



## **CINCINNATI AREA YOUTH BASKETBALL LEAGUE**

### **GENERAL LEAGUE and GAME RULES**

#### **GENERAL LEAGUE RULES**

##### **PLAYERS**

1. NO OHSAA TEAM MEMBERS (OHSAA ELIGIBILITY)
2. Players can play on only one CAYBL team
3. Players that live outside the school district of the member community team they wish to play for must have a signed waiver from the community the player resides in, AND, approval of the League Vice President.
4. Players must play in at least 5 regular season games to be eligible for the end-of-season tournament. Exceptions to this rule due to special circumstances such as injury may be granted by the Vice President

##### **TEAMS**

1. All teams will ideally be formed from one School District, Private School, or community area. The League will accept teams from its member community programs or teams from communities without an organized external program. Any independent teams wishing to play in the League may do so with approval from the Officers, and approval via majority vote of the board members, and (if applicable) approval from their member community program Coordinator. All teams may play in multiple leagues.
2. League has the right to reject any team for any reason.
3. Teams in small areas may use player(s) from surrounding area to fill their rosters with permission of both coordinators and the league
4. All teams must have 75% or more of its players from one Private School, School District, or community area. Exception to this rule may be made with approval of the full League board via majority vote.
5. Team Registration Forms and rosters must be completed and submitted with all required information by the League deadline prior to acceptance in the League
6. All CYO teams must compete in the Athletic division (grades 4-6) or play up a grade (grades 7-10). Exception to this rule may be made with approval of the full League board via majority vote.
7. League reserves the right to move teams from one level of competition to another.
8. Teams will be placed based on the grade of the players comprising the team. If a team has players from different grades, they will play in the appropriate division of the oldest player/s. Exception to this rule may be made with approval of the full League board via majority vote.
9. No player may be added to the roster of a team for any reason after December 31<sup>st</sup>. Any exception requests must be submitted to and approved by the League Officers

## **DIVISIONS**

The following criteria should be used as a guideline for placing teams in the League. It is not necessary for teams to meet all the criteria of any division to play in that division.

1. High Athletic - Boys and Girls (Grades 4-6 only)
  - Formed by Tryouts or a formal process that organizes players by skill level
  - Usually practice several times each week
  - All players have proficient skills
  - Most communities refer to these teams as “select” and are typically the “A” squad. For larger programs, an “A” and “B” team could compete in this division
2. Low Athletic - Boys and Girls (Grades 4-6 only)
  - Formed by Tryouts or a formal process that organizes players by skill level
  - Sometimes practice multiple times each week
  - Several players have proficient skills
  - This is often the “B” squad. For larger programs, a “C” or “D” team could compete in this division
3. High Recreational - Boys and Girls (Grades 4 – Varsity)
  - Formed outside tryouts, usually by draft or registration
  - Occasionally practice more than once each week
  - No more than half the players have proficient skills
  - Good teams but not competitive with athletic level squads
4. Low Recreational - Boys and Girls (Grades 4 – Varsity)
  - Formed outside tryouts, usually by draft or registration
  - Seldom practice more than once each week
  - Few players have proficient skills
5. Grade 3 Recreational Boys and Girls (10 ft. Rim)
  - For 3<sup>rd</sup> graders with better developed skills, or whose coaches prefer the 10 ft rim height
6. Grade 2, 3 Instructional - Boys and Girls (8 ft Rim)
  - For 2<sup>nd</sup> and 3<sup>rd</sup> graders still learning the game and rules, or whose coaches prefer the 8 ft rim height

## **SEASON SCHEDULE**

1. Athletic teams may play a 10 or 20 game schedule
2. Recreational and Instructional teams will play a 10 game schedule
3. Grades 2-6 will begin play on the first weekend in December
4. Grades 7-Varsity will begin play the 2<sup>nd</sup> or 3<sup>rd</sup> weekend of December (depending on the holiday schedule) and no later than the first weekend after the Christmas – New Years holiday break

## **RESCHEDULING GAMES**

1. No team may cancel a League game without approval from their community Coordinator
2. Only games cancelled due to weather or gym closures will be rescheduled after January 31<sup>st</sup> unless approved by the League President
3. Games may be rescheduled no less than (7) seven days in advance of their original scheduled date; no last-minute changes will be allowed
4. Rescheduling games should follow this process:
  - Team requesting change contacts their coordinator
  - Coordinator approves change and sends request to the other community coordinator (if it's an away game) or to the other community team coach (if it's a home game)

- Once affected teams agree on a reschedule date, requesting coordinator submits the change to the President for master schedule update. The President will coordinate all schedule changes with the Referee Coordinator.

