

# 2017- 2018 CYO SPORTS RULES



## CYO Girls Basketball Sport Rules

- A. Divisions** - Tiny, Pee Wee, Mite, Cub and Junior (girls only)
- B. Eligibility** - No player on a Senior High School Varsity team (suiing up with team), Junior College or College team will be permitted to participate in a CYO League
- C. Roster** - maximum of 10; minimum of 7 players
1. Teams that choose to carrying more than ten players are not subject to the two quarters per player per game rule (City exception applies). Those players who do not play two quarters in a game, due to having more than 10 players present, must play at least one full quarter this game and must play two full quarters the next game they are present. But must at least play one full quarter this game.
- D. Player Participation** - all **Tot – Cub** players in attendance must play two uninterrupted complete quarters each game. **In the Junior division, all players in attendance must play one uninterrupted complete quarter each game. An injured player taken out of the game will get credit for playing a complete game. All injuries must be reported to the Head official and scorekeeper so that the injury can be marked on the official score sheet. An injured player may return to participate in the game if they are able to do so.**
1. **League/Zone Penalty** – forfeit of the game in which infraction occurred **and** 1 league game at the end of the season. It is the Field Coordinators and Zone Athletic Directors responsibility to uphold the participation rules. An adjustment to the penalized team’s final League/Zone standings is to be made at the end of the season.
  2. **Zone and City Playoff Penalty** - forfeiture of the Game **and** the right to advance further in the playoffs
- E. Officials** - two referees unless approved by CYO Director, one scorekeeper and one timekeeper (whenever possible timekeeper and scorekeeper responsibilities will be handled by separate individuals). All officials will be a minimum 16 years old.
1. **Exception:** Tiny divisions will only have 1 official.
- Safety** - Officials of all CYO games played will be empowered to stop the game when an injury occurs. When an injury is serious in nature, the Umpire is **REQUIRED** to immediately stop the game to be able to aid the injured player.
- Zone Option** – Each Zone may decide whether or not to have officials and/or scorekeepers for Tot games. If the Zone chooses not to have officials and/or scorekeepers it will be the responsibility of the Zone, Parishes, Coaches and Parents to ensure the safety, as well as making sure all participation rules and minimum play requirements are followed, for all players that are in attendance.
- F. Line-ups** - all line-ups are due to scorekeeper at least 15 minutes before scheduled game time. All players on Roster need to be listed on every line-up. Player’s first initial and last names will be listed in increasing numerical order. Players absent, inured or sick must be indicated. Line-ups not submitted by scheduled game time will result in a technical foul to Head Coach. Technical foul consists of two shots and possession for opposing team.
- G. Score Books/Sheets** - in League Play, it is the Gym Coordinator’s responsibility to submit the score books/sheets to the Zone Coordinator once a week
- H. CYO Patch & Uniforms:** per the current Policy & Procedures:
- CYO Patch:**
1. The CYO patch is the official emblem of CYO Athletics therefore must be worn. Each Zone has the option to set a two week grace period. Players violating this rule will be barred from any further participation in that game or event until he/she becomes eligible by wearing the patch. There is no team forfeiture unless a team does not have the required number of Players with CYO patches to begin game. Additional emblems are available at the CYO Office for \$1.00 Note: The patch must not be stapled or pinned on.

2. Every player from team must have the CYO patch located on the same side of the uniform.
3. CYO Patch may be screened on the uniform but must be the same size (2.5") and color as the original CYO logo.
4. If a team has reversible jerseys, it is only required to have the CYO Patch on the dominant color side of the jersey.
5. If CYO Patch falls off during play, the player will be allowed to continue play for the remainder of present game.
6. All participating players on the roster must have their own CYO Patch at game/event time.

### Uniforms:

#### 1. Minimum Uniform Requirements:

- a. ALL uniforms/shirts must have, at a minimum, the appropriate size number(s) as determined by each specific sport in the CYO Sports Rule and the CYO Patch. Color of the number(s) must contrast the color of the uniform and be easily identifiable.
- b. We strongly encourage all uniforms to have the Parish name. If Parish name is used it must be on the front of the uniform.
- c. Should there be a team name on the uniform you must have your Parish name and the Parish name must be larger than your team name.

