

# **C.C.Y.O.**

## **Rules For 5<sup>th</sup> Grade Boys Girls Grades (5<sup>th</sup> & 6<sup>th</sup>) 2010 - 2011 Basketball Season**

**This level is considered to be COMPETITIVE. Coaches are expected to demonstrate a game approach that continues to nurture individual and team development and NOT PROMOTE A WIN-AT-ALL-COSTS MENTALITY. Regular season standings will be maintained but there is no playoff competition at this level. Coaches, parents, and any other game attendees who demonstrate behavior that is counter-productive to the mission of the organization may be removed from the game and potentially banned from attending further contests.**

### **1. Score Keeping**

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

### **2. Time Keeping**

- 8 minute running clock.
- Stop clock on all shooting fouls & substitutions.
- Stopped clock for last 30 seconds of last quarter, if score difference is 3 points or less.
- 1<sup>st</sup> overtime period will be 2 minutes, stopped clock.
- 2<sup>nd</sup> overtime will be sudden death.

### **3. Team Bench**

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

### **4. Unsportsmanlike Conduct Will Not Be Tolerated.**

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

### **5. Time Outs**

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

### **6. Defense**

- No Pressing
- Defensive pressure can not be applied until the offensive player is 3ft. past the

half court line.

- Teams will be required to play man to man defense in all quarters.
- No Zone. Teams may be assessed a technical foul for each violation.
- A defensive player will not be required to pick up his/her man until they enter the 3-point arc.
- No Double Teaming. Help Defense will only be allowed inside the 3-point arc after an offensive player with the ball has gained advantage over their defensive opponent.

### **7. Lane Violation**

- 5 Seconds

### **8. Playing Time**

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

### **9. Foul Shots**

- Beginning with the 7th team foul, the bonus (1&1) is in effect.
- Beginning with the 10th team foul, a 2 shot foul is in effect.
- Will be shot from an imaginary line 2 feet in front of the foul line.
- Shooter can not charge into the lane until the ball hits the rim.
- Boys: Rebounders can not enter the lane until the ball hits the rim.
- Girls: Rebounders can enter the lane upon release of the ball.

### **10. Substitutions**

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

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

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

**13.** If the score difference is 3 points or less, during the last 30 seconds of the fourth quarter or any overtime period, the clock will stop at the change of possession and not re-start until the ball crosses the mid-court line. This will alleviate the temptation to run out the clock in the backcourt during a close game.

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

**15.** A 28.5" diameter ball will be used for all Boys 5<sup>th</sup> Grade and Girls (5<sup>th</sup> - 6<sup>th</sup>) Grade games.