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| Basketball Rules |
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| Last revised 5/20/09 |
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### **I. GAME LENGTH**

1. Varsity games will consist of four 6-minute quarters of stop-time.
2. JV games will consist of four 5-minute quarters of stop-time.
3. Overtime will be 2-minute periods.
4. If a third overtime is needed, we will play sudden Death.

### **II. RULES**

1. We will follow the C.I.F. rules.
2. There will be no thirty-second clock. The ball must be advanced within 10 seconds.
3. Back Court will be called in all games.
4. In JV games there will be no full court pressing except for the last minute of each half and throughout the overtime. Varsity will follow this rule only in December.  
Leading team will not be allowed to press after a **20 point lead**. In JV games the leading team must drop back inside the 3-point line after a **20 point lead**. After a **30 point lead** the clock will run.
5. There will be three full time outs, and two 30 second time-outs allowed per game. Players or coaches may call time outs.
6. Only one coach is allowed to stand during the game and only that coach may approach the scorer's table.
7. Bench players are not allowed to make noise during free throws (examples: Stomping feet, yelling, banging bleachers, etc.).
8. Substitutions during two shot fouls will be between free throws.
9. Coaches are responsible for writing all players names and numbers on the score sheet; after the game starts any added players will result in a technical foul and team foul, one for each violation.

### **III. UNIFORM**

1. If athletes wear a t-shirt under their jersey, it must match the color of the jersey (example: you can't wear a white jersey under a blue uniform).
2. No jewelry is allowed (this includes rings, earrings, friendship bracelets, etc.).
3. Shirt tails must be tucked in at all times or the athlete may be asked to leave the court.

#### **IV. RESCHEDULING**

1. All schedule changes must go through the schedule coordinator of the league for approval.

#### **V. ADMISSION**

1. Admission is \$2.00 for adults and \$1.00 for students for League and Tournament Games.

#### **VI. GYM DUTY**

WHEN YOUR SCHOOL HAS GYM DUTY, THE FOLLOWING STEPS MUST BE TAKEN:

1. Have at least two people on duty at all times, especially when in charge of the main gym.
2. Arrive no later than 7:30AM to assist with bleachers, setting up, checking out the area. Remember to open the rest rooms.
3. One person is to be at the entrance at all times to collect admission fees.
4. The other three are to patrol the gym making sure of the following items:
  - a. All spectators are to be seated opposite the player's benches and the scorer's table.
  - b. Check the rest rooms every half-hour for cleanliness and lack of commotion.
  - c. Sweep the playing floor between games and at half-time of each game.
  - d. **NO FOOD OR DRINK IS ALLOWED IN THE GYM AT ANY TIME.**
  - e. Patrol the area around the gym. Boys and girls who are caught messing around are to be sent into the gym or sent home.
5. At the conclusion of the last game of the day, the gym floor is to be swept, the bleachers rolled back in the main gym, the chairs placed under the stage at Ryan's gym. The sidewalk in front of the gym is to be swept up and the junk picked up. Materials (scorebooks, clock controls, money boxes, etc.) are to be given to Tom Neumeier or his assistant.
6. Check bathrooms/locker rooms periodically.
7. Per constitution by-laws a \$ 10.00 per hour fee will be charged to schools not showing for duty unless arrangements have been made prior to date assigned.
8. A \$50 forfeiture fee will be added if you cancel a game without notification.