

**Hamilton CYO Basketball**  
**General Rules**

**PLAYER ELIGIBILITY**

**Grade School Students:** Every player must be a student in the Parish's School or a registered Parishioner and a member of the Parish's REP (CCD) Program.

**High School Students:** All high school players must play for the Parish in which his/her family is registered. All rosters must be verified by the Parish Rep and the Pastor prior to the start of the season. Non-Catholic students who attend Badin HS may play for the Parish in whose boundary he/she lives but is **ineligible** to play in the CYO State Tournament. Any player who was originally cut from Badin High School try-outs is eligible. If a player makes the Badin team and voluntarily quits, the play is **ineligible**.

**Grade Requirements:** At the discretion of the individual Parishes and/or Booster Organization.

**FEES**

There is no Hamilton CYO League Fee for Grade School Teams. For High School, there is a \$200 per team League Fee for each High School Team

Referee fees are as follows:

- 3<sup>rd</sup>, 4<sup>th</sup>, & 5<sup>th</sup>: **\$20.00**
- 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup> & HS **\$25.00**

Forfeiture fee: **\$75.00\***

\* The forfeiture fee is intended to strongly remind teams that games are not to be taken lightly. It is very expensive to conduct one basketball game, so, please structure your teams appropriately so that there won't be forfeits due to lack of attendance or commitment. The fee is not only intended to assist CYO in recovering lost game costs but, more importantly, to discourage this type of behavior. Thank you.

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**Practices:** Practices may begin the first Monday following the conclusion of the CYO Football Season. No tryouts or “open gyms” permitted for the purpose of playing CYO Basketball prior to this date!

**3 seconds:** the entire lane

**Time-Outs:** 4 one-minute timeouts per game. (Unused time-outs may be carried over into overtime period.) One additional one minute time-out is granted for each overtime period. Time-outs may be called from the bench.

**Pressing:** See League Rules for your league.

**Clock:** See League Rules for your league.

**3-point shot:** See League Rules for your league.

**Super Bonus** (on the 10th foul): In effect.

**Overtime:** Overtime periods will be three minutes in length.

**Technical Fouls:** The first technical on a coach he'll have to sit for the remainder of the game, the second is immediate ejection and one game suspension (no appeals). A player also gets two unless it's unsportmanlike (ie: fighting or cussing) this is immediate ejection with a one game suspension. A technical foul on the bench will be assessed to the head coach; allowed two per game with same consequences as above.

**Coach Ejections:** If a referee feels it's in the best interest of diffusing the situation, said referee has the authority to eject a coach from a game irregardless if a technical foul was called against said coach. If the ejection stands alone or is issued in conjunction with only one technical foul, said coach will not be subject to the imposed next game suspension. As in any game ejection, there will be no appeals.

**Dunking:** There will be no dunking or hanging on the rims in either warm-ups or during the game. Penalty: Technical foul, immediate ejection and next game suspension.

**Fans:** The conduct of the fans is the responsibility of the head coach. In the event of unruly fans, the head coach will be issued a warning. If the conduct continues, the head coach will be assessed a technical foul.

**Score Sheets:** Each team is required to bring a completed score sheet to each game for the scorebook (three-hole punched on both sides.) Failure to submit a completed score sheet prior to the start of the game will result in a technical foul being assessed to the team. Prior to the start of the game, the opposing team will shoot two free throws. The game will still begin with a jump ball.

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**GENERAL RULES (continued):**

**Combined Leagues:** Any combined league plays by the higher grades rules.

**Referee Fees:** The referees will be paid by the head coach prior to the start of the game.

**Prayer:** Each game will start with a prayer at half court with both teams participating. A member from the designated home team will recite the CYO Prayer. Coaches, cheerleaders and referees are encouraged to join the players.

**Forfeit:** If a game is forfeited (i.e., due to lack of players, etc), both teams are still responsible for paying the officials. In addition, the forfeiting team must also pay a \$75 penalty fee, made payable to the Hamilton CYO and to be received by CYO Treasurer or CYO Basketball Director prior to the next game.

