



# **Church League Basketball for Youth Rules 2016/2017 Season**

(for Board Approval – dated 7/27/2016)

[www.clbby.org](http://www.clbby.org)



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## **1.0 Mission Statement**

The Church League Basketball for Youth (CLBBY) is dedicated to honoring God through the sport of basketball, by providing an organized recreational basketball program for school age youths and adults.

## **2.0 Goals**

Show how God works through sports.

Promote physical education within participating churches.

Encourage Sunday School/Church Program participation.

Enhance self-esteem, leadership and life quality in all Players, parents, and volunteers.

## **3.0 Objectives**

To God be the glory for the great things HE has done and will do.

Inspire the highest type of Christian sportsmanship and teamwork in Players, Coaches, and parents.

Develop Christian character of participants by encouraging honesty, courtesy, and sportsmanship in athletic competition.

Emphasize spiritual growth & sportsmanship through participation in athletic competition.

Develop positive basketball skill development and games.

## **4.0 An Athlete's Prayer**

As we gather here today  
We take a moment, Lord, to pray  
That you will guide us in play  
And show us how to go your way  
In your game and all we do  
Make us honest, fair and true. Amen



## **5.0 Church League Basketball for Youth (CLBBY) Board & League Council**

The Church League Basketball for Youth (CLBBY) Board consists of five (5) voting members. The CLBBY Board consists of a Commissioner, Director of Officials, & three (3) Members, from the churches in the league appointed by the Board annually. No two (2) voting Board officers can be members of the same church. No voting Board church Members can serve more than a four (4) year consecutive term.

The CLBBY Board church members are appointed based on nominations and a majority vote from the League Council at the annual CLBBY meeting. Suggested criteria for eligible nominees are the number of years' experience participating in the CLBBY & total number of teams registered to participate in the League.

Non-Voting Members are individuals that will attend Board meetings, to provide counsel & pertinent information for CLBBY meetings & management. (i.e. Accountant, Clergy, etc.)

### **5.1 Voting Members**

<b>Name</b>	<b>Position</b>	<b>Church</b>
Gene Hawkins	Commissioner	N/A
Barry Smith	Director of Officials	N/A
Rob Weber	Member	St. James Episcopal
Lindsay Graham	Member	1 <sup>st</sup> Presbyterian
Bryant Puntch	Member	Westminster Pres

### **5.2 Non-Voting Members**

<b>Name</b>	<b>Position</b>	<b>Church</b>
Olin Bonner	Advisory	N/A
Pat Blackwell	Financial Officer	Praise

### **5.3 Board Responsibilities**

- 5.3.1 Reviews rules annually, before season start, to determine if rule changes are needed. Presents changes to the league council during the League Council annual meeting.
- 5.3.2 Reviews incidents and situations that are not expressly defined within these rules to determine the best course of action to ensure the CLBBY Mission Statement, Goals, and Objectives are being met.
- 5.3.3 At the "End of Season" Board meeting, incidents and situations are reviewed to determine if there is a pattern in which the CLBBY Mission Statement, Goals, and Objectives are not being met. If a pattern does exist, the CLBBY Board will take



every means possible to meet with church staff to determine what can be done to ensure the CLBBY Mission Statement, Goals, and Objectives are being met. Based on this meeting, a best course of action will be determined.

- 5.3.4 The CLBBY Board has final ruling on ALL rule disputes. All rules or official disputes MUST be brought to the Board through their Church Representative or Commissioner within forty-eight (48) hours of the rule dispute.
- 5.3.5 Schedules all regular season games and regulates league membership.
- 5.3.6 Director of Officials (DO) is a liaison between the league and referees. The DO is responsible for booking referees, observing referees interpretation of the rules, and observing referees enforcement of the rules.
- 5.3.7 Financial Officer (FO) is responsible for record keeping of all financial transactions, preparing, and distributing financial reports to the Board at appropriate meetings. The FO is authorized to sign checks for the league. The FO and a board member's signature is required for any check above one thousand dollars (\$1,000.00).

