

# CYC South Central District Rules and Information

Legend: District - South Central District LD – Parish/Organization Basketball Lay Director
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## League Structure & Playoffs

CYC grade school basketball is divided into 6 divisions of competition:

3 <sup>rd</sup> Grade – Bantam Minor	5 <sup>th</sup> Grade – Midget	7 <sup>th</sup> Grade – Cadet
4 <sup>th</sup> Grade – Bantam Major	6 <sup>th</sup> Grade – Crusader	8 <sup>th</sup> Grade – Intermediate

5<sup>th</sup> grade and higher divisions hold Archdiocesan Playoff Championships at the end of the season.

There are different levels of play within each division. Prior to the start of the season, each LD rates each of their teams in one of three categories of ability for grades 5-8 and in one of two categories of ability for grade 3-4. The District Basketball Committee including LDs will then attempt to group teams into leagues where the majority of teams fall into the same category of ability. The purpose for this rating system is to help improve the competitiveness of each team and allow players to have a more positive CYC basketball experience.

The District representatives for the Archdiocesan open and closed playoffs (typically one representative per division) are determined from the A league or a subsequent league if a representative cannot be determined.

1. The top two open and top two closed teams within the A league are required to play a District playoff game.
2. If the top two teams in a league cannot be determined due to un-played league games, then any team that would qualify if its un-played games were won is required to participate in the playoff to determine the District representative.
3. All other teams in the A league can elect to participate in the District playoffs.
4. If there are less than two open or closed teams in the A league, then the open or closed team(s) from a subsequent league with the best record(s) can elect to complete the bracket for a one-game playoff.
5. Any team that has elected to be double rostered for the season is not eligible for the District playoffs.
6. A team playing a 1.5 or 2.0 schedule is eligible for District playoffs. For the 1.5 team, eligibility is determined per the 1.0 play. For the 2.0 team, eligibility is determined per the top league in which the team is participating.

The District holds the Tom Elder B/C tournament at the end of the season for teams participating in a B or C league in grades 5-8.

There are no Archdiocesan or District post season tournaments for grades 3 and 4.

## Supplemental Rules

1. Rosters must be approved prior to the first league game and may be changed only through the third league game. All changes after the rosters are initially approved must be made by submitting a new electronic copy of the complete roster. No team members may be added after the fourth weekend of the regular season.
2. At least three-fourths of the players on any 4<sup>th</sup> grade team's roster must be in the 4<sup>th</sup> grade. No 2<sup>nd</sup> grade players are allowed on a 4<sup>th</sup> grade team. At least three-fourths of the players on any 3<sup>rd</sup> grade team's roster must be in the 3<sup>rd</sup> grade.
3. Official Rosters ("approved" by Pat Moore in the upper right corner) must be provided at all games along with a Score sheet for the team before the game can be played. Only "rostered" players and coaches can participate in the game. All player/coach CYC picture ID cards are to be presented to the scorers' table with the Roster and Score sheet. **CYC picture ID cards are required for all grades.** When time permits, the scorekeeper compares the list of participants on the Roster with the set of CYC picture ID cards. If CYC coach/player picture ID card(s) are not available at the beginning of the game but they exist for the participant(s), a waiver must be signed for the missing card(s). It is the coach's responsibility to double check that the score and league number are correct before signing the game report. In lieu of a CYC picture ID card, a coach can provide a driver's license along with an approved official roster. CYC picture ID cards can be provided electronically or via a photocopy. The use of a driver's license, electronic copy or photocopy should be noted on the game report. This will be monitored to ensure that this is not the typical method for complying with the requirements. In the District and Archdiocesan playoff games original copies of CYC picture ID cards and rosters are required.
4. CYC Picture ID cards for a team can be pre-approved. This means the Official Roster, Score Sheet, and CYC picture ID cards are still presented to the scorers' table but the table officials do not compare the cards and rosters unless a review is requested by the opposing coach. Pre-approvals are done to reduce the start-up time for games.
5. Playing requirement (modification to Special Note 9 on page 9 of the CYC Basketball Rulebook) Additions are italicized and bolded.

### MINIMUM PLAYING REQUIREMENT:

All eligible players on the bench must participate *in both halves* in each *South-Central District basketball* game. Failure to do so may result in forfeiture. The Archdiocesan Official 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  $\frac{1}{4}$  of each game. Failure to comply with the spirit of this recommendation may result in disciplinary action by the Parish, District and/or CYC Office. *District representatives may audit games during the year to monitor compliance with this recommendation.* The 25% minimum playing time *requirement* will be mandatory during all District "A" and Archdiocesan playoff games.

