personnel and *fans*. **NOTE 1:** A technical foul on any of the above will result in an indirect technical foul charged to head coach.

PENALTY: (Articles 1,2,3) 2 free throws plus ball for division line throw-in. The foul is charged to the offender and also charged to the head coach. (Art.1 h)Flagrant foul, the offender is disqualified. (Art. 4) Flagrant foul, disqualification of individual offender but only one technical foul penalty is administered regardless of the number of offenders. This one foul is also charged indirectly to the head coach. If the head coach is an offender, an additional flagrant technical foul is charged directly to the coach and penalized.

SECTION 5—CYC Bench Conduct Rule

- 1) **Head Coach** may stand and use the box (length of the bench) which is defined from the coach's seat to the seat of the last consecutive player. Assistant coaches must remain seated.
- *2) **Head Coach** may stand to observe play, get their players' attention and instruct them in a sportsmanlike manner while not impeding the officials in their duties.
- 3) **If the Head Coach** receives direct or indirect technical they must remain seated for the rest of the game.
- 4) **All violations** shall be penalized.
- 5) **All coaches** must stay within the confines of the box.
- 6) **Confer with bench personnel** and players within the confines of the bench area during a charged time-out or the intermission between quarters and extra periods.
- 7) **Confer with personnel** at the scorer's table to request a time-out for a correctable error, as in 2-10.
- 8) **Confer with personnel** at the scorer's table to request a time-out to prevent or rectify a timing or scoring mistake or an alternating possession mistake.
- 9) **Attend an injured player** when beckoned onto the court by an official.
- 10) **Replace or remove a disqualified** or injured player or player directed to leave the game within the confines of their bench.

ART. 1...The coach shall replace a disqualified or injured player *or player directed to leave the game*, in 30 seconds when a substitute is available.

PENALTY: 2 free throws plus ball for division line throw-in. In 6 and 7 if the error is not correctable under 2-10 or if the mistake as in 5-8-4 cannot be prevented or rectified, a time-out is charged. In 1-9, the foul is charged to the offender and to the head coach. In Article 1, the foul is charged to the head coach.

NOTE: The 2nd technical on the head coach is considered flagrant. If flagrant, the offender shall leave the building.

PERSONAL FOUL - Personal fouls always involve contact and occur during a live ball except a common foul by or on an airborne shooter when the ball is dead.

SECTION 6—Contact

ART. 1...A player shall not: hold, push, charge, trip; nor impede the progress of an opponent by extending an arm, shoulder, hip, or knee or by bending the body into other than a normal position; nor use any rough tactics. They shall not contact an opponent with their hand unless such contact is only with the opponent's hand while it is on the ball and is incidental to an attempt to play the ball. The use of hands on an opponent in any way that inhibits the freedom of movement of the opponent or acts as an aid to a player in starting or stopping is not legal. Extending their arms fully or partially other than vertically so that freedom of movement of an opponent is hindered when contact with the arms occurs is not legal. These positions are employed when rebounding, screening or in various aspects of post play. A player may not use the forearm and hand to prevent an opponent from attacking the ball during a dribble or when throwing for a goal. A player may hold the hands and arms in front of their face or body for protection and to absorb force from an imminent charge by an opponent. It is a form of pushing when a defensive player who approaches from behind contacts the player holding the ball. Contact that is caused by the momentum of a player who has thrown for goal is a form of charging.

ART. 2...A dribbler shall not charge into nor contact an opponent in their path nor attempt to dribble between two opponents or between an opponent and a boundary, unless the space is such as to provide a reasonable chance for them to go through without contact. If a dribbler, without contact, sufficiently passes an opponent to have head and shoulders in advance of that opponent, the greater responsibility for subsequent contact is on the opponent. If a dribbler is in their progress has established a straight line path, they may not be crowded out of that path, but if an opponent is able to legally establish a defensive position in that path, the dribbler must avoid contact by changing direction or ending their dribble. The dribbler should not be permitted additional rights in executing a jump try for goal, pivoting, feigning or in starting a dribble.

ART. 3...A player who screens shall not:

- a. When they assume a position at the side or in front of a stationary opponent, make contact with that opponent.
- b. Assume a position at the side or in front of a stationary opponent, make contact with that opponent. If the screen is set within the visual field of a stationary opponent, the screener may be as close to the opponent as the screener desires, short of contact.
- c. Take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take their stationary position. This position will vary and may be one to two normal steps or strides from the opponent.
- d. After assuming legal screening position, move to maintain it, unless they move in the same direction and path of the opponent. When both opponents are moving in exactly the same path and same direction, the player behind is responsible if contact is made because the player in front slows up or stops and the player behind overruns their opponent. If the screener violates any of these provisions and contact results, they have committed a personal foul.