#### **5.4 Inclement Weather Policy**

- 5.4.1 The decision to cancel games due to inclement weather will be at the discretion of the Inclement Weather Committee (IWC). The IWC will always lean to the side of caution to ensure all participants are safe. The IWC consists of the Commissioner, a Board Member, and three (3) to four (4) Church Representatives throughout the League area.
- 5.4.2 The IWC will notify participants by posting the cancellation on the CLBBY website, [www.clbby.org](http://www.clbby.org), & on appropriately communicated local/social media outlets.
- 5.4.3 If inclement weather is being forecasted 24 hours before scheduled game time, the IWC will notify participants by the following times:
  - Saturday Games: Saturday at 8 am
  - Weekday Games: Game-day at 5 pm
- 5.4.4 If inclement weather is already present, and the weather is not expected to change, the IWC will notify participants by the following times:
  - Saturday Games: Friday at 9 pm
  - Weekday Games: Game-day at 1 pm

#### **5.5 League Council**

- 5.5.1 The League Council consists of Church Representatives from each church that participates in the CLBBY. This representative is chosen by their respective member



churches. ***In order for the church to participate in the season, they must have a representative at ALL League Council meetings.*** There are a minimum of two meetings a season in which the League Council convenes.

- Pre-Season Meeting in August
- Registration Meeting in October

5.5.2 Pre-Season Meeting in August: Discuss rule changes, the upcoming season in general, and to vote on changes when necessary.

5.5.3 Registration in October: Register Teams by way of completing the team registration form and pay for teams. Teams are not registered until payment is received. Teams will NOT be scheduled until payment is received.

## **6.0 Player Eligibility**

### **6.1 Church Function Attendance & Membership**

The CLBBY encourages all participants to regularly attend the functions of the church they represent. A Player must be a member, or active participant, of the church they are participating. Students from a church, with no current basketball program or League affiliation, may play for a CLBBY member church, as long as no single team has more than 20% of the total team participants as non-members of its own church (outreach ministry is encouraged, but limited). Two (2) or more churches are allowed to combine Players to field a team, only if neither church has enough Players to field an independent team. It is the church representative's responsibility to ensure each team in their program meets these requirements, and/or make any alternative requests to the Board for consideration. A complete roster will be turned in before any participation in CLBBY, consisting of name, age (with date of birth), & grade (with name of school) of each Player. Each roster must be completed & signed by the respective Coaches and Church designee. A player may be added to a roster, if the player is a new member of church & recently moved to our area. However, NO player may be added to any roster after the 3<sup>rd</sup> regular season contest. **Violation: Any team caught playing ineligible Players will result in the forfeiture of all games played with the ineligible Player listed on the roster.**

### **6.2 Age Requirements**

6.2.1 A Player's age division is determined by their grade in school & age on or before September 1<sup>st</sup>. However, we reserve the responsibility of recognizing Players whose body size does not conform with their respective age group (too large or too small for their age groups). With a proper request from church representative and acceptance of the CLBBY Board, a Player can be moved up or down to accommodate their body size.



6.2.2 K4 - 3<sup>rd</sup> Grade Divisions are listed below. Girls may play on a Boys Team if there is no team provided for their age group at the participating church. All Players must be in a South Carolina recognized K4 – 12<sup>th</sup> Grade School.

- K4 - 1<sup>st</sup> Grade Coeds (I-Mites)
- 2<sup>nd</sup> - 3<sup>rd</sup> Grade Boys & Girls (Mites Boys & Mites Girls)

6.2.3 4<sup>th</sup> – 12<sup>th</sup> Grade Divisions are listed below. Girls are NOT allowed to play on a Boys Team. All Players must be in a South Carolina recognized K4 – 12<sup>th</sup> Grade School.

- 4<sup>th</sup> - 5<sup>th</sup> Grade Boys (Midget Boys)
- 6<sup>th</sup> - 8<sup>th</sup> Grade Boys (Junior Boys)
- 9<sup>th</sup> - 12<sup>th</sup> Grade Boys (Senior Boys)
- 4<sup>th</sup> - 5<sup>th</sup> Grade Girls (Midget Girls)
- 6<sup>th</sup> - 8<sup>th</sup> Grade Girls (Junior Girls)
- 9<sup>th</sup> - 12<sup>th</sup> Grade Girls (Senior Girls)

6.2.4 Adults Divisions are listed below. These are all 19 years of age and older, regardless of attending a South Carolina recognized K4 – 12<sup>th</sup> Grade School.

