

2018 CYC Basketball Rule Changes

RULE 1 - SECTION 17—Substitution Area

The substitution area is recommended to be on the sides of the scorer's table or directly in front of the scorer's table in gyms with a proper amount of space between the out-of-bounds line and the table.

RULE 2 - SECTION 5—Referee's Duties During Game: The Referee shall:

ART. 8...Inform each team and the table officials of the overtime procedures when the score is tied at the end of regulation time.

RULE 2 - SECTION 7—Officials' General Duties: This includes:

ART. 11...Notifying the head coach when a team is granted its final allowable time-out.

RULE 2 - SECTION 9—Signals

ART. 1...When a foul occurs, an official shall signal the timer to stop the clock. The official shall verbally inform the defender, and then with the finger(s) of two hands, indicate to the scorer the number of the offender and the number of free throws. (This is optional for the 2017-2018 season and mandatory for the 2018-2019 season.)

RULE 3 - SECTION 3—Uniforms

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

ART. 2...All players are required to wear uniforms, defined as jerseys of a similar color with a permanently attached number on the front or back (preferable) of the jersey. It is not necessary that numbers be worn on both sides. The number may be between 0 and 99, but recommended to not include any number above 5, to facilitate proper foul reporting. Players without numbers or with duplicate numbers will not be allowed to play.

EXCEPTION: To facilitate a missing jersey; if a similar color shirt is worn, and no other player has the number 0, then the player may play as number 0.

ART. 3...Tee shirts worn under jerseys must be the predominate color of the jersey or white. This rule will be enforced during all District or Archdiocesan playoff games. A violation of this rule will result in one indirect technical foul per team when a player or players enter the game with the improper color tee shirt. A game can start with a technical foul.

It is strongly recommended that teams follow this rule during all league games, but there is no penalty during league play. Exception: If the team must change to a contrasting uniform color or wear pinnies as in Rule 3-4-1, this rule will not apply.

RULE 3 - SECTION 5—Player Equipment

ART. 3...Sleeves, Compression Shorts, Tights

Arm sleeves, knee sleeves, lower leg sleeves, compression shorts and tights are permissible. The sleeves, tights or compression shorts shall be black, white, beige or the predominate color of the jersey. If more than one player is wearing compression shorts, they all need to be wearing the same color. If the item does not meet these requirements, it must be removed. (This is recommended for the 2017-2018 season and mandatory for the 2018-2019 season.)

RULE 5 - SECTION 2—Scoring

ART. 5...When play is resumed with a throw-in or free throw and three-tenths (.3) of a second or less remains on the clock, a player may not gain control of the ball and try for a field goal. In this situation only a tap could score.

NOTE: This rule does not apply if the clock does not display tenths of a second.

RULE 5 - SECTION 5—Game Time

ART. 1...Start of game

a. All games must start on the scheduled starting time, as assigned by the District. A team must start with 5 players. If a team does not have the legal number of players to start the game 10 minutes after the scheduled starting time, the team failing to appear shall forfeit the game, unless the team has a satisfactory excuse in the opinion of the District.

ART. 2...Length of game

- a. Junior & Juvenile Divisions shall play two 20-minute running clock halves, with a stopped clock in the last 2 minutes of the game and any extra period. Parochial, Intermediate (8th) and Cadet (7th) Divisions shall play four 7 minute stopped clock quarters. Crusader (6th) and Midget (5th) Divisions shall play four 6 minute stopped clock quarters. EXCEPTION: Districts may choose to use alternative game lengths in 5th through 8th grade league games only to meet constraints on gym time. District and Archdiocesan playoffs will use the length of game rule as defined above.
- d. Any time during the 4th quarter of a game, if one team falls behind by 20 points or more, a running clock will be in effect. This can be extended to anytime in the 2nd half with agreement from both head coaches. The clock will stop only in the event of an injury or a time-out. (It will continue 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. The defensive team must stand behind the back of the press line until frontcourt status has been established by the offensive team.

RULE 5 - SECTION 7—Extra Period (Overtime)

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 fourth quarter.

EXCEPTION: League games will have only one extra period. League games may result in a tie. District and Archdiocesan playoff games that must produce a winner would follow the rule as defined above.

RULE 9 - SECTION 14—NO PRESS RULE

Crusader (6th Grade) and Under Divisions - Boys and Girls - The offensive team shall be allowed to bring the ball into the frontcourt without being pressed by the defensive team when the ball is inbounded into the backcourt. The defensive team must remain in the frontcourt during any throw-in. The defensive team must remain **ten (10) feet** behind the division line until an offensive player with the ball has established frontcourt status or the ball crosses the ten-foot line. Frontcourt status is defined as both feet and the ball being in the frontcourt. **The ten-foot distance is a line on the court that is in most gyms as the volleyball attack line.** A team can press when the ball is inbounded into the backcourt in the last two minutes of the game and any overtime period. **Districts may elect to use this no press rule in some 7th or 8th grade leagues.**

In all divisions, if a team is up by 20 or more points, they cannot press in the backcourt and must allow the offensive player to gain frontcourt status.

RULE 10 - SECTION 1—Administrative Technical – A team shall not:

ART. 2...Use a megaphone or any electronic communication device, or electronic equipment for voice communication with players on the court, or use electronic audio and/or video devices for coaching purposes during the game. This includes, but is not limited, to cell phones, Bluetooth devices, and iPads. Electronic devices can be used for the purpose of keeping a scorebook or stats during a game or match.