



REV 11/21

## **CSAA Basketball**

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

Time Outs – Each team will get 3 full time outs per game. One additional time-out is awarded to each team during overtime. Unused time-outs accumulate and may be used at any time.

Overtime – If a game ends with the score tied ONE 2-minute overtime will be played. If the 2-minute overtime period ends in a tie, the next period will be determined by “INSTANT WINNER” format. The “instant winner” period will also be 2 minutes, however, the first team to score 2 points in this period is the “instant winner”. This does not mean that a team must win by 2 points, but the first to score 2 points constitutes the “INSTANT WINNER”. If a team scores 1 point and the 2 minute “instant winner” period ends, the team ahead by one point is the winner.

\*In overtime and “instant winner” periods, the clock will be stopped every time the whistle blows.

Bench Coach Maximum - No more than 3 coaches at a time may be on the bench during a CSAA contest. Only one coach may stand at any time during play. 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)

4<sup>th</sup> Grade Division CSAA basketball will follow the same rules as our 6<sup>th</sup> and 8<sup>th</sup> grade divisions in all phases of the game except a full court press. Full court pressing is not allowed. Teams are allowed to pick up at midcourt and trap as desired. This revision will effectively give teams at the 3/4<sup>th</sup> grade level an opportunity to inbound the ball and a chance to set up an offense. The 10 second back court violation is an automatic turnover on the referee's whistle. It will still be enforced so teams cannot stall any longer than 10 seconds. This rule may affect a few close games in the final seconds, but it will prevent many situations where a team can't get the ball across mid court due to superior defensive pressure in the back court.

### **6<sup>th</sup> Grade/8<sup>th</sup> Grade Reminders**

6<sup>th</sup> Grade Girls Free Throw Line – 13 feet (2 feet closer)

8<sup>th</sup> Grade Girls Free Throw Line – 15 feet (standard)

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

8<sup>th</sup> 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 1 minute, and half time will be 5 minutes.

#### Running clock at 25-point lead in 2<sup>nd</sup> 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.