**Forfeiture Policy:** In light of lower school enrollment and fewer schools, Hamilton CYO will continue to encourage participation by supporting teams with less than 8 players on the roster. This move is intended to preserve the formation of leagues with enough teams to yield a reasonable game schedule. As a consequence, teams with smaller rosters introduce a higher risk of game forfeiture. In light of this risk, Hamilton CYO is issuing a new forfeiture policy effective with the 2005-2006 basketball season.

**Game Forfeiture:**

Each team is to provide at least 5 players to start an official game. If one team fails to show with at least five players on their permanent roster, they will forfeit the game and be assessed a loss. If a team starts an official game and all but one player is left due to foul outs or injuries, the team also forfeits. One player cannot pass the ball in bounds to his/her teammate if there is only one player left. So, after starting with a minimum of 5 players, a team must have a minimum of 2 players to continue an official game. The official score keeper would note the forfeiture on the score sheet for the appropriate team with an official score of 2-0. If both teams fail, the game will be declared a double forfeit and both teams will be assessed a loss with a score of 0-0 in the official score book. Both teams will still be responsible to pay the referees.

**Forfeiture Fee:**

If no game is played, a forfeiture fee of \$75 will be assessed to the team that forfeits. In case of a double forfeiture, both teams will split the \$75 forfeiture fee. This fee is to be paid to Hamilton CYO prior to the next scheduled game or the payee (team) will incur another forfeit until the fee is paid. The parish Athletic Director (representing the payee) will be responsible in collecting this fee and delivering it the CYO Basketball Director.

**Fee Waiver:**

The forfeiture fee will be waived if a suitable substitute player is found to participate and a game can be played. A suitable participant must be an eligible player, either from the other bench or from the same parish but a different team. If the parish has more than one team per grade, it is encouraged to substitute with the same grade level but playing "up" is also allowed. This player can be added to the score sheet and noted as a substitute by the official score keeper. As long as five players represent each team, a game may be played without the fee. This game is still declared a forfeit and the appropriate team will still be assessed the loss. Also, in the case where an official game is started but, due to foul outs or injuries, a team is left with one player, the fee is also waived in the case of this forfeiture. The fee waiver is only intended to support the playing of a game noting that the facility, time keeper, and referees are available to execute the playing of the game.

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**GENERAL RULES (continued):**

**Uniforms:** Jerseys must have legal numbers on front and back. (0, 1, and 2 are legal numbers; any digit over 5 is an illegal number.) Shorts: The entire team must have the same type and color. No pockets are permitted. Shorts with pockets must have the pockets sewn closed. Any names on the back of the jersey must be the player's family name. (No nicknames, etc) No altering of the uniform (i.e., cutoff sleeves, sides).

**T-shirts:** may be worn beneath the uniform but must be white or the same color as the uniform jersey. All players must have the same color.

**Jewelry:** none allowed - no exceptions. (Includes rings, watches, barrettes, earrings, necklaces, etc.) Remind parents with regard to ear-piercing at Christmas time.

**Uniform Conflict:** If there is a uniform conflict (both teams having same jersey color), it is the designated **home team's responsibility** to supply its own alternate jersey. Failure to do so will result in a forfeit. Please plan ahead. (Note: Parishes are strongly encouraged to buy reversible jerseys.)

**Non-players:** No non-player of the game in progress is permitted on the floor to shoot prior to, at half time or during timeouts. (Please ask your players and siblings to NOT bring extra basketballs to the game.)

**Water Bottles:** Players may have water bottles (with closed top) on the bench. Cups or open containers are not permitted.

\*\* **First Aid:** There will be a First Aid Kit at the scorer's table of each gym. (i.e., band-aids, tape, gauze and plastic zip-lock bags for ice. No aspirin.) Emergencies - call 911.

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**GENERAL RULES (continued):**

***Playing Time:*** Refer to the below from the CYO Board By-Laws:

**Section B      Athletic Program - Playing Time**

The athletic programs consist of four levels of play: Introductory, Transitional, Junior High and High School.

