



4TH & 5TH GRADE BASKETBALL RULES

TABLE OF CONTENTS

1. LEAGUE POLICIES

- 1.1 Eligibility
- 1.2 Uniforms
- 1.3 Jewelry Rule
- 1.4 Rosters
- 1.5 Scheduling
- 1.6 Playoff Tournament and Tie breakers
- 1.7 Filming
- 1.8 Cancellation of games

2. GAMEDAY POLICIES

- 2.1 Game Duration
- 2.2 Forfeits
- 2.3 Suspensions/ Ejection of Students/Coaches
- 2.4 Equipment and Safety
- 2.5 Protest Protocol
- 2.6 Sportsmanship
- 2.7 Fighting/ Altercations
- 2.8 Spectators and Cheerleaders
- 2.9 *Sound and PA Announcements*
- 2.10 *Scorebooks and Scoreboards*

3. GAMEDAY RULES

- 3.1 Rules
- 3.2 Defensive rules
- 3.3 Game time
- 3.4 Fouls/ Techs
- 3.5 Other penalties
- 3.6 Overtime period
- 3.7 AED

1. LEAGUE POLICIES

1.1 Eligibility

- a) A student athlete is eligible for participation in 4th and 5th grade basketball if they are enrolled in and attend a CSAA member school and meet all of CSAA's age and grade requirements. It is the responsibility of the member school to ensure all of the eligibility requirements are met. Please refer to "CSAA Student-Eligibility Guidelines" for further information.
- b) A student shall be eligible for CSAA 4th and 5th grade athletics at a maximum of 5th grade & 11 years old.
 - No student in the 6th grade, regardless of age, is allowed to participate in 4th and 5th grade basketball.
- c) If it is determined that a school used an ineligible player in a league game, the game will be declared a forfeit and the win will be given to the opposing team.
- d) It is the responsibility of each member school to ensure each student athlete has undergone a physical examination within the last calendar year before participating in athletics.
- e) A player must have participated in half of regular season games to be eligible for the playoffs. Exceptions will be made for injured players at the sole discretion of the Director of Athletics.

1.2 Uniforms

- a) All teams must be in matching uniform tops with unique numbers for each player.
 - Jersey numbers cannot switch from player, to player. No exceptions.
- b) If a team is not in matching jersey, the game will be played and take place under a forfeit.
 - If team does not have matching uniforms before their first regular season game, they must inform the league beforehand. The only way a team can be exempt from the uniform policy, will be to order uniforms from the CSAA vendor "Side Street".
- c) As a general rule, the home team should wear white uniforms. If a school does not have both home and road uniforms, it is the responsibility of the coaches to contact the league before the game to ensure that both teams do not show up at the game in the same color uniforms.
 - If away team does not have opposite color jersey from home team, they must bring pennies with numbers on it to every game.
- d) Athletes may wear any color sneakers and athletic socks that they choose provided they do not contain any inappropriate images or language.
- e) Arm sleeves, body suits and leggings are acceptable to be worn under uniform provided they do not contain any inappropriate images or language.
 - All t-shirts / compression worn under the team jersey must be the same color for each player on the team.
- f) All uniform issues will be discussed before the game with the coaches, Game Supervisor and referees. All reasonable attempts will be made to correct any violations.
 - Any uniform infractions found at the start of the game prior to tip off will result in a two (2) shot technical. No more than four (5) infractions (maximum of ten (10) free throws) will be assessed at one time before the start of the game.

1.3 Jewelry

- a) All earrings, facial piercings, body piercings, and bands must be removed before start of game.
- b) *Glasses* that are accepted:
 - *Plastic framed glasses*
 - Sports goggles

- Providing they are strapped around the head sports goggles
- c) Glasses that are not permitted:
 - Lenses made of glass
 - Metal framed glasses
 - Any other type of eyewear that the referee/umpire deems could be dangerous.
- d) If jewelry is for Religious reasons:
 - Child must have a letter from their school
 - Letter must have school letter head and signed by principal
 - Child must have a letter from their parent as well
 - Letters must be brought with the child to every game throughout the season
 - If a child wears a religious band on wrist it can be worn but it must be covered with athletic tape and/or sweat band.