**Penalty:** Team will be given one warning and allowed to continue playing the current game. Uniforms must be replaced or permanently repaired in order to continue. Team will not be allowed to play another game until this has been corrected.

2. If a team has a sponsor they must submit sponsor's name on final roster, **if sponsor is on the uniform it must be on the back of the uniform.**
3. All team names must be submitted on final roster.
4. Eligible numbers and size specifications per sports can be found in the published CYO Sports Rules.

**I. Uniforms:** uniforms are not mandatory; gym shorts without pockets and jerseys and/or shirts must be worn. All jerseys or shirts must be the same one color, long sleeves are allowed.

1. ALL DIVISIONS: Players can wear tennis shoes or street shoes.
2. All player's shirts/jerseys must be permanently numbered at least once on the front with a 4 inch number or larger and once on the back with a 6 inch or larger. Players violating this rule will be barred from any further participation in the game until he becomes eligible by wearing a number. Player's number must be submitted to the scorekeeper with the line-up. No one team will have duplicate numbers.
3. No jewelry, earrings, necklaces and wrist bracelets allowed

**Exception:** Medical and sweat bands.

4. **NOTE:** Each Manager and/or Coach is strongly urged to demand team members to wear their uniforms before and after the game in the same manner as during an official game. Shirts hanging out or shirts that are unbuttoned make a most undesirable appearance at our CYO facilities. Manager and/or Coaches are reminded of their obligation in giving an appropriate appearance at all times. Shirts must be tucked in. **EXCEPTION:** Regulation uniforms meant to be worn on the outside may be worn outside.

a. **Penalty:** If a player is warned once, that player may be suspended from the game; on the second offense, the coordinator will see that the above rule is enforced. If the offense is before or after a game, the player may be suspended from the next game. Coach not enforcing their players to abide with the above regulation is subject to suspension along with player.

5. Any digit greater than five shall not be used. A zero or a double zero may be used, but a team shall not have both "0" and "00". **Penalty:** a technical foul when the player enters the game or any time it is discovered after he has entered.

**NOTE:** Player may play only one complete quarter with an illegal number once it is discovered.

6. Attempt should be made to make sure all undershirts or shooting sleeves are the same color as the jersey. At game time if both teams are wearing same or similar dominant color then the home team will be required to reverse their jersey or wear pennies.

7. **Safety Equipment:** The following safety equipment is allowable and is strongly encouraged to help reduce the risk of injury for all players. The use of the following safety equipment is not mandatory, but all coaches and legal guardians are strongly encouraged to consider the below equipment for each player if appropriate.

- a. Mouth Guards
- b. Knee Pads
- c. Elbow Pads

## d. Prescription Safety Eye Goggles

**J. Length of Periods**

1. Four quarters of eight minutes each running time\* with two minutes between quarters and four minutes between halves (\*running time means that clock is stopped only when the whistle is blown for foul shots and timeouts). The clock will be stopped for all dead balls (officials whistle) during the last two minutes of the ball game.

**K. City Championship Rules** - Top teams of each Zone will advance to the City Tournament. Zone Representation and tournament format will be determined at City Commitment. League Championship will be determined at the Zone level.

1. All teams participating in City Playoffs must attend a Mandatory Coaches Meeting and Training. Time and Date TBD  
**Penalty** - team will not be allowed to participate in City Playoffs if it fails to send at least one official roster representative to the Mandatory coaches Meeting and Training.
2. All League and Division specific rules apply except as identified below:
  - a. Overtime period will be four minutes running time. In case of overtime, each team will be allowed at least one timeout per overtime period. During the Overtime period the clock will be stopped for all dead balls (officials whistle) during the last two minutes of the period. **If there is still a tie after one overtime period a 2<sup>nd</sup> sudden death overtime period will begin in which the team to score the first points in the 2<sup>nd</sup> sudden death overtime period will be declared the winner.**

**L. Female Certified Coach** - the CYO Office highly recommends that there be a certified female coach on team's roster with girls teams in order to address any injuries or illness of female players

1. If unable to have a female certified coach, please have team mom near team's bench

## Playing Rules

The National Federation Official Basketball Rules Book for 2017-2018 will govern play except for the following rules:

**CYO Basketball Games** - will be played at available facilities. This means disregarding specified dimensions as stated in Section 1 of Rule 1.

