

SAC GIRLS CYO BASKETBALL

RULE EXCEPTIONS

Revised 1/13/10

The SAC Girls Basketball league was founded for the purpose of providing beginning experiences of playing basketball in a Christian atmosphere and to serve as an instructional league. We ask parents and coaches to remember that the game is for the girls, that winning or losing is not as important as playing and learning the game. Please support our league in the spirit that it is intended.

Section 1: PLAYING TIME

- A.** There shall be no penalty for a child who arrives late to a game. Coaches shall mark any player “absent” on the score sheet prior to the start of a game. A healthy, uniformed player arriving late must play two continuous playing periods as long as there is sufficient time on the clock.
- B.** Length of a CYO basketball game shall consist of four quarters and use the stop clock procedure. In the 3rd, 4th, 5th and 6th grades, the quarters shall be six (6) minutes in length. In the 7th and 8th grades, the quarters shall be seven (7) minutes in length.
- C.** “All Play Participation Rule” – refer to appendix B of this document.

Section 2: RULES

A. 3RD GRADE RULES

- 1. Each game will begin with an opening prayer involving all players, coaches and officials at mid-court. Coaches are responsible for organizing the prayer.
- 2. There is no press at this level at any time during the game
- 3. When on defense, all players must be behind the indicated line on the court before applying defensive pressure.
- 4. If any one defensive player presses in front of the indicated line, a reminder will be given and the ball will be returned to the offensive team.
- 5. If a defensive player presses in front of the indicated line a second time, an official warning will be given to the coach and the ball returned to the offensive team.
- 6. If a defensive player presses in front of the indicated line again, a technical foul will be assessed. Each time defensive pressure occurs in front of the indicated line after the initial technical foul, another technical foul will be assessed.
- 7. When the second half begins, another warning will be given before the first technical is assessed if pressing in front of the indicated line should occur.
- 8. Free throws will be shot from the bottom of the “jump ball circle” or nine (9) feet from the backboard if there is no circle.

9. The 3rd grade division is considered “instructional”. As such, no standings or scores will be kept since there are no year end Diocese playoffs for this division. Standings and scores will be used only by the SAC CYO Girls Board for scheduling purposes in the 4th grade. In addition, scores on the scoreboard will be reset to 0-0 at half time, and each player will be given a free throw at half time to ensure all players have the opportunity to score at every game. The free throws will be recorded on the score sheet.
10. Overtimes are not to be played in this division.

B. 4TH GRADE RULES

1. Each game will begin with an opening prayer involving all players, coaches and officials at mid-court. Coaches are responsible for organizing the prayer.
2. There is no full court press at this level; however, a full court press will be allowed during the last one minute of the game as long as the team pressing is not ten (10) points ahead.
3. When on defense, all players must be behind the indicated line on the court before applying defensive pressure.
4. If any one defensive player presses in front of the indicated line, a reminder will be given and the ball will be returned to the offensive team.
5. If a defensive player presses in front of the indicated line a second time, an official warning will be given to the coach and the ball returned to the offensive team.
6. If a defensive player presses in front of the indicated line again, a technical foul will be assessed. Each time defensive pressure occurs in front of the indicated line after the initial technical foul, another technical foul will be assessed.
7. When the second half begins, another warning will be given before the first technical is assessed if pressing in front of the indicated line should occur.
8. Free throws will be shot from the regular free throw line however, players will be allowed to step over the line provided that the ball has been released before the players foot touches the floor in front of the free throw line.
9. **When the leading team is ahead by a fifteen (15) point margin at the beginning of, or anytime during the 4th quarter, the Mercy Rule shall be put into effect. This will implement a running clock with the exception of timeouts and/or when game officials necessitate it (injured player, etc.). If the team down by fifteen (15) can get the point spread to within a difference of ten (10), then the Mercy Rule will be cancelled and regular timing will commence till the end of the game.**

C. 5th GRADE RULES

1. Each game will begin with an opening prayer involving all players, coaches and officials at mid-court. Coaches are responsible for organizing the prayer.

2. The press rule for the 5th grade is ten (10) points..
3. Free throws will be shot from the standard free throw line.
4. When the leading team is ahead by a fifteen (15) point margin at the beginning of, or anytime during the 4th quarter, the Mercy Rule shall be put into effect. This will implement a running clock with the exception of timeouts and/or when game officials necessitate it (injured player, etc.). If the team down by fifteen (15) can get the point spread to within a difference of ten (10), then the Mercy Rule will be cancelled and regular timing will commence till the end of the game.

D. 6th, 7th and 8th GRADE RULES

1. Each game will begin with an opening prayer involving all players, coaches and officials at mid-court. Coaches are responsible for organizing the prayer.
2. The press rule for the 6th, 7th and 8th grades is fifteen (15) points.
3. Free throws will be shot from the standard free throw line.
4. The three (3) point line will be in effect for the 7th and 8th grade divisions only.
5. When the leading team is ahead by a twenty-five (25) point margin at the beginning of, or anytime during the 4th quarter, the Mercy Rule shall be put into effect. This will implement a running clock with the exception of timeouts and/or when game officials necessitate it (injured player, etc.). If the team down by twenty-five (25) can get the point spread to within a difference of fifteen (15), then the Mercy Rule will be cancelled and regular timing will commence till the end of the game.

Section 3: OFFICIAL SCORING

A. SCORE SHEETS

1. Official score sheets will be provided by the league and must be signed on the back by all officials and both coaches. Coaches may check the score sheet after the game to fill in their own scorebooks. Coaches not signing the score sheet forfeit the right to protest or file a complaint.
2. The Athletic Director or designee at the end of the last game at each gym shall collect all of the score sheets for that day and review them for problems and/or protests.
3. If problems or issues regarding sportsmanship, “running up the score” and/or protests arise, the Athletic Director or designee will contact the league president as soon as possible for review by the SAC Board.
4. The Athletic Director or designee shall deliver the score sheets by mid-week to the Officials Manager or designee.

B. SCOREKEEPERS/TIMERS

1. Each team shall provide a certified scorekeeper or timer, age 16 or older, at each of their league games.

2. Those individuals who will function as a scorekeeper or timer must present their certification card to the game officials prior to the start of each league game.
3. Those teams unable to provide a certified scorekeeper or timer at any league game will receive a technical foul at the start of the game. Those who are to serve as a scorekeeper or timer at a gym who automatically provides a timer shall decide between them, or flip a coin, to determine who shall remain at the scorer's table and who shall not. It is still required that representatives of both teams must present their certification cards to the game officials.