

## 2011-2012 SEASON

The following are special Zone II rules for the basketball season. The National Federation Rules will apply where there are not exceptions by Zone II rules or the **CYO HANDBOOK**.

### I. PLAYER PARTICIPATION RULES (Read and know)

A. The team roster is due **15 minutes** before the start of the game. The players on the roster must be **listed in numerical order** (i.e., by jersey number). Failure to list team rosters by numerical jersey numbers will result in a technical foul before the game begins, and the ball will be awarded to the opposing team out of bounds to start the game without a jump ball.

B. All players on a team must be entered into the scorebook. **Penalty: forfeiture of game.** If a player is absent at game time, that player should be listed in the scorebook by the coach as absent.

C. A player whose name appears in the official score book and is not marked absent **MUST PLAY TWO (2) FULL QUARTERS** in said game. "Full quarter" means from the start of the quarter to the finish of the quarter.

D. If a team has more than ten (10) players on their roster and in attendance at a game, the player(s) who cannot play 2 full quarters must play 1 full quarter in the present game and **MUST PLAY 2 FULL QUARTERS IN THE NEXT GAME THAT THE PLAYER IS IN ATTENDANCE (NO EXCEPTIONS)**. This participation will be checked by a Zone Official. If a team has more than ten on the roster but only 10 or less are in attendance at the game, all players **MUST** play 2 full quarters. A team can have a maximum of only 12 players on their roster.

E. If a player is not reported absent in the scorebook, that player must play two full quarters. Adherence to this rule will assure that every player listed in the scorebook as present at the game will be shown as playing their two full quarters. If that player is absent and does not show up by the start of the 3<sup>rd</sup> quarter, **the game will be forfeited and not allowed to be completed.** If the player shows up after the start of the 3<sup>rd</sup> quarter, the player must enter the game immediately and play both remaining quarters. Therefore, **always show a player absent if they are not present at game time.**

F. If a player is reported absent prior to the start of the game but shows up before the start of the 3<sup>rd</sup> quarter, the team will be charged with a technical foul at the beginning of the 3<sup>rd</sup> quarter when the player enters the game. If the player does not show up at all, there is no penalty because the player was marked absent before the game began.

G. Teams in both boy and girl divisions must have **seven (7)** players to start a game. No one player or players will be allowed to play in all four (4) quarters in a game; **every player must sit out one full quarter.** If a team has seven players, no one player or players may participate in all four quarters. **Penalty: forfeiture of game.**

H. The player participation rule will be in effect in Zone Playoffs as it is in City Playoffs for both boys and girls.

I. If one team fails to have at least 7 players but has at least 5 players at the start of the game, that team will forfeit the game and a practice game will be called. If both teams have less than 7 players but at least 5 players, the game will be recorded as a double forfeit and a practice game will be called. All practice games will consist of two (2) 15-minute halves with running clocks (including during free throws) and one time out per half. If a team does not want to shoot their free throws, they may choose to take the ball out of bounds.

## **II. GENERAL RULES**

A. **There is no protest in basketball.**

B. Any coach or player can call timeout during a game.

C. After a team has gained a twenty-five (25) point lead, the team in the lead will no longer be allowed to: 1) apply a press; 2) play man-to-man defense; or 3) execute fast breaks or lay-ups; the team in the lead must play a zone defense while remaining in their defensive key area. A 3-point shot will only be awarded 2 points. These restrictions will be continued until the lead is reduced to or below 15 points. Penalty: warning for 1st offense; a technical foul for 2nd offense. If this rule is not adhered to during the game, the coach will be subject to being ejected from the game with possible suspension.

D. If there is a tie for 1st or 2nd place in Zone Playoff divisions, there will be a one game playoff played at the first available Gym. (Be prepared).

## **III. UNIFORM RULES**

A. **CYO Patches:** A **CYO** patch must be **PERMANENTLY ATTACHED TO THE UNIFORM**. There will be a one-week grace period (the first weekend of the season). After the initial weekend of play, any player without a **CYO** patch will not be allowed to play in a game. If a team fails to have the minimum required number of legal players (7) with **CYO** patches, the game will be forfeited.