1. **League Playing Rules** - No exceptions will be made to the CYO basketball rules put in place.
2. Each team will be allowed four timeouts per game. Timeouts may be accumulated.
3. A coach may use his timeout to question an official if done in a courteous manner; the official is expected to answer in a courteous manner
4. During League games, no overtime periods will be played. Zone will decide a tie-breaker method for end of year final positioning, if needed.
5. During League games - a minimum of five (5) players **is required** to start a ball game. **Even though game is ruled a forfeit, officials will officiate a forfeited game, timed periods will remain the same as a regulation game and teams with less players will be allowed to add opposing team players to make a complete team.**
6. **Sportsmanship:**
  - a. **(Tot – Cub)** when a team is ahead by (25) or more points, the team ahead may not score any points in the paint, no fast breaks and no 3-point shots and must use a zone defense inside the key. The scoreboard will be stopped and score tracked by scorekeeper. These restrictions will apply until the lead is reduced to a 15 points.
    - i. **Penalty:** for continuing to run up the score, technical foul and possible suspension of Head Coach
  - b. **(Juniors)** when a team is ahead by twenty-five or more points, the team ahead may not defend using a full court or half court press. These restrictions will apply until the lead is reduced to a 15 point lead.
    - i. **Penalty:** for continuing to run up the score, technical foul and possible suspension of Head Coach
7. Free Throws – players lined up in a Marked Lane Space may enter the lane on the release of the free throw.
8. **If a player is disqualified from a game, due to technical or flagrant fouls, the player will be required to serve the following suspensions:**
  - a. **1<sup>st</sup> occurrence** – 1 game suspension (next game that player is in attendance)
  - b. **2<sup>nd</sup> occurrence** – suspended for the remainder of the season (including all post season play)

9. If a game is suspended due to coach/crowd control issues and 1 team is clearly held responsible by the official(s) and field coordinator than the other team will win by forfeit; if both teams are held responsible than a double forfeit will be declared.

#### DIVISION SPECIFIC RULES:

##### A. Mite, Cub & Junior Divisions

1. Rule 1, Section 12, Balls - Specifications: Official size 28-1/2
2. Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.

##### B. Pee Wee Division

1. Rule 1, Section 12, Balls - Specifications: Junior size 27-1/2"
2. Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.
3. No pressing in the backcourt (defending player must wait inside the 3-point arc for offensive player to cross half court line, but then may defend player once ball crosses half court line). **Penalty:** repeated violation will result in a technical foul (after one warning).
  - a. No defending player will be allowed to pick up a loose ball, once the offense has established possession in their backcourt
  - b. If the offensive team starts a fast break after their rebound the defensive team is allowed to pick up defense after the offensive team passes half court without going back inside the 3-point line. It will be up to the judgement of the officials if the offensive team is on a fast break which would allow the defensive team to pick up defense immediately after the ball and body is past half court.
    - c. If a ball is inbounded and passed into the back court defending team also will not be allowed to press.
4. Previous rule may not be used as a delaying tactic by the team in control. Ball will be turned over.
5. Foul line – 24" shorter than regulation foul line
  - a. Players will line up on the lower block. If lower block is directly under basket, then player can line up in the next block over.
6. In last two minutes of the game on a dead ball, clock will not start until ball crosses center court (ball and both feet must cross)

##### C. Tiny Division

1. Rule 1, Section 12, Balls - Specifications: Junior size 27-1/2 (**Rookie Gear Ball**)
2. Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.
3. No double dribble will be called
4. Taking more than two steps without bouncing the ball will be considered traveling. Once a player stops dribbling, the player cannot start a new dribble (i.e. must pass or shoot the ball)
  - a. **Penalty:** ball is turned over
5. The three-second rule under the basket will be extended to five seconds
6. No pressing in the backcourt (defending player must wait inside the 3-point arc for offensive player to cross half court line, but then may defend player once ball crosses half court line **Penalty:** repeated violation will result in a technical foul (after one warning per game)
  - a. No defending player will be allowed to pick up a loose ball, once the offense has established possession in their backcourt
  - b. If the offensive team starts a fast break after their rebound the defensive team is allowed to pick up defense after the offensive team passes half court without going back inside the 3-point line. It will be up to the judgement of the official if the offensive team is on a fast break which would allow the defensive team to pick up defense immediately after the ball and body is past half court.
    - c. If a ball is inbounded and passed into the back court defending team also will not be allowed to press.
7. Previous rule may not be used as a delaying tactic by the team in control.
  - a. **Penalty:** ball will be turned over.
8. Foul line 24" shorter than regulation foul line