Notes on the special rule:

- A. A player who is unable to play in both halves due to illness, injury, late arrival or early departure will not be cause for forfeiture.
  - B. The coach may not bench the player in the second half for disciplinary reasons. Special Note 10 of the CYC Basketball Rules Book requires non-participating players to be identified to the officials and the opposing coach prior to the start of the game. Therefore, any benching for disciplinary reasons must be applied at the next game.
  - C. A player who is unable to play in both halves due to ejection (5 personal, 2 technical fouls or a flagrant foul) will not be cause for forfeiture.
6. Only three coaches, including team scorekeepers, will be allowed to sit on the bench with the players and each must have a valid CYC picture ID card. Only the head coach is allowed to stand during the game, but not for the purpose of challenging a referee's call.
  7. Counts of technical fouls for coaches will be maintained throughout the season. This is the sum of technical fouls for all games coached in one or more leagues by an individual coach. If a coach receives a total of three direct technical fouls throughout the season, then the coach will be suspended for the remainder of the season unless a call is deemed inappropriate by the District Basketball Chairperson with input from LDs as needed. All technical fouls should be recorded on the game report.
  8. Forfeits will be decided by the District Basketball Chairperson with input from the LDs as needed. The LDs, referees and coaches cannot award a forfeit. Any game in question will be played as a regular game and any circumstances regarding possible causes for forfeit such as no CYC cards, etc. will be noted on the back of the game report and signed by coaches and referees.
  9. There will be no admission fee charged at any District gym for league or playoff games.
  10. All referees must be in high school or above and of age 14 or older. All scorekeepers and timers must be of age 12 or older. There will be an assigned adult gym monitor available in the gym at all times during games to assist the referees should circumstances arise.
  11. Press Rules (modification of Rule 9, Section 13 of the CYC Basketball Rulebook)
    - A. **7<sup>th</sup> and 8<sup>th</sup> Grade A/B Leagues:** Backcourt pressure may be applied throughout the game.
    - B. **5<sup>th</sup> and 6<sup>th</sup> Grades and 7<sup>th</sup> and 8<sup>th</sup> Grade C Leagues:** Backcourt pressure on throw-ins may be applied only in the last 2 minutes of the game and in any overtime period. Backcourt pressure may be applied on live balls at any time; for example, on a turnover or on a rebound.

**Exception:** In all divisions, backcourt pressure may not be applied by the defensive team on throw-ins or live balls if they are winning by 20 or more points.

In "No Press" situations, the offensive team shall be allowed to bring the ball into the front court without being pressed by the defensive team when the ball is controlled in the backcourt. The defensive team must remain behind the "No Press Line" (10 feet from the division line) until front court status has been established by the offensive team. This is defined as both feet and the ball being in the frontcourt.
  12. Three-point shots are allowed for all grades in gyms where the floor is properly marked.

**Supplemental Rules (continued)**

13. Jewelry and Hair Decorations (Rule 3, Section 5, Articles 4 and 5)

No jewelry can be worn including watches and earrings for newly pierced ears. Taping over any jewelry is not permitted. If a religious and medical-alert medallion is worn it must be taped to the body under the uniform.

Soft pliable hair accessories (rubber, cloth or elastic bands) are permissible. Hard items including beads, barrettes, and bobby pins are prohibited.

14. Coaches must work through their LDs to reschedule basketball games, but games can only be rescheduled due to a parish or school event. Rescheduled games may have to occur during the week during one of the team's practice times. Rescheduling of games is confirmed by the LDs for the two teams. Except in the case of a forfeit as explained below, a game that is timely canceled but not rescheduled will not count as a win or a loss for either team.

To prevent a forfeit for a game not yet re-scheduled, an email from the LD must be sent to the District Basketball Chairperson, Pat Moore ([pmoore1015@sbcglobal.net](mailto:pmoore1015@sbcglobal.net)), before 5:00 PM on the Monday before the weekend of the game. The email, copying the LD for the opposing team and the gym hosting the game, should contain as follows:

The following game must be cancelled as indicated:

Coach canceling the game:	
League Code:	Gym:
Scheduled Date:	Scheduled Time:
Home Team:	Home Coach:
Visitor Team:	Visitor Coach:
Cancellation Reason:	

The schedule on the web site will be updated with cancelled games when the next update is made. A list of available gym times for rescheduling will be maintained on the web site.

Failure to provide such timely notice will result in a forfeit by the team having the conflict, even if the game is eventually played. No referee/scorekeeper reimbursement will be paid by the District for a game that is eventually played if timely notice of cancellation of the originally scheduled game did not occur. The District Basketball Chairperson can overrule a game forfeit in the case of bad weather, but the District will not reimburse for the rescheduled game.

If a game is canceled with a timely notice as defined earlier, then the LDs for the two teams should attempt to re-schedule the game so the teams play a complete league schedule. If the team canceling the game cannot make two game dates and times suggested by the LD for the team not canceling the game and a re-schedule does not appear possible, then that LD can re-schedule the game against another opponent in the league. The game will have no effect on the league standings and the opposing team loses the opportunity to play that game.

