

C.C.Y.O.

Rules For 5th Grade Boys Girls Grades (5th & 6th) 2009 - 2010 Basketball Season

1. 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.
2. 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.
3. Four time-outs per game. One additional time-out per overtime. **First overtime period will be 2 minutes, stopped clock, second overtime will be sudden death.**
4. Lineups should be given to scorekeeper 10 minutes before gametime.
5. 8 minutes running clock.
Stop clock on all shooting fouls & substitutions.
Stopped clock for last 30 seconds of last quarter, if score difference is 3 points or less.
All 3 point shots count if there is a 3-point arc on the floor.
6. NO pressing. Defensive pressure can not be applied until the offensive player is 3ft. past the half court line.
7. Five second lane violation.
8. 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.
9. All subs must report to the scorers table before entering game.
10. **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.**

11. Beginning with the 7th team foul, the bonus (1&1) is in effect. Beginning with the 10th team foul, a 2 shot foul is in effect.

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.

Girls: Rebounders can enter the lane upon release of the ball.

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

13. 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.

14. 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.

15. If the score difference is 3 points or less, during the last 30 seconds of the fourth quarter or any overtime period, the clock will stop at the change of possession and not re-start until the ball crosses the mid-court line. This will alleviate the temptation to run out the clock in the backcourt during a close game.

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 Boys 5th Grade and Girls (5th - 6th) Grade games.

**C.C.Y.O. Points Of Emphasis
Sportsmanship - Players & Coaches & Fans**