- a. Players will line up on the lower block; if lower block is directly under basket, then player can line up in the next block over
9. In last two minutes of the game on a dead ball, clock will not start until ball crosses center court (ball and both feet must cross)

*Full Court Press—a defensive style in which the defense applies man to man or zone defense to pressure the offensive team the entire length of the court before and after the inbound pass. Some presses attempt to deny the initial inbounds pass and trap ball handlers either in the backcourt or at midcourt.*

## CYO Boys Basketball Sport Rules

- A. Divisions** - Tot, Tiny, Pee Wee, Mite, Cub and Junior. Mixed Teams – girls are permitted to play on a boys team without penalty or restriction.
- B. Eligibility** - No player on a Senior High School Varsity team (suiiting up with team), Junior College or College team will be permitted to participate in a CYO League
- C. Roster** - maximum of 10; minimum of 8 players
1. Teams that choose to carrying more than ten players are not subject to the two quarters per player per game rule (City exception applies). Those players who do not play two quarters in a game, due to having more than 10 players present, must play at least one full quarter this game and must play two full quarters the next game they are present. But must at least play one full quarter this game.
- D. Player Participation** - all **Tot – Cub** players in attendance must play two uninterrupted complete quarters each game. **In the Junior division, all players in attendance must play one uninterrupted complete quarter each game. An injured player taken out of the game will get credit for playing a complete game. All injuries must be reported to the Head official and scorekeeper so that the injury can be marked on the official score sheet. An injured player may return to participate in the game if they are able to do so.**
1. **League/Zone Penalty** – forfeit of the game in which infraction occurred **and** 1 league game at the end of the season. It is the Field Coordinators and Zone Athletic Directors responsibility to uphold the participation rules. An adjustment to the penalized team’s final League/Zone standings is to be made at the end of the season.
  2. **Zone and City Playoff Penalty** - forfeiture of the Game **and** the right to advance further in the playoffs
- E. Officials** - two referees unless approved by CYO Director, one scorekeeper and one timekeeper (whenever possible timekeeper and scorekeeper responsibilities will be handled by separate individuals). All officials will be a minimum 16 years old.
1. **Exception:** Tot – Tiny divisions will only have 1 official.
- Safety** - Officials of all CYO games played will be empowered to stop the game when an injury occurs. When an injury is serious in nature, the Umpire is **REQUIRED** to immediately stop the game to be able to aid the injured player.
- Zone Option** – Each Zone may decide whether or not to have officials and/or scorekeepers for Tot games. If the Zone chooses not to have officials and/or scorekeepers it will be the responsibility of the Zone, Parishes, Coaches and Parents to ensure the safety, as well as making sure all participation rules and minimum play requirements are followed, for all players that are in attendance.
- F. Line-ups** - all line-ups are due to scorekeeper at least 15 minutes before scheduled game time. All players on Roster need to be listed on every line-up. Player’s first initial and last names will be listed in increasing numerical order. Players absent, inured or sick must be indicated. Line-ups not submitted by scheduled game time will result in a technical foul to Head Coach. Technical foul consists of two shots and possession for opposing team.
- G. Score Books/Sheets** - in League Play, it is the Gym Coordinator’s responsibility to submit the score books/sheets to the Zone Coordinator once a week
- H. CYO Patch & Uniforms:** per the current Policy & Procedures:
- CYO Patch:**
1. The CYO patch is the official emblem of CYO Athletics therefore must be worn. Each Zone has the option to set a two week grace period. Players violating this rule will be barred from any further participation in that game or event until he/she becomes eligible by wearing the patch. There is no team forfeiture unless a team does not have the required number of Players with CYO patches to begin game. Additional emblems are available at the CYO Office for \$1.00 Note: The patch must not be stapled or pinned on.

