

Council Rock Basketball Association Rules (9/2006)

1. Games **MUST** end on time, regardless of the actual start time. If for some reason the gym opening is delayed, the game must be truncated such that the game is concluded prior to the scheduled start time for the next game. All games will be played according to NFHS rules with the following emphasis and/or exceptions:
2. **Playing Time:** Each player present must play and sit equally each game. See separate rule on playing time. Games will be forfeited for any violation of this rule. Games will stop at approximately the midpoint of each quarter on any out of bound (including a made shot) situation or when the official or referee deems appropriate for the substitutions of player(s). *Mid-quarter stoppages are for substitutions only and not for team meetings.* If a team is taking advantage of the mid-point stoppage for substitutions, at the discretion of the official, after a warning, the violating team will be charged a time-out. If no time-outs remain, the team will be charged with a delay of game technical foul, 2 shots.
3. Each team is allowed two time outs per half. Time outs will last one minute. Time outs may not be carried into the next half. One additional time out is allowed for overtime period
4. Personal fouls will be recorded. Each player is allowed five personal fouls before being removed from the game. Technical fouls are both a personal and a team foul.
5. Team fouls will be recorded. The penalty situation is in effect on the 7th foul of each half. On the 7th the free-throw shooter is awarded a one and one bonus; on the 10th foul, and above, for the remainder of the half, the free throw shooter will be awarded two shots. It is the mutual responsibility of both coaches to notify the referee when the penalty situations are in effect.
6. Substitutions are permitted only at the nearest halfway-point of each quarter. Substitutions for injuries or illnesses are permitted at any time but the equal playing time rule remains in effect for all non-injured players. A player may not be substituted because of foul trouble except at the designated halfway-point of the quarter.
7. Games must start with five players, but may finish with less (foul outs, injuries, etc.). Start of game delays of more than ten minutes because of not enough players effect forfeit. In the event of a forfeit, the remaining players in attendance will be split between the two teams and a scrimmage will be played.
8. Quarters for 3rd through 6th grades plus 7th and 8th grade Girls Divisions will last for ten minutes running clock stopping only for foul shots, injuries, and time outs. Quarters for 7th and 8th grade boys Divisions will last for seven minutes. All H. S. (9th - 12th) are eight minutes -clock will stop when the ball is considered "dead". Games should be completed within their designated time slot.
9. There will be a one-minute rest between quarters and three minutes between halves for all divisions (as time permits).
10. Games may end in a tie. At the end of the regulation game, it is considered that the equal playing time rule has been satisfied. If time permits, teams will play one (1) three minute overtime period during which the team may start with any 5 players. The exception being that in the playoffs, teams will play subsequent three minute periods until a winner is determined. Please note that the equal playing time rule is still in effect during any subsequent periods of overtime during the playoffs.