B. **Uniforms:** Players will wear their shorts at the level of their waist (i.e., at the iliac crest) and their jerseys will be tucked in. In accordance with Federation Rules, it will be a violation if a jersey comes out from being tucked into the shorts. **PENALTY:** After one warning, a technical foul will be assessed against the offending player. A third violation will result in a technical foul and removal of the player from the game.

C. **Undergarments Rule:** All undergarments worn under the uniform **MUST** be the same general color of the uniform. An undershirt must be the same color as the jersey, and tights must be the same color as the shorts. If a player is not in compliance with the rule, they will be asked to remove the undergarments before the game will be played. No blue jeans or shorts with pockets will be allowed! This rule will be strictly enforced by the officials. (See girls rules for special situations).

D. Number Rule: A legal number must be on the uniform (4" on the front of the jersey and 6" on the back of the jersey). Any single number over 5 is not allowed (e.g., 6, 17, 29, etc.). The numbers 0 and 00 will be allowed, but a team cannot have both of these numbers in the game at the same time.

**IV. ADMISSIONS CHARGE:** There will be a \$ 2.00 admission charge for people over 18 years of age. Children 6 to 18 years of age will be charged \$1.00. All children under 6 years of age will be admitted free.

**V. SCOREKEEPERS:** The hosting Parish will furnish both a certified scorekeeper and a time Keeper for all games. During all Zone and City Games all scorekeepers will be assigned by the Zone, also an adult from the hosting parish will be assigned and sitting with the scorekeepers during playoff games. (Passed March Zone Meeting)

**VI. CONCESSIONS:** All teams are required to purchase refreshments at the concession stand after the game. The Parishes use the proceeds from concessions to help reduce the cost of running their program. Zone policy is if a team does not purchase drinks from the concession stand, that team cannot have a cooler containing drinks for that team anywhere on the premisses of that Parish. Violation of this rule will result in a \$25.00 fine. If a team continues to violate this rule, the team and coach will be suspended.

**VII. GAME BALLS:** Rubber balls will be furnished by the Zone to all Gyms. Passed in March 2010, the Zone will allow synthetic leather and leather balls to be played in Zone games if the gym wants to furnish them or the teams agree to furnish and play with these balls, they must be the correct size according to our rules, (Sizes below)

Tots	mini ball	
Tiny	27.5 to 28"	#1
Peewee	27.5 to 28"	#1
Mite (boys)	28.5 to 29"	#2
Mite 1 (girls)	27.5 to 28"	#1
Mite 2 (girls)	28.5 to 29"	#2 (Changed March Zone Meeting)
Cubs (boys)	29.5 to 30":	#3
Tiny Thru Pewe girls	27.5 to 28"	#1
Cubs and Juniors	28.5 to 29"	#2

**VIII. PLAYERS EQUIPMENT:** All players in the Tot divisions, boys Tiny and Peewee divisions, and girls Tiny, Peewee, and Mite divisions must wear **KNEE PADS**. If a player does not have their knee pads, they will not be eligible to play. However, an official can allow a player who does not have knee pads to change out with another player under the condition that this action does not delay the game. If changing knee pads between players does delay the game, than the player without knee pads will not be able to play.

**IX. GAME CLOCK:** In the last 2 minutes of the game, the clock will not start until the ball crosses the mid-court line. This rule applies to all divisions that do not allow pressing in the back court (i.e., Tots, Tiny, Peewee, and Mite 1 girls). In all games the clock will stop on every dead ball during the last 2 minutes of the game unless otherwise directed by the referee.

## **X. DELAY OF GAME:**

A. There will be no delay tactics in the back court. A team cannot take excessive time off the clock while in the back court. A player must be moving forward and cannot stop and remain stationary in the back court. This rule applies to all divisions that do not allow pressing in the back court (i.e., Tots, Tiny, Peewee, and Mite 1 girls). Penalty: 1st offense will result in a warning; 2nd offense and beyond will result in a technical foul. (This is for both boys and girls).

B. Example: When the ball is thrown in from out-of-bounds at the half court line, the ball must be thrown in directly parallel into the court. A player cannot throw the ball further back into the court since this action would result in more time going off the clock (i.e., this action is considered a delay tactic). Penalty: 1st offense will result in a warning; 2nd offense and beyond will result in a technical foul.