A player who is screened within their visual field is expected to avoid contact by going around the screen. In cases of screens outside the visual field, the opponent may make inadvertent contact with the screener and if the opponent is running rapidly, the contact may be severe. Such a case is to be ruled as incidental contact provided the opponent stops or attempts to stop on contact and moves around the screen and provided the screener is not displaced if they have the ball. A player may not use the arms, hands, hips or shoulders to force their way through a screen or to hold the screener and then push the screener aside in order to maintain a guarding position on an opponent.

PENALTY - Personal Foul (Section 6): Offender is charged with one foul and if it is their 5th foul (personal and/or technical) or if it is flagrant, they are disqualified. The offended player is awarded free throws as follows:

1. No free throws for:

- a. Each common foul before the bonus rule is in effect.
- b. A double personal foul.
- c. A player control foul.
- d. A double personal foul, one or both of which are flagrant or intentional.

2. **One free throw** if fouled in the act of shooting and 2 or 3 point try is successful.
3. **Bonus free throw** for each common foul (except player control) beginning with team's 7th foul during the half, provided the first attempt is successful.
4. **Two free throws** if intentional or flagrant plus ball for throw-in.
5. **Fouled in act** of shooting and try is unsuccessful:
 - a. Two free throws on a 2-point try.
 - b. Three free throws on 3-point try.
 - c. Plus ball for throw-in if intentional or flagrant.

6. **Multiple Foul:**

- a. One free throw for each foul:
 - (1) No try involved.
 - (2) Successful or unsuccessful 2-point try.
 - (3) Successful 3-point try.
- b. Two free throws for each foul:
 - (1) Intentional or flagrant foul.
 - (2) Unsuccessful 3-point try.
- c. Plus ball for throw-in if intentional or flagrant.

RULE 11 TOURNAMENTS

- A. Teams may participate in tournaments. However, CYC games will always take precedence and be played at scheduled time.
- B. CYC District and Archdiocesan Playoffs take precedence over all other sporting events. See Rule III, Sec. 4 in the CYC Constitution.
- C. Disciplinary action may be taken against coaches and players—See Rule X, CYC Constitution.

RULE 12 STANDINGS

Determination of the Standings: Check with your District, some may use a different determination. Generally the CYC uses the Win-Loss Point System and does not use the “head to head” standing system. In the case of a tie, a one (1) game League Playoff will be scheduled.

CYC RULES COMMONLY MISINTERPRETED

ARM GUARDING: If a defensive player has their arms extended horizontally from their body and they make contact with an offensive player, with or without the ball, in an attempt to impede their movement, it is a foul on the defensive player.

BASKET PREFERENCE: Home team, on the schedule, will have its choice of benches, unless designated. The choice of baskets is that each team will be going in the direction closest to their bench for the second half.

CLOSELY GUARDED: While a player is dribbling in their front court and an opponent is within 6 feet guarding the dribbler, if the dribble continues for 5 seconds a violation occurs and they lose possession. The same applies if the player in the front court holds the ball for 5 seconds in their front court while closely guarded. However, a player may hold for 4 seconds, dribble for 4 seconds and hold for 4 more seconds and there is no violation until the count reaches 5 on any of these situations. The only exception to this is if the dribble is interrupted. The count stops until control has been reestablished and then it is re-started.

COACH'S BOX: *The Head Coach may stand, in the coach's box, to give instructions to their players and/or substitutes.* A coach who rises for the purpose of objecting to an official call shall be subject to a technical foul. The coach's box is the length of the team's bench, which is defined as being from the coach's seat to the seat of the last consecutive player on the bench. If there is any doubt about where the team bench begins or ends, the referee will have final jurisdiction over this determination.

DUPLICATION: CYC By-Laws prohibit playing basketball for more than one team at the same time, if the CYC team has been declared “Closed”. Refer to Rule II, Sec. 4 in the CYC Constitution.

EXCESSIVE SWINGING OF ELBOWS: A player with the ball who, in the opinion of the official, excessively swings their arm(s) or elbow(s), even if no contact is made, will be charged with a violation. The ball is awarded to the other team for a throw-in. If contact is made, the official can call an offensive foul, a technical foul, a flagrant personnel or flagrant technical foul.