- Men
- Women

6.2.5 If there is no team provided by the participating church for a Player's age division or at the church's discretion, a Player may be **MOVED UP ONE AGE DIVISION, or combine with another CLBBY member church to fill a roster.**

6.2.6 **Age Challenges:** MUST be brought to the attention of the Commissioner within 48 hours of the game in which the Player participated. The dispute will be investigated and brought to the Board. A decision concerning the Player's age will be made by the next scheduled game. **Violation of the age rule results in forfeit of the game being played, ineligible Player will be suspended for one (1) calendar year, unsportsmanlike technical will be charged to the team.**

### 6.3 Multiple Teams & Other Leagues

6.3.1 Youth Teams: 1<sup>st</sup> Offense: If a Player switches teams, the violating Coach will not be allowed to Coach in the next game. The violating Player and parent will be given a warning concerning the rule. 2<sup>nd</sup> Offense: Both Player and Coach will be suspended from the League for the Remainder of the season and the following season.

6.3.2 Adult Team – 1<sup>st</sup> Offense: Both Player and Coach will not be allowed to play in the next game. 2<sup>nd</sup> Offense: Both Player and Coach will be suspended for the League for the Remainder of the season and the following season.



- 6.3.3 Any Player who makes their middle or high school's (home school, Charter, private, public) first game roster (*name goes into scorebook of the school's first official exhibition game, jamboree, or preseason game that has officials assigned by the governing body of the NFHS of South Carolina*) & later is cut or quits the school team may NOT participate in this league for the church and school season. A church may list a Player on their roster, currently trying out for their school's team, but that Player may not participate in the CLBBY until they have been released from their middle/high school team. If that Player makes their school's team, they must be removed from the church's CLBBY roster prior to the first game. Violation: Any team caught playing ineligible Players will result in the forfeiture of all games played with the ineligible Player listed on the roster, & any team caught playing Middle/High school Players, the ineligible Player and Coach will be suspended for one (1) calendar year. Church could also be suspended from league. **NO EXCEPTIONS!**

## **7.0 Rules of Play for All Ages**

The CLBBY plays by official high school (NFHS) rules with the exceptions of its own rules that are stated in section 7.0 and 8.0. All Players, Coaches, referees, and fans participate at their own risk.

### **7.1 Sportsmanship**

- 7.1.1 Coaches should be considerate of the feelings of their team as well as those of the opponent. Be very cautious to avoid the appearance of "running up the score". Be realistic in your consideration of what constitutes a "safe" lead. There are many creative things that can be done to avoid embarrassing your opponents, while still maintaining the integrity of the playing experience.
- 7.1.2 Coaches should be concerned about their actions as well as those of their Players and fans. They should encourage sportsmanship and make every attempt to calm and control inappropriate behavior by fans and Players. As Christian ambassadors, our desire to win should be subservient to our desire to present an effective Christian testimony.
- 7.1.3 Coaches should actively pray for their Players and their Player's families, as well as share team devotions throughout the season.
- 7.1.4 **Fighting:** Any Player/Coach who throws a punch (with or without contact) or is involved in a fight will be suspended from the League for (1) calendar year.  
**NO APPEALS!!!**
- 7.1.5 **Spectators:** Must adhere to proper Christian conduct. Anyone using foul language, alcohol, drugs, tobacco, or being abusive in any way will be removed from the gym. All Players, Coaches, and fans will adhere to the rules of the gym in which they





have a game. Any damage to a gym by an individual will be his/her responsibility. Derogatory comments directed towards an official, scorekeeper, clock operator, Coach, Player or fan will result in that person being removed from the gym.