### **GYM STAFFING**

1. Each member community is responsible for opening gyms for their home games a minimum of 30 minutes before the start of the first game. Each gym must also have workers assigned to run the clock for all games scheduled to be played in that gym.

### **ADMISSION**

1. Maximum admission charges for all CAYBL games will be:
  - \$2.00 Adult
  - \$1.00 Student
  - \$5.00 Family
2. Admission fees for league games are optional and lower fees (or no fees) may be charged at the discretion of each member community.

### **PLAYER, COACH AND PARENT/SPECTATOR CONDUCT**

1. All players, coaches and parents/spectators are required to comply with the CAYBL Codes of Conduct.
2. Failure to comply with the CAYBL Codes of Conduct may result in expulsion from the gym, suspension of the right to participate in the CAYBL League and/or to attend CAYBL games, or other disciplinary action which is determined by the Disciplinary Committee to be appropriate.
3. In addition to any discipline which may be imposed by the Disciplinary Committee, which may include suspensions of greater duration, the following conduct will result in automatic suspensions for coaches, players, and parents:
  - Fighting (3 games)
  - Game ejections (1 game)

### **REFEREES**

1. All referees are required to have a league coordinated background check performed before being allowed to work CAYBL games. Incidents of child abuse, drug crimes, sex crimes or other offenses deemed inappropriate for contact with children, at the League's discretion, will disqualify a referee from eligibility for assignment to League games. Background checks are performed at the referee's expense one time – prior to working their first game/season. Any random checks the league chooses to perform thereafter will be paid for by the League.
2. The league will strive to place the highest caliber referees available for the grade level playing. The goal will be to use OHSAA certified officials exclusively
3. Only OHSAA level 2 or higher referees will be used for Athletic division games and Grades 7 – Varsity games

### **REFEREE FEES**

1. Referee fees must be paid before the game. Each team pays one referee. Fees will be as follows:
  - \$20 Grades 2 – 6 Recreational
  - \$25 Grades 4 – 6 Athletic, and all 7 – Varsity Grade games

## FORFEITS

1. When a team does not show up for a scheduled game, it will show as a forfeit loss in their record and standings, unless both coaches agree to make the game up.
2. In the event of a forfeit, one referee will be paid and the unpaid official will be initially reimbursed by the League. Reimbursement will be handled by the League Treasurer and the Referee Coordinator. The community program of the forfeiting team will be required to reimburse the League for its teams forfeit fees at the conclusion of the season.
3. If the game is made up at a later date, the forfeiting team is responsible for both referees' fees, and possibly gym fees (if applicable)
4. At the discretion of the League, teams in Grade 4 – Varsity that have unpaid referee fees from forfeited games may be excluded from participation in the end-of-season tournament.
5. At the discretion of the League, teams in Grades 2 and 3 that have unpaid referee fees from forfeited games may not receive their participation award at the end of the season.

## SCORE REPORTING

1. All game scores must be submitted by the winning coach via e-mail. Scores should be submitted to the President no later than Monday, 8 PM, following a weekend of play. Scores not submitted within two weeks of the game date may result in a loss for both teams in the standings.
2. Scores submitted and/or recorded incorrectly should be reported to the President for correction. The League President is responsible for ensuring the web site schedule and standings are correct.

## GAME PROTESTS

1. The League will recognize game protests for the following reasons:
  - Player eligibility (must be noted before start of the second half)
  - Playing time (must be noted prior to start of 4<sup>th</sup> quarter)  
Playing time may only be protested if the protesting team has **documented in detail** the playing time of all players. This documentation should be done from the bench area by an individual other than the coaches.

All protests should be submitted to the League Vice President and will be resolved as quickly as possible; the goal being within one week of the submission date

## END-of-SEASON TOURNAMENT

1. All 3<sup>rd</sup> grade – 10 ft rim teams and all teams in grades 4 – Varsity are eligible to play in an end-of-season single-elimination tournament provided they have no outstanding forfeit fees.