2. Every player from team must have the CYO patch located on the same side of the uniform.
3. CYO Patch may be screened on the uniform but must be the same size (2.5") and color as the original CYO logo.
4. If a team has reversible jerseys, it is only required to have the CYO Patch on the dominant color side of the jersey.
5. If CYO Patch falls off during play, the player will be allowed to continue play for the remainder of present game.
6. All participating players on the roster must have their own CYO Patch at game/event time.

### Uniforms:

#### 1. Minimum Uniform Requirements:

- a. ALL uniforms/shirts must have, at a minimum, the appropriate size number(s) as determined by each specific sport in the CYO Sports Rule and the CYO Patch. Color of the number(s) must contrast the color of the uniform and be easily identifiable.
- b. We strongly encourage all uniforms to have the Parish name. If Parish name is used it must be on the front of the uniform.
- c. Should there be a team name on the uniform you must have your Parish name and the Parish name must be larger than your team name.

**Penalty:** Team will be given one warning and allowed to continue playing the current game. Uniforms must be replaced or permanently repaired in order to continue. Team will not be allowed to play another game until this has been corrected.

2. If a team has a sponsor they must submit sponsor's name on final roster, **if sponsor is on the uniform it must be on the back of the uniform.**
3. All team names must be submitted on final roster.
4. Eligible numbers and size specifications per sports can be found in the published CYO Sports Rules.

**I. Uniforms:** uniforms are not mandatory; gym shorts without pockets and jerseys and/or shirts must be worn. All jerseys or shirts must be the same one color, long sleeves are allowed.

1. ALL DIVISIONS: Players can wear tennis shoes or street shoes.
2. All player's shirts/jerseys must be permanently numbered at least once on the front with a 4 inch number or larger and once on the back with a 6 inch or larger. Players violating this rule will be barred from any further participation in the game until he becomes eligible by wearing a number. Player's number must be submitted to the scorekeeper with the line-up. No one team will have duplicate numbers.
3. No jewelry, earrings, necklaces and wrist bracelets allowed

**Exception:** Medical and sweat bands.

4. **NOTE:** Each Manager and/or Coach is strongly urged to demand team members to wear their uniforms before and after the game in the same manner as during an official game. Shirts hanging out or shirts that are unbuttoned make a most undesirable appearance at our CYO facilities. Manager and/or Coaches are reminded of their obligation in giving an appropriate appearance at all times. Shirts must be tucked in. **EXCEPTION:** Regulation uniforms meant to be worn on the outside may be worn outside.

a. **Penalty:** If a player is warned once, that player may be suspended from the game; on the second offense, the coordinator will see that the above rule is enforced. If the offense is before or after a game, the player may be suspended from the next game. Coach not enforcing their players to abide with the above regulation is subject to suspension along with player.

5. Any digit greater than five shall not be used. A zero or a double zero may be used, but a team shall not have both "0" and "00". **Penalty:** a technical foul when the player enters the game or any time it is discovered after he has entered.

**NOTE:** Player may play only one complete quarter with an illegal number once it is discovered.

6. Attempt should be made to make sure all undershirts or shooting sleeves are the same color as the jersey. At game time if both teams are wearing same or similar dominant color then the home team will be required to reverse their jersey or wear pennies.

7. **Safety Equipment:** The following safety equipment is allowable and is strongly encouraged to help reduce the risk of injury for all players. The use of the following safety equipment is not mandatory, but all coaches and legal guardians are strongly encouraged to consider the below equipment for each player if appropriate.

- a. Mouth Guards
- b. Knee Pads
- c. Elbow Pads

## d. Prescription Safety Eye Goggles

**J. Length of Periods**

1. Four quarters of eight minutes each running time\* with two minutes between quarters and four minutes between halves (\*running time means that clock is stopped only when the whistle is blown for foul shots and timeouts). The clock will be stopped for all dead balls (officials whistle) during the last two minutes of the ball game.

