

GENERAL RULES for CYO BASKETBALL

Current (NFHS) National Federation of State High School Associations will govern play with the following exceptions:

- 1. Time outs: 2-30 second and 2-60 second per game.**
2. All girls will use 28.5 size basketballs
- 3. Halftime: 5 minutes. Warm-up: 5 minutes minimum.**
4. The home team is the first team listed on the game schedule and is to provide a scorekeeper and clock operator. An adult or high school age person must be at the scorer's table during games.
- 5. Score sheets for each game must be maintained. The score sheet must be completely filled out. This includes the date, time, court, school name and grade. Circle final scores.**
6. In the event of a tie at the end of regulation play, play will resume after a 1 minute rest period. There will be 2 minute regulation overtimes with NO time outs. Stop clock rules apply.
- 7. Only shoes with non-marking soles will be allowed on the gym floors.**
8. Players should play in their own grade except as provided by their athletic director and principal of their school and discussed with CYO league director.
- 9. The athletic directors will resolve all disputes regarding rules and the interpretation of the rules. A clear procedure for the resolutions of complaints is as follows: If there is a problem of any kind, the coach will let their athletic director know the nature of the problem. The athletic director will try to resolve the problem by working with the athletic director of the other school. Each athletic director must notify their own principal of the problem, who at last resort, may assist in a resolution of the problem if necessary.**
10. A policy was determined for games cancelled due to weather. If there is a mandatory chain requirement between Reno and one of the Carson City schools, 3 hours before game time, the TRAVELING coach may cancel the game by calling his/her athletic director of his/her school and that athletic director will call the athletic director of the opposing team to contact the opposing team's coach. Games cancelled due to parents not wanting to drive or if there are not enough team members available due to illness or ineligibility are considered forfeited games and that school will be assessed \$50.00 for game officials' fee.
- 11. The CYO League Director must be notified by the school cancelling the game so the game officials can be notified.**
12. Games that are cancelled due to severe weather conditions will be rescheduled ONLY if they can be worked in to the remaining schedule.
- 13. Players in marked lane spaces will be able to move into the lane when the ball is released by the free thrower.**
14. If a team has 4 players or less when scheduled game starts, they will have 10 minutes to get their 5th player. If a team gets a player from another grade or not on their official CYO roster, the game will be played under forfeit and will count as a loss and will not be rescheduled. If the game is played, the officials that were originally scheduled for that time slot will still work that game. 10-minute grace period, 16-minute halves, no time-outs, 2-minute halftime.
- 15. A player can only be on 1 roster and play for 1 team, no exceptions**
16. Minimum of 10 players required to have 2 teams
- 17. Overtime – 2-minute quarter, stop-clock, no time-outs**
Second overtime – Sudden death, no time outs (1st team that scores...wins)

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5th Grade Rules

- No full court press, 1st violation: warning. 2nd violation: technical foul.
- **No zone defense in 1st half. 1st violation: warning. 2nd violation: technical foul**

5th & 6th Grade Rules

- 16 minute running clock for each half.
- **Clock is stopped during free throws**
- Clock will be stopped in the last 2 minutes of the game if a team is leading by 9 points or less. If a team is leading by 10 points or more, the clock may run only if both coaches agree.

6th, 7th & 8th Grade Rules

- 1st & 2nd half will be conducted according to the general rules; however, a team ahead by 10 points or more will not be allowed to press in the back court.
- **If a team is ahead by 10 points or more in the last 2 minutes of the game, the clock may run only if both coaches agree.**

7th & 8th Grade Rule

- 13 minutes for each half. Stop clock rules apply.
- If a team has a 15-point lead through the 2nd half, the clock will run, only stopping on time-outs and injury

NOTE: _____