## AWARDS

1. All Grade 3 Rec – Varsity division winners, runners-up, and tournament 1<sup>st</sup> and 2<sup>nd</sup> place teams will receive individual player awards
2. All teams tied for 1<sup>st</sup> or 2<sup>nd</sup> place will receive trophies; no tie-breakers will be used to exclude teams from receiving individual trophies
3. All 2<sup>nd</sup> grade and 3<sup>rd</sup> grade instructional teams will receive individual participation awards

## **GAME RULES**

**UNLESS OTHERWISE SPECIFIED IN THESE RULES, ALL TEAMS WILL PLAY BY OHIO HIGH SCHOOL ATHLETIC ASSOCIATION RULES.**

### **BASKETBALLS**

1. ALL girls teams and Boys grades 2<sup>nd</sup> – 8<sup>th</sup> will use an intermediate size ball; 28.5 inch diameter
2. Boys grades 9<sup>th</sup> – 12<sup>th</sup> will use a full sized regulation ball

### **SCOREBOOKS / SCOREKEEPERS**

1. Both teams will exchange name rosters before the start of all games
2. The Home team scorebook will be official
3. In the absence of a Home scorebook, the Visitors scorebook will be official
4. In the absence of a Home or Visitor scorebook, the gym scoreboard will be official
5. Scorekeepers are part of the officiating team. As such, they are not allowed to address the referees as a coach, parent, or fan. Scorekeepers that do not adhere to this rule will be removed from the scorers table and could be asked to leave the gym if their conduct warrants at the discretion of the referees

### **GAME TIME / CLOCK**

1. Teams will be given a minimum of five (5) minutes for Pre-game warm-up and a minimum of three (3) minutes for halftime
2. No game will begin early unless both coaches agree
3. Grades 2 and 3 Instructional Division (8 ft rim) games will play four (4) quarters with an eight (8) minute running clock. The clock will be stopped for free throws and timeouts.
4. For Grades 2 and 3 Instructional Divisions (8 ft rim), score should not be kept.
5. Grades 3 Recreational (10 ft rim) and Grades 4 – 8 games will play four (4) quarters with a six (6) minute stop-and-go clock
6. Grades JV – Varsity games will play four (4) quarters with a seven (7) minute stop-and-go clock.
7. For Grades 3 Rec (10 ft rim) and Grade 4 Rec games, the clock will not start in the last minute of the 4<sup>th</sup> quarter or overtime until the ball crosses half court.

### **OVERTIME**

1. Overtime periods will be played for all grade 3 Recreational (10 ft rim) – Varsity games until a winner is established. Overtime periods will be (2) TWO minutes.
2. Each team is granted one additional timeout per overtime period.

### **THREE POINT SHOTS**

1. Three point field goals will count in all age groups where a three-point line is clearly marked as long as they are marked on both ends of the court.

### **BENCHES**

1. All teams are allowed one head coach and one assistant coach on the bench during games. Only the Head coach may be standing at any time during the game. Only the Head coach may speak to the referees during the game. Excessive comments to the referees from multiple coaches of a team will result in one warning for that team. Continued comments from multiple coaches after the team has been warned will result in a technical foul for Grades 3 Rec (10 ft rim) and Grades 4 – Varsity teams. Continued comments from multiple coaches after the team has been warned will result in a change of possession for Grades 2 and 3 Instructional (8 ft rim) teams. Per OHSAA rules, any coach assessed a technical foul will result in all coaches on that team's bench remaining seated for the balance of the game.

### **PLAYING TIME**

1. All players in 2<sup>nd</sup> and 3<sup>rd</sup> grade divisions (8 ft and 10 ft rim) must play all players equally during games.
2. All Rec team players in grades 4<sup>th</sup> – Varsity are required to play a minimum of 1 ½ quarters (or equivalent minutes) per game.
3. All Athletic team players (grades 4 – 6) are required to play a minimum of 1 quarter (or equivalent minutes) per game
4. An exception to these rules will be allowed in the event of injury
5. These are the minimum playing time requirements of the League. Each local community program's playing time requirements may override this rule if they require more playing time; but not less.