## 7.2 General Rules

- 7.2.1 **JEWELRY:** No Player shall wear jewelry (watches, bracelets, rings, necklaces, earrings, metal hair bows, no cast - hard or soft) **NO EXCEPTIONS & NO TAPED EARS!** Please see the NFHS rules concerning jewelry for further information regarding jewelry.
- 7.2.2 **Officials' Conference: BEFORE** game play begins, there is to be a Coach from each Team & Officials Conference to discuss the rules and what is expected of everyone involved with the game. Each Coach must fill out a complete roster in the official scorebook prior to each game, with all rostered Players listed. A Player's jersey number may be added after the start of the game (when the Player arrives late & Coach has no prior knowledge of Player's number).
- 7.2.3 **Center Court Prayer:**
- Before Game Play, the HOME team will lead in prayer.
  - After Game Play, the VISITING team will lead in prayer.
- 7.2.4 **Jerseys:** Each Player must wear a jersey that matches the rest of the team (same style & color). A legible legal number MUST be on the front and back of the jersey. Legal numbers are: 0, 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55 (the numbers 0 & 00 are legal, but cannot be used at the same time). No Player will be allowed to enter a game without a matching jersey, and no two (2) Players may wear the same number. No jersey will be allowed to be altered in any way (i.e. taping numbers, sharpie, etc.). Teams with indistinguishable jerseys shall wear pinnies (provided by the Host church), with the Home team having the option of wearing or not wearing the pinnies. Appropriate attire is required, as jerseys will be worn tucked in, gym/basketball shorts will be worn properly secured at the waist, & proper court footwear must be worn. Undershirts, if worn, must be white only. Sweat (Head/Wrist) Bands are permitted, but must be the same color as the dominate color of the jersey or white (only a manufacturer's logo will be permitted on any sweat band). No compression sleeves will be allowed, unless the Player has a muscle injury & the CLBBY has been notified of the injury & a statement from the Attending Physician has been received by the CLBBY. If any part of a Player's uniform gets soiled with blood, that Player will NOT be permitted to continue participating in the game while wearing the soiled uniform item(s). However, the Player will be allowed to change into a clean uniform item(s) & resume play. All Coaches/teams are encouraged to have an extra jersey (with a legal & non-repetitive number) available for these situations.



- 7.2.5 **Jump Balls:** All gyms must have a possession arrow to designate ball possession.
- 7.2.6 **Scorekeepers and Clock Operators:** Each Host Church gym will provide a Scorekeeper **AND** a Clock Operator that Must Be at Least 15 Years of Age. ***The Scorekeeper is the final authority on any scoring disputes. This MUST be TWO different people.***
- 7.2.7 **Scheduled Games:** All games will be played as scheduled. The only time games may be rescheduled is when a team has been dropped from the League or for inclement weather cancellations. Rescheduling games is a Board decision.
- 7.2.8 **Protests:** All protests must be in writing and submitted to the appropriate League Director within (24) hours of the game in question. Final authority on any ruling will be from the CLBBY Board of Directors. "Judgement Calls" by Officials cannot be protested.
- 7.2.9 **Coaches:** A maximum number of two (2) Coaches are allowed to be on the bench with the Players. A "Coach" is defined as any non-Player. Only one (1) Coach, at any given time, is allowed to stand and Coach during gameplay. The other Coach must remain seated.

### 7.3 Participation

- 7.3.1 Each team must have four (4) eligible Players present at game time or the team with less than four (4) Players will forfeit the game. **There is no grace period, except for the first scheduled game of the day at its respective facility (first scheduled game is allotted a 10 minute grace period).** Once the game has started, a team may continue playing with less than 4 Players (due to disqualification, injury, etc.), as long as they have at least 2 eligible Players. If two (2) Players are not available for play, that team will forfeit the game.
- 7.3.2 Each Player must play in each half of every game unless there is an injury. The official scorekeeper will keep record of participation. It is the Coach's responsibility that participation requirements are met. Please make every effort to ensure equal & fair participation by all participants. The CLBBY supports the Coach's right to discipline their Players & reserve the right to make a suggestion of discipline toward any Player, if warranted. If a Coach withholds a Player's participation due to disciplinary reasons, the Coach must notify the officials and scorekeeper prior to the start of the game or at time of disciplinary action.
- 7.3.3 A 2-Shot Technical Foul is assessed for the following:
- A Player does not play in both halves of the game. This is assessed per each Player that did not play in the half. For instance, if two (2) Players did not play in a half, TWO 2-shot Technical Fouls are assessed; if four (4) Players did not play in a half, FOUR 2-shot Technical Fouls are assessed, etc.



- A Player's name is added to the Scorebook after the game has begun. For each Player added to the Scorebook after the game has begun, a 2-shot Technical Foul is assessed per Player added.
- A Player's number is listed incorrectly in the Scorebook. For each incorrect number in the Scorebook, a 2-shot Technical Foul is assessed per Player.