## **XI. RULES FOR GIRLS**

A. Rules for player participation, undergarments, CYO patches, shorts, and legal jersey numbers are the same as those for the boys.

B. Pressing in the back court is not allowed for girls in all Tiny, Peewee, and Mite 1 divisions. The free throw line will be 18” shorter for both 1st and 2nd year girl teams in Tiny, Peewee, and Mite divisions.

C. Delay of game rule applies for both boys and girls.

D. **UNDERGARMENT RULES FOR GIRLS**: If girls do not come to games in undergarment attire that matches jerseys or shorts and cannot take them off, the child will be allowed to play in the game. A notice that documents this problem will be submitted to the Zone Rules Commissioner. If failure to comply with the undergarment rule occurs a second time, the coach of the offending team will be suspended for one game. Subsequent violations of the undergarment rule by the same team will result in forfeiture of the game. It is strongly recommended that all girls’ teams get jerseys with sleeves.

## **XII. TINY DIVISION RULES**

A. The Zone will schedule 2 officials for Tiny division games.

B. No double dribbling will be called (dribbling with both hands). But if a player stops and holds the ball, a traveling violation will be called if the player initiates a dribble without passing or shooting the ball.

C. Taking more than two (2) steps without dribbling the ball will be considered traveling.

D. The 3 SECOND rule is extended to **5 seconds in the lane**.

E. If there is a tie at the end of regulation time, one overtime period lasting 4 minutes will be played. If the game remains tied after the overtime period, the game will remain a tie.

F. No pressing in the back court. Players dribbling the ball must be allowed to completely cross the mid court line without being defended. **Penalty: 1st offense will result in a warning; 2nd and subsequent offense(s) will result in a technical foul.** If the player dribbling the ball attempts to pass the ball across the half court line, the defense can play the ball as long as they are in a position that would have allowed the dribbler to advance the ball across the mid court line.

G. Foul line is 18” shorter than the regulation foul line.

H. If a child gets fouled in the act of shooting (i.e., a shooting foul), the coach has the option to have the player shoot free throws or take the ball at the proper out of bounds line. This will be enforced all season and in the Zone Playoffs (not city playoffs). If a foul is called on a shot and the ball goes in the basket and the points are awarded, the player must shoot the free throw (i.e., the coach has no choice). **This rule applies to both Tiny 1 and 2 Boys and Girls.**

**I. Rule passed in March 2009 rules meeting. For Tiny 1 boys and Girls the basket will be lowered to 8 ft. Tiny 2 will remain at 10 ft.**

### **XIII. TOT ONLY RULES CYO**

A. Teams may consist of boys and girls (i.e., co-ed).

B. No pressing is allowed until the offensive player in possession of the ball is inside the three (3) point circle. If there is no 3 point line, the court should be marked for 25 feet from the base line.

C. No traveling or double dribbling will be called until the ball is advanced inside the 3 point line.

D. No shots will be taken outside the 3 point line. A shot taken outside the 3-point line will be called a violation and the ball will be awarded to the opposing team.

E. Once a player has possession of the ball inside the 3-point or 25-foot line, he/she cannot move the ball outside the area. Movement of the ball outside the 3-point or 25-foot line areas will constitute a “back court” violation.

F. Fouls will be called and reported, but no free throws will be taken. The ball will be taken out of bounds by the team whose player was fouled. **Exception: All technical fouls committed by a player or a coach will result in 2 free throw awarded to the opposing team.**

G. No coaches will be allowed under the basket or on the far sidelines (opposite the bench).

H. It is the responsibility of the officials to enforce the City Rule that all coaches sitting on the bench will wear their CYO Coach Certification Badge in full view (e.g., on a lanyard around the neck). **PENALTY:** The coach cannot coach in the game.

I. Tots will use an 8’ basket during zone play. Tot’s will not advance to City playoffs, passed by the Zone.

- II. Tot 1 will be allowed to stop their dribble and restart their dribble without penalty. This rule will not apply to Tot 2.
- III. **Tot Rule passed in March 2009 rules meeting, is that the defense must remain in the key area. This should generate more passing outside the key. Coming out of the key area to defend would be considered pressing and after one warning a technical foul will be awarded.**

**XVII. SEAT BELT RULE:** In accordance with Federation and City Rules, all coaches at division levels Tiny and above will remain seated on the bench throughout the game.

