

CYBA Rules

1. Objective

The purpose of the CYBA is to provide training in the sport of basketball in an atmosphere of good sportsmanship and fair play with an equal opportunity for growth of individual skills, team play and the true enjoyment of playing basketball. The following rules should be interpreted consistently with this philosophy and should not be used as a tool to achieve victory on a technicality.

NOTE: All CIF basketball rules apply as written in the Official High School Basketball Rules book. Listed here are only CYBA's exceptions to the CIF rules.

2. Rules

2.1 NO FOOD OR DRINKS ALLOWED IN THE GYM! ALL FOOD AND DRINKS (INCLUDING WATER) MUST BE KEPT OUTSIDE OR IN THE FOYER.

2.2 ONLY REFEREES AND COACHES MAY APPROACH THE SCORER'S TABLE DURING DEAD BALL TIME. NO PARENTS OR OTHER SPECTATORS!

2.3 PLAY TIME REQUIREMENTS: GRADES 1-4 ONLY. SEE NEXT PAGE FOR PLAYING TIME REQUIREMENTS FOR GRADES 5-12.

Note: Any Division Director may establish specific playing time regulations for his/her division. If so established, that Division Director will be responsible for the clear communication of and the enforcement of those specific rules.

PLAYER COUNT or SPECIAL CONDITION	PLAY TIME REQUIREMENTS
7 or more eligible players available to start the game	All eligible players present to start the game must play at least 2 uninterrupted quarters and sit at least 1 uninterrupted quarter (can not be modified for late arrivals)
6 or less eligible players available to start the game	All eligible players present to start the game must play at least 3 uninterrupted quarters with no mandatory "sit" requirements (can not be modified for late arrivals)
<u>8th or 9th player arrives late but prior to start of 3rd quarter</u>	<u>Late arrivals must play at least 1 uninterrupted quarter</u> Eligible players present to start the game must continue to play at least 2 uninterrupted quarters and sit 1 uninterrupted quarter (per above)
<u>6th or 7th player arrives late but prior to start of 3rd quarter</u>	<u>Late arrivals must play at least 1 uninterrupted quarter</u> Eligible players present to start the game must continue to play at least 3 uninterrupted quarters with no mandatory "sit" requirements (per above)

<p><u>Any player arriving after start of 3rd quarter but prior to start of 4th quarter</u></p>	<p><u>No mandatory play requirements for late arrival (coach's decision)</u> Eligible players present to start the game must continue to adhere to play rules associated with number of players present to start the game (per above)</p>
<p><u>Any player arriving after the start of the 4th quarter</u></p>	<p><u>Declared ineligible and cannot play</u> Balance of players continue to adhere to play rules associated with number of players present to start the game (per above)</p>
<p>Note: If multiple players arrive late, the rules applicable to each late player will apply individually. The playtime requirements for "non-late" players will not change from the rules established by the number of players who were available to begin the game.</p>	<p>Example: If a 7th player arrives during the 1st quarter and an 8th player arrives during the 3rd quarter then the 7th player will be required to play at least 1 uninterrupted quarter and the 8th player's time will be left up to the discretion of the coach. The balance of the team (6 players who were available to start the game) will be required to play at least 3 uninterrupted quarters with no mandatory sit time (per above)</p>
<p>See 2.5 SUBSTITUTION E for the handling of an ill/injured player.</p>	<p>Note: Any Division Director may establish specific playing time regulations for his/her division. If so established, that Division Director will be responsible for the clear communication of and the enforcement of those specific rules.</p>

2.4 PLAY TIME REQUIREMENTS: GRADES 5-12 ONLY.

- A. All eligible players present to start the game must play at least 2 uninterrupted quarters. Uninterrupted means playing a FULL quarter, not ½ of one quarter and ½ of another quarter.**

Note: Any Division Director may establish specific playing time regulations for his/her division. If so established, that Division Director will be responsible for the clear communication of and the enforcement of those specific rules.