**K. City Championship Rules** - Top teams of each Zone will advance to the City Tournament. Zone Representation and tournament format will be determined at City Commitment. League Championship will be determined at the Zone level.

1. All teams participating in City Playoffs must attend a Mandatory Coaches Meeting and Training. Time and Date TBD  
**Penalty** - team will not be allowed to participate in City Playoffs if it fails to send at least one official roster representative to the Mandatory coaches Meeting and Training.
2. All League and Division specific rules apply except as identified below:
  - a. Overtime period will be four minutes running time. In case of overtime, each team will be allowed at least one timeout per overtime period. During the Overtime period the clock will be stopped for all dead balls (officials whistle) during the last two minutes of the period. **If there is still a tie after one overtime period a 2<sup>nd</sup> sudden death overtime period will begin in which the team to score the first points in the 2<sup>nd</sup> sudden death overtime period will be declared the winner.**

**L. Female Certified Coach** - the CYO Office highly recommends that there be a certified female coach on team's roster with mixed gender teams in order to address any injuries or illness of female players

1. If unable to have a female certified coach, please have team mom near team's bench

**M. Tots will not be participating in the City Tournament.**

## Playing Rules

The National Federation Official Basketball Rules Book for 2017-2018 will govern play except for the following rules:

**CYO Basketball Games** - will be played at available facilities. This means disregarding specified dimensions as stated in Section 1 of Rule 1.

1. **League Playing Rules** - No exceptions will be made to the CYO basketball rules put in place.
2. Each team will be allowed four timeouts per game. Timeouts may be accumulated.
3. A coach may use his timeout to question an official if done in a courteous manner; the official is expected to answer in a courteous manner
4. During League games, no overtime periods will be played. Zone will decide a tie-breaker method for end of year final positioning, if needed.
5. During League games - a minimum of five (5) players to start a ball game. Before the start of the third quarter, the team must have **six** (6) able players at the game or forfeit the game. **Even though game is ruled a forfeit, officials will officiate a forfeited game, timed periods will remain the same as a regulation game and teams with less players will be allowed to add opposing team players to make a complete team.**
6. **Sportsmanship:**
  - a. **(Tot – Cub)** when a team is ahead by (25) or more points, the team ahead may not score any points in the paint, no fast breaks and no 3-point shots and must use a zone defense inside the key. The scoreboard will be stopped and score tracked by scorekeeper. These restrictions will apply until the lead is reduced to a 15 points.
    - i. **Penalty:** for continuing to run up the score, technical foul and possible suspension of Head Coach
  - b. **(Juniors)** when a team is ahead by twenty-five or more points, the team ahead may not defend using a full court or half court press. These restrictions will apply until the lead is reduced to a 15 point lead.
    - i. **Penalty:** for continuing to run up the score, technical foul and possible suspension of Head Coach
7. **Free Throws – players lined up in a Marked Lane Space may enter the lane on the release of the free throw.**

8. If a player is disqualified from a game, due to technical or flagrant fouls, the player will be required to serve the following suspensions:
- 1<sup>st</sup> occurrence – 1 game suspension (next game that player is in attendance)
  - 2<sup>nd</sup> occurrence – suspended for the remainder of the season (including all post season play)
9. If a game is suspended due to coach/crowd control issues and 1 team is clearly held responsible by the official(s) and field coordinator than the other team will win by forfeit; if both teams are held responsible than a double forfeit will be declared.

#### **DIVISION SPECIFIC RULES:**

##### **A. Cub & Junior Division**

- Rule 1, Section 12, Balls - Specifications: Official size 29-1/2
- Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.

##### **B. Mite Division**

- Rule 1, Section 12, Balls - Specifications: Intermediate size 28-1/2
- Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.