**XVIII. INJURY RULE:** If a player indicates that he/she is injured, the official will call a timeout (official's timeout) and a coach will be allowed to attend to the player. A decision regarding the continuing participation of the injured player will be made by the coach within a reasonable time (i.e., 30 seconds after the injury timeout has been called). If the injured player is removed from the game, that player must re-enter the game at the time of a dead ball closest to 60 seconds following removal from the game in order to receive credit for participating in a full quarter. Failure to re-enter the game within the defined time will result in removal of the injured player's eligibility to continue playing in the game unless a legal substitution can be made that meets all player participation rules. The substituting player will receive credit for participating in said quarter. Exception: If a player is injured within 60 seconds of the end of the quarter and must leave the floor, that player can get credit for playing the full quarter without returning to the court before the end of the quarter.

## NECAA OFFICIALS GUIDE

### **BOYS TINY 1 & 2**

**BALL SIZE** 27.5"

No pressing in backcourt

7 legal players to start game.

5 seconds in lane

May dribble with both hands

Must wear knee pads

A coach may call a timeout.

One 4-minute overtime period only.

Foul line 18" shorter.

Last 2 minutes of game clock starts  
when player crosses mid-court.

Must be able to cross mid-court  
undefended, both feet and ball

Option to shoot free throws

Tiny 1 shoots at 8' basket

### **BOYS PEEWEE 1 & 2**

**Ball size** 27.5"

No pressing in backcourt.

7 legal players to start game.

3 seconds in lane.

Must wear knee pads.

Foul line 18" shorter.

Last 2 minutes of game clock starts  
when player crosses mid-court line.

Must be able to cross mid-court undefended

All other Federation rules apply.

### **BOYS MITE 1 & 2**

**BALL SIZE** 28.5"

7 legal players to start game.

All other Federation rules apply.

### **BOYS CUB 1 & 2**

**BALL SIZE** 29.5"

7 legal players to start game.

All other Federation rules apply.

### **BOYS JR & SR**

**BALL SIZE** 29.5"

5 legal players to start game but 7<sup>th</sup>  
player must arrive at start of 3<sup>rd</sup> quarter  
or game is a forfeit.

Federation rules apply

### **TOT 1 & 2 MIXED TEAMS**

**BALL SIZE** MINI-BALL

7 Players to start game.

Must wear knee pads.

Does not have to dribble until get inside the 3 point area.

No free throws, but 2 shots for technical foul.

No double dribble will be called.

No 3-point shots--violation.

Going in and out of the 3-point line is considered violation

All defensive players must remain the key area.

Must play defense in the key.

### **GIRLS TINY 1 & 2**

**BALL SIZE** 27.5"

No pressing in backcourt

7 legal players to start game.

5 seconds in lane

May dribble with both hands

Must wear knee pads

A coach may call a timeout.

One 4-minute overtime period only.

Foul line 18" shorter.

Last 2 minutes of game clock starts  
when player crosses mid-court.

Must be able to cross mid-court  
undefended, both feet and ball

Tiny 1 shoots at 8' basket.

Option to shoot free throws

### **GIRLS PEEWEE 1 & 2**

**Ball size** 27.5"

No pressing in backcourt.

7 legal players to start game.

3 seconds in lane.

Must wear knee pads.

Foul line 18" shorter.

Last 2 minutes of game clock starts  
when player crosses mid-court line.

Must be able to cross mid-court undefended

All other Federation rules apply.

### **GIRLS MITE 1 ONLY**

**Ball size** 27.5"

7 legal players to start game.

No pressing in backcourt.

Foul line 18" shorter.

Must wear knee pads.

Last 2 minutes of game clock starts  
when player crosses mid-court line.

### **GIRLS MITE 2 ONLY**

**Ball size** 28.5"

7 legal players to start game.

Foul line 18" shorter.

Must wear knee pads.

They play full court basketball.

### **GIRLS CUB 1 & 2**

**BALL SIZE** 28.5"

7 legal players to start game.

All other Federation rules apply.