- B. Late Arrivals:** Players arriving late but before the start of the 3rd quarter are required to play 1 uninterrupted quarter. Players arriving after start of the 3rd quarter may play at coach's discretion. Any player arriving after the start of the 4th quarter is ineligible to play. If multiple players arrive late, the rules applicable to each late player will apply individually. The playtime requirements for "non-late" players will not change.
- C. Less than 5 players :** A team may start a game with 4 players. 3 or fewer players at game time constitute a forfeit.
- D.** Coaches must provide a COMPLETE roster to the official scorekeeper prior to the start of the game. All players, whether in attendance or not, must be listed.
- E.** Coaches must indicate on the official score sheet any ineligible players present at the game due to illness or disciplinary action.

- F. All eligible players IN ATTENDANCE prior to the start of the game will be identified with a circle around their name on the official score sheet by the official scorekeeper. The number of circled players will establish the playtime requirements for those players only.

2.5 SUBSTITUTION AND FOUL OUTS

- A. Substitutions may be made only when the ball is dead. A substitute player must report to the scoring table and must not enter the court until called by the referee. Failure to follow this procedure will result in a technical foul against the player.
- B. Substitutions must be made known to opposing coach.
- C. Coaches have the option of requesting a lineup after multiple substitutions have been made (two or more).
- D. Care should be taken in making substitutions so as not to violate the mandatory play rules established in Section 1 above.
- E. **Injuries/illness:** A player leaving the game due to illness/injury will be credited with playing a full quarter (for mandatory playtime requirements). The coach of the ill/injured player may select any player from the bench to act as a replacement player. At any time during that same quarter the ill/injured player can check back into the game to resume his/her playtime spot. The replacement player is then required to leave the game.
- F. **Foul Outs:** If a player gets 5 fouls, he/she is out of the game. This player may not, under any circumstances, remain in the game. The coach of the fouled out player may select any player from the bench to act as a replacement player. A team may continue with less than 5 players only if no other legal player is available.

2.6 SPORTSMANSHIP

Every effort must be made by coaches, parents and players to cooperate with the referees. Technical fouls (“T’s”) will be imposed against a team for any un-sportsmanlike behavior. Coaches are also responsible for the actions of their team parents. **If a parent receives a technical foul, it will be assessed to the coach. If a coach receives 2 “T’s” he/she will be removed from the game and the area. If a coach or player receives two technical fouls or is otherwise ejected from a game, he/she will be suspended from the following game. It will be an automatic ejection and suspension for any coach to walk onto the court during play. Suspension means that he/she will not be allowed to coach or be present in the gym for the suspended game.**

2.7 TIME PERIODS: REGULATION TIME

A. Length of Playing Time

- 1) For 1st and 2nd Grade Boys and Girls, quarters will be 8 minutes in length. Clock starts when the ball goes into play. Clock stops only during time-

outs and at the whistle during the last 1 minute of the 2nd and 4th quarters and any overtime.

- 2) For 3rd through 8th Grade Boys and Girls, quarters will be 10 minutes in length. Clock starts when the ball goes into play. Clock stops only during time-outs and at the whistle during the last 2 minutes of the 2nd and 4th quarters and any overtime.
- 3) For all age groups, the break time between quarters shall be one (1) minute. The half time break shall be three (3) minutes.

B. Time-outs

- 1) Four (4) 1-minute time-outs may be called per team per game for all age groups.
- 2) For all divisions the coach may call time-outs from the bench.
- 3) For grades 1-2, time-outs called during the last minute of the 4th quarter or any subsequent overtime period, the ball will be put in play at half court.
- 4) For grades 3-6, “deadball” time-outs called during non-press time, the ball must be inbounded on the backcourt baseline and cannot be advanced to halfcourt. Time-outs called while the ball is in play will be put in play at half court and may be inbounded anywhere (frontcourt or backcourt).
- 5) For grades 3-6, “deadball” time-outs called during press time (last two minutes of the 2nd and 4th quarters and any overtime), the ball must be inbounded on the backcourt baseline and cannot be advanced to halfcourt. Time-outs called while the ball is in play will be put in play at half court and must be inbounded into the front court.

2.8 TIME PERIODS: OVERTIME

A. Length of Playing Time

The first overtime period is 4 minutes. The first 3 minutes are running clock, the last minute is stop clock. The second overtime period is sudden death (first point scored). Rest periods of 2 minutes prior to overtime and 1 minute prior to sudden death are allowed. PLAYOFFS: For semi-finals and finals the second overtime is 2 minutes all stop clock.

B. Time-outs

Both teams get only 1 time-out for overtime.