## 7.4 Technical Foul

- 7.4.1 **Individual Technical Foul:** Assessed for flagrant intentional fouls, obstinate or antagonistic behavior, foul language, or any other disruptive behavior. Any Player or Coach who violates suspension will be dropped from the league for (1) calendar year.
- **1<sup>st</sup> Individual Technical Foul:** Automatic dismissal from the game for the remainder of the half being played. The Player must remain seated on the team bench. If the Technical Foul is assessed to the Coach, the Coach will lose his access to the Coaches' Box.
  - **2<sup>nd</sup> Individual Technical Foul:** Automatic dismissal from the game being played. The Coach must leave the bench area immediately, but a Player will remain seated & quiet on team bench. The Player may be asked to leave the gym at the discretion of the gym representative and only if it is safe for the individual (with a Parent/Guardian). **See Section 7.4.6 concerning reinstatement.**
- 7.4.2 **Bench Technical Foul:** Assessed for obstinate or antagonistic behavior, foul language, or any other disruptive behavior including multiple Coaches standing during gameplay.
- Two (2) in one game will result in a technical foul being assessed to the Head Coach. A Player may be asked to leave the gym at the discretion of the gym representative and only if it is safe for the individual. **See section 7.4.6 concerning reinstatement.**
- 7.4.3 **Participation Technical Foul:** Assessed for the following:
- A Player does not play in both halves of the game
  - A Player's name is added to the Scorebook after the game has begun
  - A Player's number is listed incorrectly in the Scorebook.
- 7.4.4 **Individual Dunking Technical Foul:** Assessed for dunking. There is NO dunking allowed at any time. Any Player or Coach who violates suspension will be dropped from the league for one (1) calendar year.



- Violation will result in a two (2) shot technical foul and possession to opposing team. This rule applies to the warm-up periods before the game & at half-time (possession after half time does not change). Individuals and Churches will be held responsible for any damages incurred. Any referee that does not enforce this rule will be suspended from the League. **See Section 7.4.6 concerning reinstatement.**

7.4.5 **Spectator Dismissal:** Assessed for obstinate or antagonistic behavior, foul language, or any other disruptive behavior.

- 1<sup>st</sup> Occurrence: Play will be stopped, and Spectator will be instructed to remain seated, quiet, & refrain from any disruptive behavior.
- 2<sup>nd</sup> Occurrence: Play will be stopped until the spectator is removed from the gym by the gym representative. Spectator will not be allowed to attend another CLBBY game for the remainder of season. Play will resume without a possession change from when the incident occurred. **See section 7.4.6 concerning reinstatement.**

7.4.6 **Player/Coach/Spectator Reinstatement:** Player/Coach/Spectator is required to submit a letter to the CLBBY Board through e-mail to the Commissioner. The e-mail address can be found at [www.clbby.org](http://www.clbby.org) . If it is for a Player the letter is signed by their head Coach and their church representative. If it is for a Coach/Spectator, the letter is signed by their church representative and the church staff member that is responsible for the basketball program. The letter will be reviewed by the CLBBY Board to ensure the individual understands the severity of the offense and are repentant of their actions. **The individual will NOT be allowed to attend/play in the CLBBY until this letter is received.**

7.4.7 **Appeals:** There are NO appeals of technical fouls assessed under any circumstances, as these are officials' "Judgement Calls".

## 7.5 Tournament

7.5.1 The CLBBY will host a single elimination tournament at the conclusion of the regular season.

7.5.2 Tournament seeding will be determined by the final regular season standings, and as follows:

- Results of regular head to head competition
- Results of regular competition against common opponents
- Flip of coin

7.5.3 Two (2) regular season forfeits, for any reason, will disqualify a team from participation in the tournament



## 8.0 Special Rules per Age Group

This section details age specific rules that have been altered from the High School (NFHS) Rulebook to help teach the game of basketball based on the Player's developmental requirements.