### **FREE THROW LINE**

1. All grades 2 and 3 teams will shoot free throws at 9 feet (the bottom of the circle)
2. All grade 4 teams will shoot free throws at 12 feet
3. Girls Grade 5 Rec teams will shoot free throws at 12 feet
4. Girls Grade 5 Athletic teams will shoot free throws at the regulation 15 foot line
5. All Boys Grade 5 teams will shoot free throws at the regulation 15 foot line
6. All Grade 6 – Varsity teams will shoot free throws at the regulation 15 foot line
7. All grades shooting free throws from 9 or 12 feet will line up along the lane beginning with the spot on the basket side of the block
8. All grades shooting free throws from regulation 15 feet will line up along the lane beginning with the spot on the free-throw line side of the block

### **DEFENSE**

1. Grades 2 – 3 Instructional and Grade 3 – 4 Rec teams
  - Must play man-to-man defense with no full court pressing
  - Grades 2 – 3 coaches may line up their players at half court prior to the start of play at the beginning of a quarter and after a timeout to point out the opposing player their players are assigned to defend.
  - No zone defense is allowed
  - Trapping outside the lane is not allowed
  - Defensive players may double team in the three (3) second lane only.
  
- “Help” defense and “Switching” on screens is allowed if done quickly to avoid an illegal zone.

1) To make sure every coach and referee is clear on this.....If the defensive team is helping, the help player must leave the ball when the original defender recovers. If the team is switching, the original defender must pick up the other defender's player **immediately** and not continue after the ball. Switching and helping should not result in two defenders pressuring the ball simultaneously trying to force a turnover. In the spirit of teaching the kids man-to-man defense, they should stay with the player they are matched up with. A favorite tactic of coaches in this age group every year is to tell their players to play a certain spot on the floor, match up with the offensive player that comes in that area and just stay in the same spot regardless of where the original player they were guarding goes; in effect, just wait for the ball to come to you. That is a zone principle, not a man-to-man principle.

- Defenders may not be "camped out" in the lane unless the player they are guarding is in the lane.
- Defenders may not deliberately leave their assigned player to pressure or chase the offensive player that has possession of the ball
- Defensive team does not have to closely guard their assigned players on sideline in-bounds plays when all the offensive players are lined up or positioned near the half court line. They may fall back to the three point arc. As stated above, they may not fall back and "camp in the lane."
- Once possession is established by the defensive team, the offensive team must fall back.
- Defense must allow three (3) feet for the offense to get the ball across the half court line before applying pressure
- ***NO CLEARING OUT OR SPREADING THE FLOOR TO GAIN AN ADVANTAGE FOR ONE OFFENSIVE PLAYER IS ALLOWED.***
- Failure to adhere to these rules will result in a warning on the first violation; and a turnover (grade 2, 3 Instructional) or technical foul (grade 3 Rec – 10 ft rim and grade 4 Rec) on each violation thereafter. Blatant disregard for these rules in the judgment of the referee will be reported to the referee coordinator and the Vice President so the team may be watched to ensure they adhere to the rules. Repeated violations may result in a forfeit or dismissal from the league.

2. Rec Teams Grade 5<sup>th</sup> – Varsity

- Teams may play any defense.
- Full Court Pressing is allowed for teams in grades 5-6 until a 10 point lead is achieved
- Full Court Pressing is allowed for teams in grades 7-Varsity until a 15 point lead is achieved
- Teams that lead by more than the allowed differential for full court pressing must allow the trailing team three (3) feet in the frontcourt for the ball handler to clearly get both feet and the ball across before applying pressure

3. Athletic Teams

- Teams may play any defense
- Full court pressing for 4<sup>th</sup> grade Athletic teams is allowed only in the 4<sup>th</sup> quarter. Pressing is not allowed once one team achieves a 10 point lead
- Full court pressing for 5<sup>th</sup> and 6<sup>th</sup> grade Athletic teams is allowed at any time until one team achieves a 15 point lead
- Teams that lead by more than the allowed differential for full court pressing must allow the trailing team three (3) feet in the frontcourt for the ball handler to clearly get both feet and the ball across before applying pressure

**THREE SECOND LANE**

1. The upper boundary of the three second lane will be defined by the respective free throw line for the age group

**TIMEOUTS**

1. Grades 2 – 3 teams receive four (4) timeouts per game
2. Grades 4 – Varsity teams receive two (2) 30 second timeouts and three (3) full timeouts per game.
3. Teams are granted one additional timeout per overtime period.