1.4 Rosters

- a) Each participating school must submit a team roster to the league office 12 hours before the first regular season game. This will be strictly enforced. Any team not providing a team roster before the 1st game (without a written exemption from the Director of Athletics) will forfeit their games until the roster is submitted.
- b) All team rosters will consist of a maximum of twenty (20) players and must contain the following information:
 - Name of school
 - Names and telephone numbers of head coach and assistant coaches
 - Legal first and last name of each player
 - Grade, age, and date of birth (day not required)
 - Uniform number of each player
 - Signature of the principal
- c) It is the responsibility of each member school to ensure the accuracy of the information provided on the league roster. The information provided on the submitted roster is considered official and will be the evidential basis of any eligibility challenges. Changes to the roster cannot be made after it is submitted to the league office without the written consent of the Director of Athletics.
- d) Roster changes will be approved/ denied at the sole discretion of the Director of Athletics in accordance with the hardship provision. (as defined in the “CSAA Student-Eligibility Guidelines”)
- e) Rosters may consist of a maximum of twenty (20) players but only a maximum of fifteen (15) players may dress for any individual game.
- f) League rosters should be emailed to league sports email before the 1st league game.

1.5 Scheduling

- a) The 4th and 5th grade basketball season will generally start the first week of October and continue through the 3rd week of November.
- b) All games postponed due to severe weather or emergency conditions at the game site will be rescheduled by CSAA at a later date in the season. CSAA will make the determination of whether to cancel any regularly scheduled games by 12:00pm on game day.
- c) All games must be played as scheduled. Only the Director of Athletics can make the decision to cancel or reschedule a game.
- d) Games will be scheduled on any day of the week except Sunday. Games will not be scheduled on the following days:
 - Martin Luther King Jr Day (3rd Monday of January)

- President's Day
 - Mid-winter Recess
 - Christmas Day
- e) Before the draft schedule is released, CSAA will request that each participating school submit ten (10) blackout dates to the league office (not including the CSAA Holiday blackout dates). The league will not schedule games on these blackout dates.
- f) All schools MUST be prepared to play Saturday games throughout the course of the season. Blackout dates consisting of all specific days out of the week including Saturday dates will not be accepted.
- g) It is the responsibility of each participating school to ensure that the blackout dates are inclusive of ANY foreseen conflicts that the school may have with playing games on that day. These conflicts include (but are not limited to):
- Field trips
 - Parent teacher conferences
 - School plays/concerts
 - Open school night
 - Voting dates and the day after (only for home school)
 - Half a day
 - Holidays (not including Halloween, Thanksgiving break, Christmas/New Years break, Winter Recess, Spring Break)
 - Testing
- h) Schools will be expected to play on any day that is not listed as a blackout date. Any schedule conflicts presented to the league after the final schedule has been released will be reviewed and a final decision on whether to reschedule the game will be made at the sole discretion of the Director of Athletics.
- i) Blackout dates- Please keep in mind that if you cannot play on a specific day of the week (All Tuesday's) that specific day will be counted towards your blackout dates.

1.6 Playoff Tournament and Tiebreakers

- a) CSAA will determine the playoff dates and seeding once the regular season is complete using the following criteria:
- Division Overall record
 - Head to Head
 - Point against
- b) Any team with an outstanding balance of forfeit fees will be ineligible for playoffs until fees are paid to CSAA.

1.7 Filming

- a) CSAA does have policies and restrictions on filming of league games and future opponents.
- b) Video recordings are not allowed by A.D's or coaches
- c) A.D's and coaches that violate this policy will forfeit two (2) games
- d) Parents and spectators are allowed to film.
- e) Filming will only be allowed for review in case of an altercation or a player gets injured.

1.8 Cancellation of Games

- a) Any cancellations due to weather will be made by CSAA by 12pm.
- b) Rescheduling will be made by the league director and agreed upon by both schools.

2. GAME DAY POLICIES

2.1 Game Duration

- a) All basketball games will consist of fifteen (15) minute halves with running time. The clock will run continuously during out of bounds plays and on the free throw line. The clock will ONLY stop on timeouts and at the referee's direction.
- b) During the last minute of the 1st half, the clock will stop on all whistles. During the last two minutes of the 2nd half the clock will stop on all whistles.
- c) Each team will be given five (5) time-outs per game: three (3) full and two (2) 30-second timeouts
- d) There will be a three (3) minute half-time break before the 2nd half starts.
- e) All teams should arrive to the game site at least thirty (30) minutes before scheduled game time.
 - If a team cannot arrive at the game site by the scheduled start time, they should immediately notify the Director of Athletics of the delay and their expected arrival time.