### 8.1 Free-throws, 3 Pointers, Goal Height, Ball Size per Age Division

Age Division	Gender	Free-throws	Free-throw Line	Free-throw Lanes	3 Pointers	Goal Height	Ball Size	Day Play
K4 -1 <sup>st</sup> Grade (I-Mites)	Coed	No	No	No	No	8 feet	Junior	Sat.
2 <sup>nd</sup> - 3 <sup>rd</sup> Grade (Mites Boys)	Boys	Yes	12'	Inside	No	8 feet	Compact	Sat.
2 <sup>nd</sup> - 3 <sup>rd</sup> Grade (Mites Girls)	Girls	Yes	12'	Inside	No	8 feet	Compact	Sat.
4 <sup>th</sup> - 5 <sup>th</sup> Grade (Midget Boys)	Boys	Yes	12'	Inside	Yes	10 Feet	Compact	Sat.
4 <sup>th</sup> - 5 <sup>th</sup> Grade (Midget Girls)	Girls	Yes	12'	Inside	Yes	10 Feet	Compact	Sat.
6 <sup>th</sup> - 8 <sup>th</sup> Grade (Junior Boys)	Boys	Yes	Regulation	Regulation	Yes	10 Feet	Regulation	Sat.
6 <sup>th</sup> - 8 <sup>th</sup> Grade (Junior Girls)	Girls	Yes	Regulation	Regulation	Yes	10 Feet	Compact	Sat.
9 <sup>th</sup> - 12 <sup>th</sup> Grade (Senior Boys)	Boys	Yes	Regulation	Regulation	Yes	10 Feet	Regulation	Mon.
9 <sup>th</sup> - 12 <sup>th</sup> Grade (Senior Girls)	Girls	Yes	Regulation	Regulation	Yes	10 Feet	Compact	Mon.
Adult (Adult Men)	Men	Yes	Regulation	Regulation	Yes	10 Feet	Regulation	Thurs.
Adult (Adult Women)	Women	Yes	Regulation	Regulation	Yes	10 Feet	Compact	Thurs.

#### 8.1.1 Basketball Sizes

- Junior = 27.0"
- Compact = 28.5"
- Regulation = 29.5"



## 8.2 K4 - 1<sup>st</sup> Grade Coeds (I-Mites)

- 8.2.1 NO SCORE WILL BE KEPT ON THE SCOREBOARD OR IN THE SCOREBOOK, only fouls will be kept in the scorebook.
- 8.2.2 Officials: No officials (official referees) will be present. The Coaches will act as the Officials.
- 8.2.3 Coaching: Teams need a minimum of two (2) Coaches. One (1) Coach stays on the bench with the Players, while the other Coach acts as an Official/Coach on the court, to assist & officiate both teams equally.
- 8.2.4 Full Court Press: Not allowed at any time.
- 8.2.5 Double-Teaming: Not allowed outside the Adult free-throw lane.
- 1<sup>st</sup> Violation is a warning to Players on the court & explanation of rule.
  - 2<sup>nd</sup> Violation is a Change of Possession.
- 8.2.6 Defenders: Must remain inside the **3-Point Arc**. NO DEFENSE ALLOWED ANYWHERE ELSE on the court.
- 1<sup>st</sup> Violation is a warning to Players on the court & explanation of rule.
  - 2<sup>nd</sup> Violation is a Change of Possession
- 8.2.7 Backcourt Time Out: The ball will be put in play at Half Court.

## 8.3 2<sup>nd</sup> - 3<sup>rd</sup> Grade Boys & Girls (Mites)

- 8.3.1 Full Court Press: Not allowed at any time.
- 8.3.2 Double-Teaming: Not allowed outside the Adult free-throw lane.
- 1<sup>st</sup> Violation is a warning to Players on the court & explanation of rule.
  - 2<sup>nd</sup> Violation is a warning to Coaches & all Players, with explanation of rule.
  - 3<sup>rd</sup> Violation is at discretion of Official, but could result in a Team Technical Foul if the Official feels the team & Coach(s) understands the rule & refuses to follow it.
- 8.3.3 Defense: NO DEFENSE in the Back Court. Defense is ONLY played inside **the 3-Point Arc**, except with a minute to go in each quarter. During the last minute of each quarter, defense can be played outside of the 3-Point Arc as long as rule 8.3.4 is not in affect.
- 8.3.4 Sportsmanship: **AFTER 15 point lead is achieved, defenders should remain inside the Adult free-throw lane.**
- 1<sup>st</sup> Violation is a warning to Players on the court & explanation of rule.
  - 2<sup>nd</sup> Violation is a warning to Coaches & all Players, with explanation of rule.
  - 3<sup>rd</sup> Violation is at discretion of Official, but could result in a Team Technical



Foul if the Official feels the team & Coach(s) understands the rule & refuses to follow it.

