

# Community Basketball League

## Rule Book

**Last Updated – November 2017**

**Bad weather conditions:** All teams should try to play games as scheduled. However, if weather conditions make traveling dangerous, either team may cancel games with representative and league approval.

Coaches **may not** cancel games. Only an organization representative with league approval may cancel (coaches - call your representative before 5:00 pm on weekdays and 8:00 am on weekends).

### **GENERAL RULES**

(Competitive and Instructional Divisions)

1. If no officials show up for game, the game should not be played. If one official is present, game must be played.
2. Any game is a forfeit if a team is not dressed and on the floor within 15 minutes after the scheduled starting time.
3. **All** children, **all** divisions, in uniform **must** play.
4. **Never** remove a team from the floor prior to end of the game without referee approval.
5. Each team will receive four (4) timeouts per game. They can be used at any time during the game.
6. All half times will be 5 minutes.
7. In the "no press" situations, the ball and players' both feet must be allowed to cross the half-court line.
8. Overtime periods will be 3 minutes. The game will continue until there is a winner. This applies to ALL competitive divisions.
9. No body piercing, bracelets or jewelry of any kind is allowed on any player. All must be removed. No band-aids or coverings allowed. (As per PIAA Rules).
10. Each organization is responsible for paying one referee at each game.
11. A player cannot play for two different organizations in the same season.
12. No player may play in any other organized basketball league or program during the CBL season. If a player plays in any other program or league, the games he/she has played in the CBL will be forfeited.
13. Each team may have no more than three (3) coaches on the bench during the game.
14. All players must have first and last names written in both score books prior to the start of the game. Failure to comply will result in a technical foul on the team.

## **BOYS & GIRLS COMPETITIVE DIVISION RULES:**

### **ALL ages**

1. **Play two 20-minute halves with a running clock.** The clock stops for all whistles during the last two (2) minutes of each half and last two minutes of each overtime period.
2. When a time-out is called while free throws are being shot, the clock should not start again until all free throws are shot and the ball is touched and deemed in play.
3. One additional time-out per overtime period.

### **Ages 9, 10, & 11**

1. Ball - Intermediate or women's.
2. A 12-foot foul line is used for instructional, 9 and 10-year-old divisions. The 11 and older divisions use the normal foul line.
3. No press allowed except the last 3 minutes of game or overtime. **No press at anytime for the 9-year old division.** Note: In the 9-year-old division, the 10 seconds required to cross half-court runs continuously. In other words, calling a timeout before the ball is advanced to half-court does not reset the time at 10 seconds, but play continues with the number of seconds remaining to advance the ball.
4. No press allowed when ahead by **10 points** or more. If the spread drops below 10 points then both teams can press until the spread goes back up to 10 points.
5. **3-point shot is allowed for 11 year old division ONLY, no 3-point shot for 9 and 10 year old divisions.**

### **Ages 12, 13, & 15**

1. Ball -- Boys (regulation size) Girls (women's size).
2. Normal 15-foot foul line.
3. Press allowed anytime except when ahead by 10 or more points.
4. No press allowed when ahead by 10 points or more. If the spread drops below 10 points then both teams can press until the spread goes back up to 10 points.
5. Three Point shot is allowed.

## **BOYS & GIRLS INSTRUCTIONAL DIVISION RULES:**

1. Play four 6-minute quarters. The clock stops at 3-minute mark of each quarter and each team must make 5 substitutions unless they have 9 or fewer players.
2. All teams must present a lineup. Substitutions must be made by lineup order only, throughout the entire game. No substitutions out of order.
3. **No** substitutions during any 3-minute period unless there is an injury or ejection.
4. **No** press at any time.
5. **No** overtime.
6. **No** playoffs
7. **No** standings will be kept.
8. Once a team leads by ten or more points, the score will be removed from the scoreboard. The team with the lead will not be allowed to defend past the top of the key. At halftime the scoreboard will be reset to 0-0.
9. One timeout every 3 minutes. No other timeouts allowed.

## PLAYERS:

1. Player may not have attained age prior to September 1st for all age groups **(9/01 birthdays may play down)**.
2. Players are expected to exhibit good sportsmanship at all times. Profanity, roughhouse tactics or displays of temper will not be tolerated. Officials may, at their discretion, eject a player from the game for just cause.
3. Any player receiving a technical foul for conduct reasons must sit out for the next 5 minutes (game time).
4. Any player ejected from the game must remain on the bench, under the coach's direct control and oversight, for the remainder of the game. Ejected player(s) may not leave the bench.
5. Any player ejected from a game for disciplinary or technical fouls reasons will be suspended from the next game played and will not be permitted to attend said game in any manner. Violation of this rule will result in forfeiture of that game.
6. Any player ejected from a second game during the playing year for disciplinary or technical foul reasons will be suspended from the CBL for the balance of the playing year, including the playoffs.

## FANS:

1. Any fan who steps onto the court to verbally or physically assault a referee, coach, or player during the course of a game will result in an automatic forfeiture of the game to the opposing team and a \$100 fine to that fan's organization.
2. Any fan that verbally or physically assaults a referee, coach, or player before or after a game, within the facility or grounds, will result in a \$100 fine to that fan's organization.

## COACHES:

1. Coaches are expected to exhibit good sportsmanship at all times and present a good example to their players. Profanity, roughhouse tactics, intimidation of officials or displays of temper will not be tolerated.
2. Coaches or adult assistants must always be present in the locker rooms and throughout the building, whether home or away, whenever a player or players occupy the venue.
3. Only one coach per team may stand during the games. All other coaches must remain seated. (As per PIAA rules.)
4. Disciplinary technical foul against coaches or assistants will result in a \$10 fine for the 1st T, \$15 for the 2nd T, \$25 for the 3rd T/game.
5. Any coach or assistant ejected from a game must leave the room in which the game is being played for the remainder of the game. Such ejection does not relieve the coach from his responsibility for maintenance of team order.
6. Any coach who accumulates three (3) technical fouls during the course of the season will be **suspended from coaching** in the league for the season, including the playoffs.
7. Any communication by a coach, which insinuates physical violence against a referee, opposing coach, player, or fan, will result in **permanent dismissal** from league participation.
8. Any coach or assistant ejected from a game for disciplinary reasons will be suspended from their next game played and will not be permitted to attend or be physically present inside the gym or locker room during that game. Violation of this rule will result in forfeiture of the game.
9. Any coach or assistant ejected from a second game during the playing year for disciplinary reasons will be suspended from the CBL for the balance of the season, including playoffs. Violation of this rule will result in forfeiture of any games, including playoff games.

## **CLOCK:**

1. All divisions except instructional, play two 20-minute halves with a running clock.
2. If a player receives a fifth personal foul, the referee will instruct the clock operator to stop the clock while a substitute is inserted into the game. The clock operator will restart the clock upon the referee's signal.
3. Timekeeper and scorekeeper must be responsible persons.
4. Referee to make final decision.

## **CARDINAL RULES:**

Players play the game.

Coaches coach the game.

Officials officiate the game.

Fans encourage the players.

Concentrate on your area of the game.