



2020-2021 CSAA Basketball Season Adjustments

Jump Ball - A coin flip will determine the first possession of the game. Alternating possessions will occur at the beginning of every quarter and jump ball situations.

Time Outs – Each team will get only **one** (1) time out per half in 2020-2021.

No Overtime in any games during the regular season in 2020-2021.

Bench Coach Maximum - No more than 2 coaches at a time may be on the bench during a CSAA contest. This total includes the head coach, all assistant coaches, stat keepers, team doctors etc. The only exception would be if a parish Pastor or Priest is on the bench with a team.

National Federation of High School (NFHS) basketball rules will be used for CSAA basketball except for the following special rules

4th Grade Boys/Girls Special Rules

Official League Ball - 27.5" (size 5) Indoor Youth basketball.

Free Throw Line: 13 feet (2 feet closer)

4th Grade Division CSAA basketball in 2020-2021 will follow the same rules as our 6th and 8th grade divisions including pressing, 3 second lane violations and 3-point shots.

6th Grade/8th Grade Reminders

6th Grade Girls Free Throw Line – 13 feet (2 feet closer)

8th Grade Girls Free Throw Line – 15 feet (standard)

6th Grade Boys and 6th / 8th Grade Girls Official League Ball – 28.5" (size 6) Indoor basketball

8th Grade Boys Official League Ball – 29.5 (size 7) Indoor basketball

CSAA Clock Management for all Divisions

Game Time, Clock Management, and Overtime: – A game will consist of 4 quarters that are 6 minutes each. The clock will stop only on fouls, team time outs, jump balls, substitutions, and EVERY TIME THE WHISTLE BLOWS IN THE LAST MINUTE OF EACH QUARTER.

If a violation occurs in the game with 1:04 seconds left in any quarter, the clock will run down to 1:00 minute then stop.

Quarter breaks shall be no longer than 2 minutes and half time will be no longer than 5 minutes.

Running clock at 25-point lead in 2nd half

A running clock will begin once a team gains a 25-point differential over its opponent only in the second half. Once the running clock provision has begun, it will continue until the conclusion of the contest. The clock shall be stopped only for a charged time-out, an injury/blood substitution, a disqualification of a player, coach, or fan, and administering free throws. On fouls called, leave the clock running until the official has reported the foul and signals for the clock to be stopped. The clock will only stop if the foul warrants free throws to be attempted. After reporting a shooting foul, the official will signal the timer to stop the clock. Once the official signals the timer to stop the clock, it will be started once a player touches the ball after the last missed attempt or on the throw-in when it is touched.