FOULS FOR EJECTION: For the purpose of ejection, technical fouls are added to personal fouls. A player who receives 1 technical foul and 4 personal fouls is ejected for having committed 5 fouls during the contest.

FREE THROW VIOLATION: During a free throw if a teammate of the shooter commits a violation the ball is dead and that free throw attempt is over. If the violation is by an opponent and the free throw is made, the violation is ignored. If the free throw is missed, the official will stop play and award a substitute throw. If both teams violate, the official will signal and if on the last attempt, play will begin with an alternating possession throw-in by the team entitled at the spot closest to where the violation occurred. If it occurs on the first of a multiple free throw that attempt is over.

HAND CHECKING: Hand checking is a foul. Placing of the hand on a player in an attempt to direct them or control their progress is a foul.

HEADBANDS: Headbands no wider than 2 inches and made of a nonabrasive, unadorned single-colored cloth, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.

ID CARD & ROSTER CHECKS: Teams will be checked for correct CYC ID cards and approved CYC rosters as directed by the District and upon request from either coach or official. Id cards and rosters will be checked at each District Playoff Game. All coaches seated on the bench must have a CYC ID card. Scorers seated on the bench do not need ID cards, so long as they do not coach. In the event that a team is without their ID cards or receipted roster, the game may start. If the ID cards and roster are not presented to the game official prior to the end of the game (including overtime), the game may count as a forfeit, regardless of the score or outcome of the game. This includes the playing of an individual player without an ID card the game may be considered a forfeit.

INTENTIONAL FOULS: “Playing the ball” no longer exempts a player from committing an intentional foul. The expanded definition of the intentional foul should make it easier for officials to enforce the intentional foul rule. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent’s obvious advantageous position. Contact away from the ball or when not playing the ball or when playing the ball excessive contact occurs. Intentional fouls may or may not be premeditated and should not be based on the severity of the act. Acts that must be called intentional fouls are grabbing a player from behind, wrapping the arms around the player, fouling a player on an attempted shot in a manner that is excessive so that the shot will not be made. Grabbing a player from behind before they get in the act of shooting when an apparent easy basket may be scored. These examples are all acts that are intentional and must be charged accordingly.

NO PRESS RULE: Pressing in the back court following any throw-in in the back court is not allowed in grades 3, 4, 5 and 6 except for the last two minutes of the game and any overtime period(s). This rule is interpreted to mean that you must allow the offensive team a distance of at least three feet back from the mid-court line. Failure to do so will result in; first offense, a warning to the defensive team and upon the second offense, a technical foul assessed to the bench.

OFFENSIVE FOUL (CHARGING): An offensive foul is when the offensive player initiates contact with a defender who has established a legal guarding position. The defender may be moving as long as they initially established a legal guarding position. No free throws are awarded on offensive fouls. A personal foul is charged to the player and the ball is awarded to their opponents.

OVER and BACK: When a player has both feet and the ball in the front court, they are then in the front court. Having both feet in the front court and the ball still in the backcourt means the player has not come completely into the front court. A player may place one foot in the frontcourt, dribble the ball in the frontcourt and then go into the backcourt and there is no violation and as long as the second foot does not step in the frontcourt, they are considered to still be in the backcourt.

OVERTIME: All overtime periods will be **TWO** minutes in length. Play will continue until a winner is determined. Each extra period begins with a jump ball.

MINIMUM PLAYING REQUIREMENT: All eligible players on the bench must participate in each game. Failure to do so may result in forfeiture. The District Chairperson or Sports Chairperson has the authority to further discipline the coach or manager. There is no mandated length of playing time during league play. However, taking into consideration the number of players on a team, we highly recommend that each player play at least ¼ of each game. Failure to comply with the spirit of this recommendation may result in disciplinary action by the district.

THE 25% MINIMUM PLAYING TIME WILL BE MANDATORY DURING ALL “DISTRICT AND ARCHDIOCESAN” PLAYOFF GAMES. FAILURE TO COMPLY WITH THE MINIMUM PLAYING TIME DURING PLAYOFFS MAY RESULT IN FORFEITURE OF GAME AND FURTHER DISCIPLINARY ACTIONS.

SCREENS: A legal screen is one in which the player is stationary with a normal stance. Moving a hip, leg or shoulder into the path of the defender is a foul. The screener may face any direction and must determine if the player being screened is moving. If the defensive player is moving, time and distance are relevant in determining if it is a legal screen. When screening from the side the screener may be anywhere short of contact with the opponent. When screening from the rear, they must allow the opponent one normal step backward before contact. If the opponent is moving, they must be given not more than two strides prior to contact. A moving screen is legal as long as no contact is made and both are moving in the same path and direction. When moving in the same path and direction if the screener slows or stops, the opponent is responsible for contact.