8.3.5 Dribbling: In most areas, a Player may walk and double-dribble, but the Player **MAY NOT TAKE more than 3 Steps between stopping and starting dribbling**. The Player is not allowed to run with the ball. No Player will be allowed to walk or double-dribble within the limits of the 12' free-throw line. A Player may not go to a knee or stand from a knee while in possession of the ball.

8.3.6 Backcourt Time Out: The ball will be put in play at Half Court, and must be thrown in play to the Front Court.

8.3.7 3 Second Rule: Only called, if necessary (generally 5 seconds or more & if a distinct & consistent advantage is the result).

#### **8.4 4<sup>th</sup> - 5<sup>th</sup> Grade Boys & Girls (Midgets)**

8.4.1 Full Court Press: Not Allowed, except during the last minute of the 2<sup>nd</sup> & 4<sup>th</sup> quarters.

8.4.2 Double-Teaming: Allowed only in the Half Court, except during the last minute of the 2<sup>nd</sup> & 4<sup>th</sup> quarters.

8.4.3 Defense: Only to be played in the Front Court. NO DEFENSE in the Back Court, except the last minute of the 2<sup>nd</sup> & 4<sup>th</sup> quarters.

8.4.4 Sportsmanship: AFTER 15 point lead is achieved, defenders must remain inside the **3-Point Arc**.

- 1<sup>st</sup> Violation is a warning to Players on the court & explanation of rule.
- 2<sup>nd</sup> Violation is a warning to Coaches & all Players, with explanation of rule.
- 3<sup>rd</sup> Violation is at discretion of Official, but could result in a Team Technical Foul if the Official feels the team & Coach(s) understands the rule & refuses to follow it.

8.4.5 Backcourt Time Out: The ball will be put in play at Half Court, and must be thrown in play to the Front Court, except during the last minute of the 2<sup>nd</sup> & 4<sup>th</sup> quarters.

#### **8.5 6<sup>th</sup> - 12<sup>th</sup> Grade Boys & Girls (Juniors & Seniors)**

8.5.1 Sportsmanship: AFTER 15 point lead is achieved, defenders must set-up inside the **3-Point Arc**, with no double-teaming outside the 3-point arc (with the allowance of a 3-point shot being contested by a single defender), & no pressing in the back court.

- 1<sup>st</sup> Violation is a warning.
- 2<sup>nd</sup> Violation is a Team Technical Foul.





## **9.0 Clock Rules**

### **9.1 Clock, Timeouts, Breaks, & Overtime – Saturday Games**

- 9.1.1 Clock: Seven (7) minute quarters, with clock running continuously. The clock only stops on time outs, foul shots, and every whistle in the last one (1) minute of each quarter and the entirety of overtimes.
- 9.1.2 Timeouts: Each team is allowed four (4) timeouts per game, which can be used at any time during the game. One (1) additional timeout is allowed per Overtime. Timeouts are one (1) minute long, with a warning horn sounded at 45 seconds and final horn at one (1) minute to resume play. In the event of an injury to a Player, the officials call timeout at the completion of the current play or when the officials see the presence of blood on Player or any surface of play. If a Coach goes onto the court to attend to an injured Player & does not remove the injured Player from the game, a timeout will be charged to that team. Any Player removed from the game, due to an injury, can return to the game at the next dead ball situation.
- 9.1.3 Breaks: One (1) Minute Break between Quarters, five (5) Minute Break between Halves, ten (10) Minute Break or scheduled game time, whichever is longer, between games (must be at least 10 minutes). All breaks will include an appropriate warning horn sounded & a final horn sounded to resume play.
- 9.1.4 Overtime: Two (2) Minutes long with a maximum of two (2) Overtime periods. If the game is still a tie, a third "Sudden Victory" period will be played (no clock will run, with the first team scoring winning the contest. Any variation of this process will result in a forfeiture of the guilty team/teams.

