



REV 11/25

**CSAA Basketball Special Rules** - *\*\*National Federation of High School (NFHS) basketball rules will be used for CSAA basketball except for the following special rules\*\**

**Uniforms** - See NFHS rules. Some numbering exceptions have been approved.

**1) NFHS Jersey and Undershirt Rule:** *This rule will be enforced by CSAA basketball officials during the 2025-2026 season. Even if an official at a gym lets it slide for one week, the following week this may not be the case and there are no approved exceptions. Be prepared with the correct and approved undershirt color EVERY GAME.*

**White Jerseys** - Requires white undershirt only

**Color Jerseys** - Must be the color of jersey or black.

Legal examples for dark jerseys (any jersey that is not white)

- Black jerseys require BLACK ONLY
- Red jerseys require RED or BLACK
- Blue jerseys require BLUE or BLACK
- Orange jerseys require ORANGE or BLACK

**\*\*All players must wear matching undershirts\*\*** This means the undershirt may be the same color as the predominant color of the jersey or black. Additionally, everyone on the team who elects to wear an undershirt must wear the same color undershirt!!!!!!

**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 score, 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. There is no overtime in 3<sup>rd</sup> and 4<sup>th</sup> grade games.

\*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.

**Foul Rules**- There will no longer be any “one and one” fouls. Once 5 team fouls are committed in a quarter, the opposing team will shoot two free throws on every foul for the rest of that quarter. Team fouls will reset at the end of each quarter.

## **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. The quarter breaks will be 1 minute, and half time will be 5 minutes.

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

Starting in the second half (ONLY) a running clock will begin once a team gains a 25-point differential over its opponent. The clock will continue to run for the entire second half and 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 when administering free throws. On free throws the clock will stop once the official completes the reporting of the foul and the official signals the table to stop the clock. If the official forgets, the table must stop the clock after the official reports the foul. The clock will start once a player touches the ball after the last missed attempt or on the throw-in when it is touched.

### **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

## **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 will not be allowed unless it is in the final minute of the 4<sup>th</sup> quarter. Teams are allowed to pick up

at midcourt and trap as desired throughout the entirety of the game. 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. Allowing full court defense in the final minute of the game will prevent any teams from being able to stall and call multiple timeouts in succession to then run out the clock.

THERE IS NO OVERTIME IN 3<sup>rd</sup> and 4<sup>th</sup> GRADE GAMES.