SUBSTITUTIONS: All substitutes, who want to enter the game, must report to the scorer’s table and give the official scorer their uniform number. They must wait at the table until beckoned onto the court by one of the game officials. Substitutes, who wish to enter the game during timeouts or between periods, must check in at the scorer’s table before the first buzzer, which indicates there are 15 seconds to the start of play. Player(s) checking in after the first horn will have to wait until the next stoppage in play to enter the game.

TEAM BONUS SITUATION: The team bonus of 1 and 1 begins on the 7th team foul of each half. A double bonus of 2 shots begins on the 10th team foul of each half.

TECHNICAL FOULS – EJECTION: Two direct technical fouls on any player or coach will result in their ejection from the game and indefinite suspension from all CYC activities, pending a ruling/hearing by the District. 2 indirect technical fouls and 1 direct technical foul charged to the coach, result in the same penalty.

THREE SECOND VIOLATIONS: Three-second violations occur in the following manner; the ball must be in the team’s front court. The team must have control. (There is no team control during a shot or a loose ball.)

THROW IN PLANE VIOLATION: During a throw in, the defensive player may not extend any part of their body across the vertical plane marking the boundary line.

1. First violation, is a warning, is a team warning for delay of game. (One warning per team per game). The warning does not result in loss of the offensive team being able to run the baseline when and if applicable.
2. The 2nd or additional violation will result in a technical foul assessed to the offending team.
3. If the defensive team reaches through the plane and touches or dislodges the ball, a technical foul will be charged. No warning is necessary.
4. If the defensive team reaches through the plane and fouls the thrower, an intentional personal foul will be charged to the offender. No warning is necessary.

TIME OUTS-REQUESTING: Only **the head coach or a player currently in the game** may request a time out. **They** must verbally ask the official for the time out. Signaling or other methods could be confusing and could result in a time out being given when none was requested.

TIME OUTS-TEAM: Each team will be granted a total of four time outs during the game. An extra time out is granted during each overtime period.

TRAVELING VIOLATIONS: Traveling occurs when a player moves or lifts their pivot foot after having established it and is not in the air. If a player falls to the ground with the ball it is traveling. If a player secures a loose ball on the ground and rolls to avoid another player, it is traveling. If a player on the floor dives for a ball, it is not traveling. Attempting to get up after having secured the ball on the floor is traveling.

TWENTY POINT RULE: If a team is ahead by 20 or more points they are not allowed to press, regardless of the situation. First violation of this offense will be a warning. Additional violations will result in technical fouls against the player.