### **9.2 Clock, Timeouts, Breaks, & Overtime – Weekday Games**

- 9.2.1 Clock: Runs continuously for two (2) sixteen (16) minute halves. The clock only stops on time outs, foul shots, and every whistle in the last two (2) minutes of each half and overtime.
- 9.2.2 Timeouts: Each team is allowed three (3) "full" & two (2) "30-second" timeouts per game, which can be used at any time during the game. One (1) additional timeout is allowed per Overtime. Timeouts are one (1) minute long, with a warning horn sounded at 45 seconds and final horn at one (1) minute to resume play. In the event of an injury to a Player, the officials call timeout at the completion of the current play or when the officials see the presence of blood on Player or any surface of play. If a Coach goes onto the court to attend to an injured Player & does not remove the injured Player from the game, a timeout will be charged to that team. Any Player removed from the game, due to an injury, can return to the game at the next dead ball situation.





- 9.2.3 **Breaks:** One (1) Minute Break between Quarters, five (5) Minute Break between Halves, ten (10) Minute Break or scheduled game time, whichever is longer, between games (must be at least 10 minutes). All breaks will include an appropriate warning horn sounded & a final horn sounded to resume play.
- 9.2.4 **Overtime:** Two (2) Minutes long with a maximum of two (2) Overtime periods. If the game is still a tie, a third "Sudden Victory" period will be played (no clock will run, with the first team scoring winning the contest. Any variation of this process will result in a forfeiture of the guilty team/teams.

## **10.0 Gym Use Guidelines**

We thank you for providing your gym for use by the CLBBY. To provide consistency from gym to gym and so all participants will know what to expect, we ask that you use the guidelines below. We feel this will provide smoother operation of the league and make it a positive experience for all spectators, participants, and workers. If you have any additional suggestions that you feel will help improve the league, please let us know.

### **10.1 Supervision**

- 10.1.1 All gyms must have a **responsible adult (21 years and older) Gym Supervisor**. The Gym Supervisor must know all the league rules and policies, and be visible to Officials, Coaches, Spectators, & Scorers at all times.
- 10.1.2 All score/clock operators must be at least **15 years old** and familiar with all league rules and policies.
- 10.1.3 Rules and schedules can be printed out at [www.clbby.org](http://www.clbby.org) and a copy must be kept at the scorers' table.

### **10.2 Pre-Game Preparation**

- 10.2.1 The gym must be open and ready for play thirty minutes before the first scheduled game. The gym floor should be dust mopped & clear of any safety hazards before the first game.
- 10.2.2 Both Players' benches are designated as Home and Guest/Visitor.
- 10.2.3 A minimum of two (2) correct sized basketballs for each team for warm-up practice, & provide an appropriately sized NFHS approved game-ball. The basketballs will be marked with the appropriate age levels and church name.
- 10.2.4 Do not allow anyone to have basketballs during the game. A loose ball can trip a player, referee, or spectator. Outside basketballs should not be allowed in your gym. This rule helps crowd control & keeps basketballs in your possession.



- 10.2.5 A copy of the current rules and schedules must be kept at the scorers' table.
- 10.2.6 A designated area marked for the Coach's box & substitutes to kneel when ready to enter the game.
- 10.2.7 Conduct a pre-game talk with referees, Players, and Coaches before each game. This may prevent issues that may come up during the game.
- 10.2.8 Ask all present to be attentive during the prayer before and after the game.
- 10.2.9 Pinnies should be available in case both teams have the same color jerseys.

### **10.3 During Game**

- 10.3.1 Allow **only Players and Coaches** to be on the floor during warm-up time and between quarters/halves.
- 10.3.2 Do not allow people to stand along baselines during play.
- 10.3.3 Do not allow anyone else at the scorers' table except those assigned to work. This prevents distractions to the workers.

### **10.4 First Aid**

- 10.4.1 Must have a First Aid kit available for any injuries in your gym, with ice packs available for sprains and other injuries. An on-site AED is strongly recommended.
- 10.4.2 Please make sure you have a phone to notify EMS for severe injuries.
- 10.4.3 Please contact the CLBBY Board in case of severe injuries.



## **11.0 Revisions**

### **11.1 2016/2017 Season: 7/8/2016**

11.1.1 All Rules were revised for review/comment.

## **12.0 Forms**

### **12.1 Team Registration Form**

### **12.2 Roster Form**

### **12.3 Insurance Release Form**

### **12.4 Code of Conduct – Players/Parents**

### **12.5 Code of Conduct – Coaches**

### **12.6 Code of Conduct - Officials**