11. A jump ball will start each game and overtime periods. At the start of 2nd, 3rd, and 4th quarters, possession will be awarded based on alternate possessions. Mid quarter time outs are not a change of possession.
12. For games up through and including 6th grade boys and 8th grade girls, the ball is considered free until it crosses half court. (See rule 13). Defense will allow a three-foot buffer zone in the front court. Note: teams get ten seconds to get the ball over half court regardless if a timeout is called. If a time out is called, the referee is to pick up the count where he left off prior to the time-out. Once the ball is brought into the front court, an inbound pass can be challenged full court. *If the defensive rebounder tries a long pass immediately towards mid court or beyond, and the official deems that the pass was intended to cross mid-court, it is considered a live ball and may be defended.* In small gyms, once the ball crosses the mid court line, the backcourt will be considered to be the rear foul line extended.
13. *Sixth grade boys and 7th and 8th grade girls will be able to full court press at the beginning of the last part of the final quarter after the final substitution of the 4th quarter and during overtime.* This rule carries over to playoffs. If a team is leading by 11 points or more they are not allowed to press. Once warned, second and subsequent violations would be a technical foul. Seventh grade boys and up along with 9th Grade and above girls will allowed to full court press at all times regardless of the score. However, they are discouraged from pressing if the outcome of the game is no longer in dispute.
14. Basket height for 2nd grade divisions is eight feet, 3rd grade is eight and one half feet, 4th grade is nine feet, and all other divisions are ten feet as conditions permit
15. Three seconds in the lane will be called for the 5th grade and above divisions. Five seconds in the lane will be called in the 3rd and 4th grade divisions, No lane violations for 2nd grade unless abuse is observed.
16. The five second closely guarded rule will not be used in the 2nd, 3rd, and 4th grade divisions.
17. Comparison of scorebooks is recommended after each quarter and mandatory in the playoffs.
18. Games are considered postponed (probably eliminated) if schools are closed due to inclement weather. These games may or may not be rescheduled. All other cancellations will be authorized by the Association Executive Board only. No games may be canceled for any reason without prior authorization of appropriate CRBA administration.
19. Jewelry is not permitted to be worn by players at practices or games. The rule bans the wearing of, but is not limited to, all rings, bracelets, earrings (including “posts”), necklaces and watches. Medical alert bracelets are exempt from this rule but should be taped down using athletic tape. This rule applies to both sexes. If a player cannot remove jewelry, including earrings then he/she will not be permitted to play. No hard (plaster, fiberglass, hard leather) casts, as well as metal arm or leg braces are permitted either in practices or games.
20. Ball size for league games are as follows: 2nd through 4th grade teams –junior-size ball; 5th and 6th grade boys and all girls 5th grade and up -women’s 28.5 size; 7th grade & up boys -regulation size ball- 29.5.
21. Anyone who engages in fighting or the verbal abuse of a referee or another player or coach before,

during, or after a game including, but not limited to a player, coach, parent or spectator shall be ejected for the remainder of that game. This individual shall be suspended for the following game and further penalties could be assessed at the discretion of the Executive Board. A single occurrence may result in expulsion from the program.

22. Upon a second ejection, at minimum, a player will be suspended for the following game. Additionally, all reported incidents will be reviewed by the Executive Board to determine if further penalties are necessary.
23. Man to man defense is strongly encouraged in all grade divisions and is mandatory for the 2nd grade division. Coaches are permitted on the court during the game play in the 2nd grade division.

Council Rock Basketball Equal Playing Time Rules For All Games (9/2001)

It is the rule that every child, on every intramural team plays an equal amount of time in each game. The requirement and responsibility to insure that each child plays equally rests with the coach. Violation of this basic rule will not be tolerated. It is the coach's responsibility to develop, through the practices, sufficient skills so that the team can reflect the requisite composite skills needed to comprise a team of five.

The game will be stopped close to the midway point of each quarter to permit substitutions. Thus, the game is broken down into 40 playing positions per team, per game.

Team breakdown- (5 players on the court at one time, two different sets of 5 players per quarter, 4 quarters per game). Please refer to the league-provided playing time chart for further clarification. Please note that a child cannot be removed from normal playing rotation because of foul trouble.

1. We realize that there are exceptions and a team might have less than ten players. If that is the case the following playing rules apply.

10 players	10 Children play 4 times
9 players	5 Children play 4 times 4 Children play 5 times
8 players	8 Children play 5 times
7 players	5 Children play 6 times 2 Children play 5 times
6 players	4 Children play 7 times 2 Children play 6 times

2. There are instances where these conditions may be waived but only in specific instances. These are as follows: child is injured, child is sick. For each of waiver conditions listed above, the coach must, prior to the start of the game notify the opposing coach of the specific player and conditions for the allowing less than equal play.
3. Early Departing as well as late arriving players will participate proportionally for the time he/she is present. If the player will only be at half of the game, then the player may only participate for half of the time they are there.
4. In the event of a condition not listed above the coach will seek a ruling, prior to the game as to the appropriate playing time.

To avoid problems Coaches must maintain a "play time" chart for each game showing when each child participated in each game. Upon request this chart should be shared with the opposing coach. These charts are available from CRBA and our on our website.

Penalties for Non-Compliance:

Conditions and responsibility relating to play time in games rests solely with the team Coach. In the event that the CRBA determines that the playtime rule has not been followed, then the offending team will forfeit that game and additional actions may be taken. This forfeiture also applies to playoff and championship games.

In the sad event that repeated occurrences would occur with the same coach, then that person could be removed as coach or expelled.