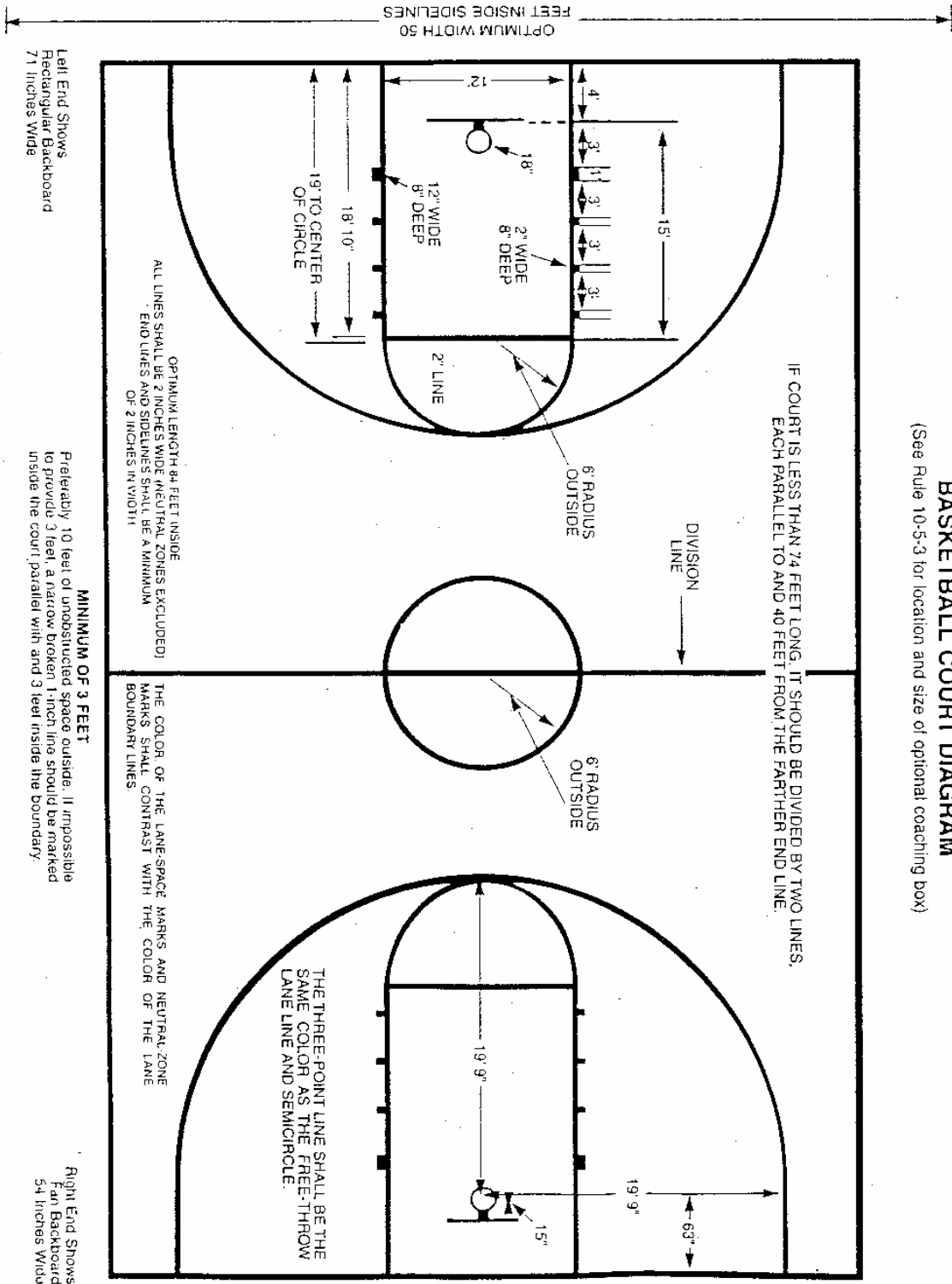
UNIFORMS: All players must have a uniform. It must be similar in color and design to the others. Each uniform must have a number on either the front, back or both. Tape, paper or other materials passing as a number are not allowed. Compression shorts worn under their uniform must be of the same color as the uniform pants. Contrasting colors, those with logos, designs or other insignia are not allowed. Shirts worn under the uniform shirts must be of the same color as the uniform shirt. Contrasting shirts will not be allowed. Players will not be permitted to participate unless they have a valid uniform. They must remove the offending garment before they are allowed to participate.

VERTICALITY: Verticality applies to a legal position. Once a legal guarding position has been established the defender may rise or jump vertically and occupy the space within his or her vertical plane. Hands may be raised and even if contact is made, along as the vertical position has been maintained, there should be no defensive foul. If the offensive player causes the contact while the defender is in a vertical position it is an offensive foul. The offensive player should be given no more protection or consideration than the defender in judging which player has violated the rule.

SUPPLEMENT TO COURT DIAGRAM--Court Recommendations

1. If possible, building plans should provide for a court with ideal measurements as stated in Rule 1-1, ample out-of-bounds area and necessary seating space. A long court permits use of two crosswise courts for practice and informal games.
2. The ceiling should be at least 25 feet or higher if possible.
3. Instead of the 2-inch minimum boundaries, it is legal to use contrasting colored floor areas by painting the out-of-bounds area, the center circle, and the restricted parts of the free throw lanes so that the mathematical line between the two colors is the boundary. If such contrasting colored out-of-bounds belt is used; it should be at least 8 inches wide.
4. It is recommended that a belt 8 inches wide or more in width be used to mark the boundaries on all courts which have at least 10 feet of open space between the boundary lines and the seating. This plan is urged for all new construction and for other similar courts when the boundaries are remarked.
5. It is recommended that there be a 2-inch wide broken line consisting of 12-inch segments, 12 inches apart, of a color different from that of the boundary, at a minimum of 6 feet outside the court extending from sideline to sideline and parallel to the end line.
6. The court should be uniformly and adequately lighted.