## **Instructional Rules for Third and Fourth Grade**

The Third and Fourth Grade Leagues provide the opportunity to introduce all participants (players, coaches, and fans) to the goals of the CYC program and to promote good sportsmanship. It is a training league for players and officials and typical basketball rules will be enforced at the discretion of the referees per the level of play. Any coach or fan exhibiting unsportsmanlike behavior (such as questioning referee calls) will be asked to leave by the adult referee or the adult gym monitor. These are training leagues providing recreational basketball. Team and individual efforts should be praised by officials, coaches and fans. Fun and laughter should be the norm. There should be no mention of winners and losers.

Playing time must be distributed equally among all participants. Players should participate in each half.

1. **No defensive pressure in the backcourt** Once a team has established control of the ball in its backcourt -- after the opening tip-off, following a turnover, on a rebound, and on any throw-in into the backcourt -- the defensive team must retreat (“drop”) to the frontcourt without applying any defensive pressure.

Exception: If a team attempts to “fast break” up the floor anywhere behind the “No Press Line,” the opposing team has every right to play defense. It will be the referee’s discretion to determine if a team is fast breaking.

Violations and Penalties: A warning shall be issued to the coach and team for the first illegal defense in the backcourt. After the first warning, failure to heed cautions from the referees may result in a team technical foul for unsportsmanlike conduct. This foul is not assessed against a player or coach.

2. **No Press Line** While the offensive team is in the backcourt, the defensive team must remain behind the “No Press Line” (10 feet from the division line or as designated by the gym). Once the offensive team has established the ball in the frontcourt, they have 5 seconds to put the ball past the “No Press Line” and the defensive team must continue to remain behind the “No Press Line”. (Referees will use discretion in interpreting the 5-second count, as its intent is to prevent stalling by the offense; the 5-second count may be “stretched” as long as the offense is making an effort to advance the ball.) When the ball crosses the “No Press Line”, it no longer has any effect; offensive and defensive players may play anywhere within the frontcourt.

Violations and Penalties:

- If the offense fails to get the ball across the “No Press Line” within 5 seconds, a warning will be given to the coach and team for the first occurrence. On any occurrences after the warning, the team will be in “violation” and the ball will be given to the opposing team.
- If the defensive team crosses the “No Press Line” before the ball crosses, a warning will be given to the coach and team for the first occurrence. After the first warning, failure to heed cautions from the referees may result in a team technical foul for unsportsmanlike conduct. This foul is not assessed against a player or coach.

<p><b>THE NO PRESS RULE FOR THE THIRD AND FOURTH GRADES APPLIES FOR THE ENTIRE GAME. THERE IS NO EXCEPTION IN THE LAST TWO MINUTES OF THE GAME.</b></p>
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## Instructional Rules for Third and Fourth Grade (continued)

3. **No trapping** Deliberate trapping of an offensive player with the ball is not allowed anywhere on the court at any time during the game. This activity is obvious when it occurs away from the basket and the defensive team attempts to pin the offensive player against a sideline or the division line. Double teaming situations “in traffic,” especially near the basket, are not considered trapping -- e.g., the offensive player attempts to dribble between two defensive players, two players react instinctively to an offensive move, or two players are simply confused about whom to guard.

Violations and Penalties: A warning shall be issued to the coach and team for the first offense. After the first warning, failure to heed cautions from the referees may result in a team technical foul for unsportsmanlike conduct. This foul is not assessed against a player or coach.

4. **Timing** Four 6-minute quarters will be played. There will be a one-minute break between quarters and a five-minute half time. If at any time during the *fourth quarter* of a game, if one team is losing by 20 points or more, 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 led to fewer than 20 points, the time reverts to a stopped clock.
5. **Time Outs** Three (3) 60 second time outs per game are allowed.
6. **Tie Score** In the event of a tie score at the end of regulation time; **no** overtime period will be played.
7. **Free Throws** The one and one bonus free throw is awarded beginning with the 7<sup>th</sup> team foul of each half. On the 10<sup>th</sup> and any additional foul of each half, two free throws will be awarded.

Free throws are shot from a distance of 13 feet or approximate length at the discretion of the gym. A painted stripe or tape shall be placed on the floor to designate the 13-foot free throw line. The shooter is allowed to cross the line on a follow-through, but not immediately attempt to retrieve a missed shot after release.

The lane areas from the end line up to, and including, the neutral-zone marks (the block), shall remain vacant. The first marked lane spaces (above the block) on each side of the lane shall be occupied by opponents of the free thrower. The second marked lane spaces in each side may be occupied by teammates of the free thrower. The third marked lane spaces on each side, nearest the free thrower, may be occupied by opponents of the free thrower. 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 three-point line.

A player occupying a marked lane space may enter the lane on the release of the ball by the free throw shooter. The shooter and all other players not in a lane space may not cross the pertaining lines until the ball has made contact with the rim or backboard, or the free throw ends.

8. **Ball** The regulation women’s 28.5 basketball will be used.
9. **Scoring** Three-point shots are allowed for all grades in gyms where the floor is properly marked.