2.2 Forfeits

- c) All forfeited games are entered into the standings as a 5-0 loss.
- d) A fifteen (15) minute forfeit time is allowed for all games. This will be strictly enforced by the referees unless extra time is authorized by Director of Athletics.
 - All teams must have at least five (5) players to start an official game. Teams that have less than five (5) players by the designated forfeit time will forfeit the game.
- e) All teams that have to forfeit a Saturday game must inform the league via phone call or email by 3pm on Friday.
- f) Any team forfeiting 3 games in a season will be dropped from the schedule without refund of league fees.

2.3 Suspension /Ejection of Student/Coaches

- a) Any player ejected from a game must leave the immediate playing area.
 - Players ejected from a game for unsportsmanlike behavior will face a minimum one-game suspension.
- b) Any coach ejected from a game must leave the immediate playing area.
 - If a coach is ejected from the game and there is no other coach to handle the coaching duties, the game will be called and awarded to the opposing team.
 - Coaches ejected from a game for unsportsmanlike behavior will face a minimum two-game suspension.

2.4 Equipment and Safety

- a) Each team is required to bring at least one (1) properly inflated, leather indoor basketball to each game.
- b) Each team will be consulted on the choice of game ball. If no agreement is made between the teams, the referees will make the final determination as to which ball is used for the game.
- c) Both teams will be allowed time to warm up before each half (time permitting).

- d) Referees will go over any court-specific rules with the coaches before the start of the game (such as the extended back court line in certain gyms)
- e) An AED must be present in all buildings where games are played. CSAA mandates AED/CPR certification for all coaches.

2.5 Protests Protocol

- a) Protests of a referee's judgment call will not be allowed. Judgment calls include (but are not limited to):
 - Foul Calls – (block/charge)
 - Traveling violations
 - Goaltending
 - Boundary calls
 - Possession calls
- b) All protests of rules interpretations/athlete eligibility/scorebook keeping must be made in writing and emailed to the Director of Athletics within 24 hours of completion of the game.
- c) The Director of Athletics and CSAA Commissioner (tymoorecsaanyc@aol.com) will investigate all protests and will deliver a ruling within 48 hours of receipt of protest. If a ruling cannot be made within 48 hours, the protesting coach will be notified of the delay and informed of when to expect ruling.

2.7 Sportsmanship Policy

- a) All teams are expected to show sportsmanship before, during, and after each game. Coaches and players must line up and shake hands before and after each game. Exceptions to this rule are made for injured players after the coach informs the referees/Game Supervisor of the injury.
- b) Players must keep their jerseys on during the postgame sportsmanship line. If a player removes their jersey before the sportsmanship line, that player will be suspended for their next game.
- c) Players who do not participate in the sportsmanship line will be suspended for their next game.
- d) Coaches who do not participate in the sportsmanship line will be suspended for their next two (2) games.
- e) Only coaches, players, and managers are allowed on the bench during the game. Coaches and managers must be in team apparel/colors and players must be in uniform. No spectators are allowed on the team bench during the game. All teams are responsible for removing their trash from the bench area after the game.
- f) Coaches are responsible for the actions of their players and spectators on and off the court.
- g) Foul language, profanity, obscene gestures, abuse of the referees and any other unsportsmanlike actions will not be tolerated from any coaches or players and may result in a technical foul, ejection from the current game, suspension from subsequent games and/or ejection from the league.
- h) Any player that is assessed a technical foul for unsportsmanlike behavior must immediately leave the game until they regain their composure.
- i) Any player or coach ejected from a game must immediately leave the gym. If a coach is ejected from the game and there is no other coach to handle the coaching duties, the game will be called and awarded to the opposing team.
- j) Players ejected from a game for unsportsmanlike behavior will face a minimum one-game suspension.
- k) Coaches ejected from a game for unsportsmanlike behavior will face a minimum two-game suspension.

- l) The Director of High School Athletics will notify the school's athletic director of the ejection immediately after the game.
- m) Coaches may appeal the suspensions of a student-athlete, but the final decision will be made by the CSAA Commissioner.

2.8 Fighting/Altercations

- a) Fighting of any kind will not be tolerated. Any player who throws a punch will be ejected for fighting and automatically suspended for their next game.
- b) Coaches are responsible for controlling their benches during an altercation. If a player leaves the bench to participate in an on-court altercation, that player will be ejected from the game and suspended for the next game.
- c) After a review of the incident (which can include statements from the coaches, referees, Game Supervisor and/or any video footage), additional penalties can be assessed at the discretion of the Director of Athletics.