2.9 TIME LIMITS

- A. Five (5) seconds to throw-in (inbound) the ball.
- B. Ten (10) seconds to cross the center of court after taking possession.

- C. For 1st and 2nd grade Boys and Girls, (10) seconds to penetrate hash marks. These divisions are non-competitive so there is no defense permitted from the backcourt baseline to the hash mark.
- D. For 3rd and 4th Grade Girls, (10) seconds to penetrate hash marks. This area will be a “safe zone” where the defense is not permitted except in the last two minutes of the 2nd and 4th quarters. During the last two minutes of the 2nd and 4th quarters there will be no safe zone.
- E. For 1st through 6th Grade Boys and 5th and 6th Grade Girls, (5) seconds to penetrate hash marks.
- F. For 1st and 2nd Grade Boys and Girls, no time limit in the key.
- G. For 3rd through 6th Grade Boys and Girls, (5) seconds in the key.
- H. For 7th and 8th Grade Boys and Girls, 3 seconds in the key.
- I. The “key” extends to the full free throw line in all age groups.
- J. Officials in charge of the game will declare the game forfeited should any team not be ready to play 10 minutes after the official game starting time.

2.10 GAME POSTPONEMENTS

Teams are expected to play the games as scheduled. No postponements will be accepted.

2.11 FREE THROWS

- A. Distance: 1st-2nd grade boys and girls use the bottom of the circle (9 feet). 3rd-4th grade boys and 3rd-6th grade girls use 3 feet in from the foul line (12 feet). 5th-8th grade boys and 7th-8th grade girls use the regulation foul line (15 feet).
- B. Shoot 1 and 1 on 7th team foul in each half.
- C. Shoot 2 on 10th team foul in each half.
- D. Fouls in the act of shooting and intentional fouls will always result in 2 free throws for the fouled player. In addition to free throws, intentional fouls will also result in possession of the ball being awarded at half court to the opposing team.
- E. Excessive swinging of arms or hands by defensive players during free throws should be discouraged. First offense is a warning. Second offense is a technical foul.
- F. There is no continuation play for shooting fouls. Shooter must be in act of shooting.

2.12 PRESSING

- A. Pressing is defined as closely guarding opponents in areas other than the frontcourt so as to harass them while attempting to cause steals or turnovers.
- B. For 1st and 2nd Grade Girls and Boys, NO pressing anytime, including overtime.
- C. For 3rd through 6th Grade Boys and Girls, NO pressing allowed except during the last 2 minutes of the 2nd and 4th quarters. Pressing is allowed during any and all overtime periods.

- D. For 7th and 8th Grade Boys and Girls, pressing is allowed anytime.
- E. Once a player gains complete control of a defensive rebound and stalls for a 3-second count, the opposing players must retreat and allow the team with possession to bring the ball up court uncontested. This rule is in effect only when no pressing is allowed. Anything other than a stall is considered a break.
- F. Zone pressing is allowed in the backcourt only, whenever the press rule is in effect. After the ball reaches the mid court line, normal man-to-man defense shall be used for 3rd through 4th Grade Boys.
- G. If a player forgets the no press rule and causes a steal, causes a turnover, or ties up a player in a jump ball situation in the back court or mid court areas, the officials shall warn the offender (or offenders) and award the ball out of bounds to the team which had possession. Continuing violations will result in a technical foul.
- H. For 1st and 2nd grade Boys and Girls, any team leading by 15 points or more, can NOT fast break or press.
- I. For 3rd through 8th grade Boys and Girls, any team leading by 20 points or more, can NOT fast break or press.

2.13 TYPES OF DEFENSES

All teams in the 1st through 4th Grade Boys and Girls divisions must use a man-to-man defense. Zone defense will be permitted in the 5th through 8th grade Boys and Girls Division. Also, in any game in which there are an unequal number of players, the team with the lesser number of players can elect to play a zone defense. If that election is made, both teams may use a zone defense.

A. Man-to-Man Defense

Man-to-man defense is defined as: When a defensive player's assigned man is playing within or near the key area, the defensive player must guard him/her within 4 feet. No offensive player shall be without a defensive player assigned to him/her. Each player must know which player he/she is guarding. When the offensive player clears the key area, the defensive player must clear the key in the direction of his/her man. Clearing the key means the defensive player must have both feet removed from the key area and must face the direction of his/her man.