##### **C. Pee Wee Division**

- Rule 1, Section 12, Balls - Specifications: Junior size 27-1/2"
- Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.
- No pressing in the backcourt (defending player must wait inside the 3-point arc for offensive player to cross half court line, but then may defend player once ball crosses half court line). **Penalty:** repeated violation will result in a technical foul (after one warning).
  - No defending player will be allowed to pick up a loose ball, once the offense has established possession in their backcourt
  - If the offensive team starts a fast break after their rebound the defensive team is allowed to pick up defense after the offensive team passes half court without going back inside the 3-point line. It will be up to the judgement of the officials if the offensive team is on a fast break which would allow the defensive team to pick up defense immediately after the ball and body is past half court.
    - If a ball is inbounded and passed into the back court defending team also will not be allowed to press.**
- Previous rule may not be used as a delaying tactic by the team in control. Ball will be turned over.
- Foul line – 24" shorter than regulation foul line
  - Players will line up on the lower block. If lower block is directly under basket, then player can line up in the next block over.
- In last two minutes of the game on a dead ball, clock will not start until ball crosses center court (ball and both feet must cross)

##### **D. Tiny Division**

- Rule 1, Section 12, Balls - Specifications: Junior size 27-1/2 (**Rookie Gear Ball**)
- Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.
- No double dribble will be called
- Taking more than two steps without bouncing the ball will be considered traveling. Once a player stops dribbling, the player cannot start a new dribble (i.e. must pass or shoot the ball)
  - Penalty:** ball is turned over
- The three-second rule under the basket will be extended to five seconds
- No pressing in the backcourt (defending player must wait inside the 3-point arc for offensive player to cross half court line, but then may defend player once ball crosses half court line **Penalty:** repeated violation will result in a technical foul (after one warning per game)
  - No defending player will be allowed to pick up a loose ball, once the offense has established possession in their backcourt

- b. If the offensive team starts a fast break after their rebound the defensive team is allowed to pick up defense after the offensive team passes half court without going back inside the 3-point line. It will be up to the judgement of the official if the offensive team is on a fast break which would allow the defensive team to pick up defense immediately after the ball and body is past half court.
  - c. **If a ball is inbounded and passed into the back court defending team also will not be allowed to press.**
  - 7. Previous rule may not be used as a delaying tactic by the team in control.
    - a. **Penalty:** ball will be turned over.
  - 8. Foul line 24" shorter than regulation foul line
    - a. Players will line up on the lower block; if lower block is directly under basket, then player can line up in the next block over
  - 9. In last two minutes of the game on a dead ball, clock will not start until ball crosses center court (ball and both feet must cross)
- E. **Tot Division**
- 1. Rule 1, Section 12, Balls - Specifications: Mini size 22-1/2
  - 2. Knee pads are not mandatory, but coaches and parents should support and encourage them to be worn. See section I.#7 for additional safety equipment information.
  - 3. Teams may consist of males and females on the same team
  - 4. No pressing in the backcourt (defending player must wait inside the key/lane for offensive player to cross the 3-point arc, but then may defend player once the ball is across the 3-point arc).
 

**Penalty:** repeated violation will result in a technical foul (after one warning).

    - a. Delaying tactic by the team in control will not be allowed. Ball will be turned over.
    - b. If the offensive team starts a fast break after their rebound the defensive team is allowed to pick up defense after the offensive team passes the 3 point line without going back inside the key. It will be up to the judgement of the official if the offensive team is on a fast break which would allow the defensive team to pick up defense immediately after the ball and body is past the 3 point line.
    - c. **If a ball is inbounded and passed into the back court defending team also will not be allowed to press.**
  - 5. No double dribble will be called
  - 6. Traveling will only be called inside of the paint
  - 7. During the last two minutes of 4th quarter, clock will not restart after dead balls until the ball has advanced past the 3 point arc.
  - 8. Fouls will be called and reported, but no foul shots will be taken - ball is turned over
  - 9. One coach will be allowed to stand on the **baseline** that is diagonal to the opposite side of their bench (not under the basket)
 

**Penalty:** After one warning – Team will lose the privilege for the remainder of the game and all coaches on that team will have to remain on the bench.
  - 10. The three second rule does not apply.
  - 11. **Zone Option** – All Zones have the option to lower rims to 8 feet in the Tot Division. Zones are responsible to come up with a consensus and a reasonable and agreeable plan with their Parishes/Schools to facilitate this option.

*Full Court Press—a defensive style in which the defense applies man to man or zone defense to pressure the offensive team the entire length of the court before and after the inbound pass. Some presses attempt to deny the initial inbound pass and trap ball handlers either in the backcourt or at midcourt.*