2.9 Spectators and Cheerleading

- a) Each school should submit their gym spectator policy to the league before their first scheduled home game.
- b) A team technical foul will be given to fans or parents who disrupt the flow of the game at the referee's or Game Supervisor's discretion. If the disruption continues, the fan or parent will be asked to leave the event. If he/she refuses to leave the gym, the team that's being supported by the unruly fan will forfeit the game.
- c) Cheerleaders are an extension of the team, and must also be accommodated at all home and away gym locations.
- d) Home team cheerleaders should cheer on Home team sidelines or designated area if available.
- e) Home team cheerleaders cannot cheer on the away team's sideline/bench. Away team cheerleaders cannot cheer behind the home team's bench.
- f) Cheerleaders can cheer or boo during free throws attempts.
- g) Cheerleaders are just like the players and can be ejected/ suspended from a game for disorderly behavior at the referee or Game Supervisor's discretion.
- h) Half time is three (3) minutes long, and in the event that both schools have cheerleaders one (1) minute performing time will be granted to each cheerleading team.

2.10 Sound and PA Announcements

- a) Pre-game music and music during time outs is allowed. CSAA expects all music and sounds to be good taste with no profanity.
 - Cannot make fun of players, nor use nick names
- b) Play-by-play announcing is not allowed during league games and may only be used in exhibition or all-star games.

3. GAMEPLAY RULES

3.1 General Rules

- a) Two (2) 14 minute halves running time (CLOCK RUNS ON FOUL LINE)
- b) 1 minute stop time at the end of the first and 2 minute stop time at the end of the second half

- c) After 5 team fouls of each half begins the 1 and 1 bonus
- d) After 7 team fouls of each half begins the 2 shot double bonus
- e) Clock doesn't stop during free throws
- f) 5 personnel fouls will result in a player fouling out of the game.
- g) All tech fouls will count as a personal foul
- h) Each player must sign the official scorebook at the scorer's table for themselves before the start of the game.
 - If a player does not sign the scorebook for themselves, the team will be assessed a two (2) shot technical foul.
 - If a player does not sign the scorebook and enters the game, the team will be assessed a two (2) shot technical foul.

3.2 Defensive rules

- a) Only a 2-3 zone is allowed
- b) The center must stay in the paint
- c) The right guard and right forward may not pass the left elbow line and same for the left side
- d) The forwards and the center can't be positioned above the foul line extended
- e) No full court press is allowed
- f) Guards must be inside the 3 point line until the ball passes half court
- g) The last 2 minutes OF EACH HALF the defense is allowed to full court press and play any defensive set they choose.

3.3 Game Time

- a) Each team must arrive a ½ hour before the scheduled game time.
- b) Each team must be dressed 15 minutes before scheduled game time
- c) Players must check in at the scorer's table before each game
- d) Each team will be given 5 times-outs (3 full) & (2 30-second) per game
- e) Half time is 3 minutes before the game whistle blows.
- f) There is a 15 minute grace period before forfeit takes place.

3.4 Possessions

- a) Game starts on a jump ball, alternate possession after that.

3.5 Fouls/Techs

- a) Any action that seems harmful to the league and other players will be taken to the commissioner for possible multi-game suspension or expulsion from the league
- b) Technical fouls can be given to players that are not in the game.
- c) No taunting or staring down opponents (tech).

3.6 Other Penalties

- a) second possession rule
- b) Line infractions
- c) 10 seconds to reach half-court

3.7 Overtime period

- a) The first overtime session is 3 minutes (1 extra time-out) if a team has time-out left from regulation they may use those time-outs during the first overtime period
- b) The second and third O.T is 2 minutes (1 time-outs)
- c) Game ends in a tie after the 3rd overtime unless it's the playoff
- d) 1 minute stop time in each over-time period

3.8 Playoffs

- a) Playoff games will follow the same rules as regular season games with the following exceptions:
 - A player must have been active for half of the regular season games to be eligible for the playoffs. If required, a coach must provide supporting evidence to prove a player's playoff eligibility.
 - No playoff game may end in a tie. If a game remains tied after the 3rd overtime period, subsequent 1 minute overtime periods will be played until a winner is determined.

3.9 AED

- a) The Charter School Athletic Association Mandates AED/CPR Certification for All Coaches.
- b) Games cannot proceed unless home team or host school is present with required AED unit.