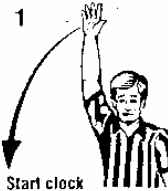
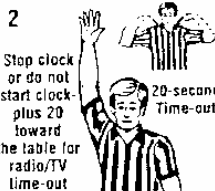
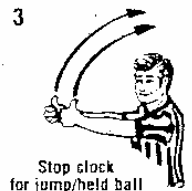
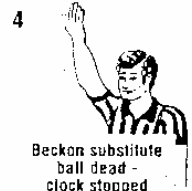



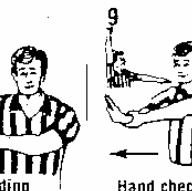
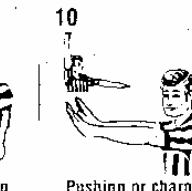

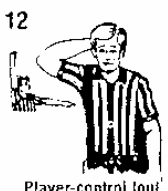
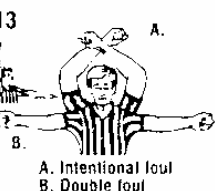


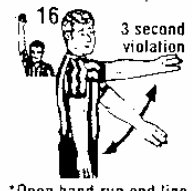



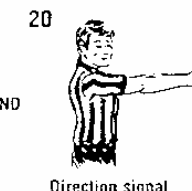
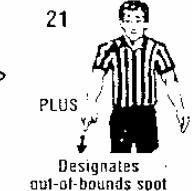

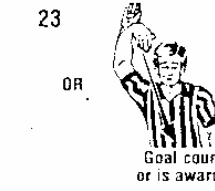
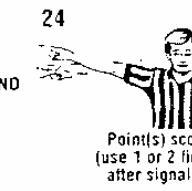
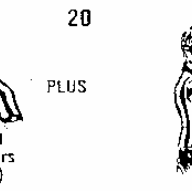
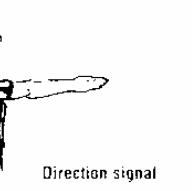

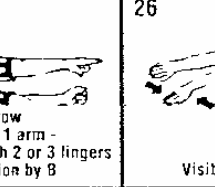
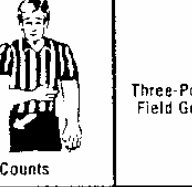
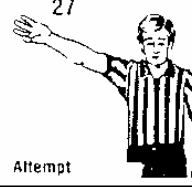
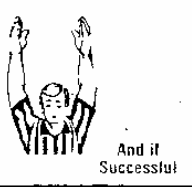
BASKETBALL COURT DIAGRAM



BASKETBALL COURT DIAGRAM
(See Rule 10-5-3 for location and size of optional coaching box)

REFEREE SIGNALS

NFHS OFFICIAL BASKETBALL SIGNALS

<p>1</p>  <p>Start clock</p>	<p>2</p>  <p>Stop clock or do not start clock plus 20 toward the table for radio/TV time-out</p>	<p>3</p>  <p>Stop clock for jump/hold ball</p>	<p>4</p>  <p>Beckon substitute ball dead - clock stopped</p>	<p>5</p>  <p>Stop clock for foul</p>
<p>6</p>  <p>Technical foul</p>	<p>7</p>  <p>Blocking</p>	<p>8</p>  <p>Holding</p>	<p>9</p>  <p>Hand checking</p>	<p>10</p>  <p>Pushing or charging</p>
<p>11</p>  <p>Illegal use of hand</p>	<p>12</p>  <p>Player-control foul</p>	<p>13</p>  <p>A. Intentional foul B. Double foul</p>	<p>14</p>  <p>Traveling</p>	<p>15</p>  <p>Illegal Dribble</p>
<p>16</p>  <p>3 second violation</p>	<p>17</p>  <p>Palm/carry ball Backcourt violation (over and back)</p>	<p>18</p>  <p>Free throw, designated spot, or other violation</p>	<p>19</p>  <p>5 or 10-second violation - use both hands for 10</p>	<p>20</p>  <p>Direction signal</p>
<p>21</p>  <p>Designates out-of-bounds spot</p>	<p>22</p>  <p>No score</p>	<p>23</p>  <p>Goal counts or is awarded</p>	<p>24</p>  <p>Point(s) scored (use 1 or 2 fingers after signal 23)</p>	<p>25</p>  <p>Direction signal</p>
<p>26</p>  <p>Bonus free throw for 2nd throw drop 1 arm - for 2 or 3 use one arm with 2 or 3 fingers *Free-throw violation by B</p>	<p>27</p>  <p>Visible Counts</p>	<p>28</p>  <p>Three-Point Field Goal Attempt</p>	<p>29</p>  <p>And if Successful</p>	<p>30</p>  <p>Direction signal</p>