

C.C.Y.O.

Rules For 4th Grade Boys 2009 - 2010 Basketball Season

1. **Games scores will be reset to zero after each quarter. There will be no cumulative score.**
2. Coach, 1 assistant coach, scorekeeper, and players only on the bench. Penalty is ONE warning, then a technical foul. Two technical fouls could mean forfeiture of game.
3. Unsportsmanlike conduct will not be tolerated. All coaches, players, and spectators will abide by the decision of the referee. Coaches, assistants, or players leaving the designated coaching area during a disputed call will be subject to a technical foul.
4. Four time-outs per game.
5. Lineups should be given to scorekeeper 10 minutes before gametime.
6. 8 minutes running clock.
Stop clock on all shooting fouls & substitutions.
7. NO pressing. Defensive pressure can not be applied until the offensive player is 3ft. past the half court line.
8. Five second lane violation.
9. Teams will be required to play man to man defense in all quarters, No Zone Allowed.
A defensive player will not be required to pick up his/her man until they enter the 3-point arc.
No Double Teaming, Help Defense will only be allowed inside the 3-point arc after an offensive player with the ball has gained advantage over their defensive opponent.
10. All subs must report to the scorers table before entering game.
11. **ALL players must play ½ quarter of each half. If a violation is caught in the first half, the player will play a full quarter in the second half. Penalty for non-compliance is forfeiture of the game. This will be routinely monitored by board members.**

12. Foul shots will only be taken on shooting fouls. All other fouls will result in the ball being taken out of bounds.

Foul Shots: Will be shot from an imaginary line 2 feet in front of the foul line.

Shooter can not charge into the lane until the ball hits the rim.

Boys: Rebounders can not enter the lane until the ball hits the rim.

13. No substitutions of players from one team to another. Penalty is forfeiture of game.

14. Any player with a cut or bleeding of any kind, an official time-out is called. The player will be removed from play and attended to. The official will inspect the covering prior to the player returning to play. Please see high school rule for description.

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

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

17. T-shirts worn under the uniform should be the same color as the uniform.

18. A 28.5" diameter ball will be used for all 4th Grade games.

C.C.Y.O. Points Of Emphasis

Sportsmanship - Players & Coaches & Fans