1. Students in Grades Four and below play at the Introductory level. The purpose of this level is to introduce students to the applicable sport, teach fundamentals, and to promote an interest in the sport. In keeping with the Hamilton CYO mission to promote sportsmanship and Christian values above the pursuit of victory, it is important at all levels, but particularly important during this introductory period, that each student's self confidence be nurtured and that no student in a CYO program be made to feel inferior. Many students, while not skilled in their sport today, may one day grow and mature into exceptional athletes. Therefore, it is vital that coaches include all students fully in practice and in each game, teaching fundamental skills to every participant.

- a. Timed Sports. The goal is for playing time to be fair and equal. However, it is recognized that the flow of each game may preclude exact substitutions to achieve this goal. Therefore, the minimum requirement for any individual game is such that no player's playing time exceed 150% of another's (that is, if the player with the least playing time played for only 10 minutes, then the maximum playing time received by any other player would be 15 minutes). For teams which choose to rotate their players by quarter, then no player's time may exceed another's by more than one quarter. This policy is to recognize the difficulty of exactly achieving the equal playing time goal in each individual game; it is not a policy to grant extra playing time to select players. Therefore, it is expected that each player would receive above and below average playing time in various games and that over the course of a season, playing time would be nearly equal. Teams are also expected to vary their position roster and starting line-up, so that every player has the opportunity to start the game and to play at various positions.
- b. Volleyball. The continuous rotation format should be used. Additionally, to ensure equalization of playing time, to allow each player to serve and to start, it is expected that teams will vary the starting line-up for each game.

2. Students in Grades Five and Six play at the Transitional level. At this level, instruction in the sport and development of skills continues, while the competitive nature of each sport is also recognized. However, the goal to win is tempered by the need to continue instruction and development; therefore, it is important that all players still be guaranteed a significant amount of quality playing time each game.

- a. Timed Sports. No player should have playing time exceeding twice that of another and every player should participate in each half of the game.
- b. Volleyball. Playing time should continue to be nearly equal, with no student's playing time exceeding twice that of another's. All players should start at least one game and serve at least once during a match; however, the continuous rotation format need not be used.

3. Students in Grades Seven and Eight play at the Junior High level. At this level play is more competitive, and therefore skilled players may receive significantly more playing time; however, all players are still guaranteed a minimum amount of playing time.

- a. Timed Sports. Each player should have total playing time of at least one fourth of the game.
- b. Volleyball. Total playing time for a match should be equivalent to at least one game.

4. Students in Ninth grade and above play at the High School level. At this level play is fully competitive with playing time being left to the discretion of the head coach.

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**GENERAL RULES (continued):**

***Playing Time (continued):***

5. Enforcement. All coaches, student participants and parents of participants will be informed of these standards prior to the start of each season. Responsibility and accountability for the implementation of these standards resides with each team's head coach. Responsibility for the enforcement of these standards resides with each member Parish; therefore, any questions concerning the proper implementation of these standards should first be brought to the attention of the Parish Athletic Director or appropriate Athletic/Sports/Booster Association member. However, for those cases which can not be resolved at the Parish level, the CYO Board will assume responsibility for enforcement.

6. Exceptions. The playing time requirements are suspended for any player who: has been suspended or expelled from school; commits a flagrant or unsportsmanlike foul or exhibits unsportsmanlike conduct; has been injured during play; or who accumulates three or more fouls in basketball. Coaches are also authorized to reduce a student's minimum playing time on a single game basis for any student who fails to attend a regularly scheduled practice during the period following the previous game.

7. Participation. To maximize participation, there is no limit to the number of teams a Parish may field. Parishes are encouraged to form as many teams as student interest allows. Additionally, should a Parish have enough interested students to field a team, but fewer than the League's maximum team size, then all applicants will be placed on the team.

**These are just guidelines, CYO DOES NOT and WILL NOT mandate and/or enforce playing time rules. This is the responsibility of the individual parishes and it is their job to set rules and monitor.**