B. Isolation Rules

For grades 1-4 (man-to-man defense only divisions), "isolation" plays are illegal. Isolation is where the offense has all or most of its players on one side of the court or cleared out far from the basket. This allows one player to go one-on-one to the basket.

C. Zone Defense

Zone defense is defined as when any defensive player is covering a specified area and guards only the offensive players that enter his area. This does not include

trapping above the 3-point line. In other words, only 1 defensive player may guard an offensive player above the 3-point line. This only applies to grades 3-6 during non-press time and does not apply to grades 7-8.

It is not a zone defense when an offensive man controlling the ball is open, facing the basket, and is in scoring position. In this situation, any defensive player may guard him to stop him from scoring.

C. Violations

Notwithstanding the above guidelines, the referee has the discretion to call a zone defense (or isolation play) whenever it is apparent to him or her that a player is playing an area rather than a man. In addition, a referee should not call a zone defense where a player is simply lost rather than playing an area.

Violations for zone defense (or isolation play) will be a warning for the first infraction per game and a technical foul will be given for each subsequent infraction in the game.

D. Time Limits

Once the offense crosses the mid court line, depending on the division, they will then have either an additional 5 or 10 seconds to penetrate the hash marks. Defense may not enter this area until penetration has occurred. If the offense does not penetrate this line within the required time, the referee will call a violation that will result in a loss of possession, and the opposing team will then inbound the ball. Once the hash mark is penetrated, the normal defense must be played.

2.14 TECHNICAL FOULS

In the case of a technical foul, the offended team will be awarded two (2) free throws and possession of the ball. Any player may shoot the free throws, including an incoming substitute, and any player may inbound the ball at mid court following the free throws.

The above situation will apply to ALL technical fouls regardless of whether a player, coach or parent is assessed the fouls.

2.15 PROTESTS

- A. No games may be protested using the judgment call of an official as the basis of the protest. All judgment decisions by the officials are final.
- B. Any game that has been declared a protested game must have a full and complete written protest submitted to the Intramural Director within 48 hours of the incident. The referee must be notified at the time of the protest and the protest noted in the official score sheet. If play resumes after a disputed call and prior to the protest, it is waived.
- C. The Intramural Director shall appoint a protest committee to review all protest situations. This committee shall consist of at least three league representatives, none of who shall represent any team in the age group involved in the protest. A hearing

and decision of the protest shall be made at least 24 hours prior to the next regularly scheduled game.

- D. If a protest is upheld, play will resume from the point of the PROTEST. DECISIONS OF THE PROTEST COMMITTEE WILL BE FINAL.

2.16 3-POINT SYSTEM (Behavior and Gym Cleanup)

Each team can earn 3 possible points per game; 1 point for good parent behavior, 1 point for good coach behavior and 1 point for providing a gym monitor (responsible for gym cleanup during and after their game).

2.17 INTRAMURAL STANDINGS TIEBREAKERS FOR PLAYOFF SEEDING PURPOSES

In the event of a tie in the standings in a league division at the completion of the regularly scheduled season, the tiebreaker criteria are as follows: 1) Overall Standings, 2) 3-Point System (behavior, scorekeeping, and gym cleanup), 3) Head-to-Head Standings, 4) Least amount of Points Allowed (for the whole season), and 5) Coin Flip.

2.18 INCLEMENT WEATHER (Applies only to Games Played Outdoors)

If a game has been played through three quarters, it will be considered an official game. The referee will defer the decision to a CYBA official on whether to halt play or continue. If the game is halted, the score at the end of the third quarter will determine the winner. If the game is stopped before the end of the third quarter, it will not be an official game and will be rescheduled for another time and date. Delay of the game (waiting for the weather to improve) will be the decision of the CYBA officials. In case of a tie score, the game will be replayed.

2.19 GAME BALL CHOICE and SIZE

The referee will choose the ball used for the game.

Ball Size	Boys Grades	Girls Grades
(5) or 27.5 inch circumference	1 - 3	1 - 4
(6) or 28.5 inch circumference	4 - 6	5 - 8
(7) or 29.5 inch circumference (full size regulation ball)	7 - 8	NA