

# **2020-2021 BASKETBALL RULES**

**DUE TO THE COVID19 PANDEMIC THESE RULES MAY BE MODIFIED  
at any time prior to or during the season**

## **I. NATIONAL FEDERATION RULES**

The National Federation Rules as adopted by the Ohio High School Athletic Association shall be utilized in all situations not specifically covered by the Diocesan Recreation's rules. It is strongly suggested that ALL coaches read and understand the National Federation Rules. If you want to discuss a call with an official, make sure that YOU know the rules.

## **II. STARTING TIME**

Any team not on the floor, in uniform and ready to play five (5) minutes after the scheduled starting time shall forfeit the game. This applies to the first game of the day. Subsequently scheduled games will follow one after another on or about their scheduled times. The five (5) minute grace period shall start immediately after the six-minute warm up period or the actual start time whichever is later. The director may waive forfeit if circumstances involved an extreme emergency.

## **III. GAME LENGTH**

All games shall consist of four quarters each six (6) minutes in length, except the Sr. Reserve (5 minutes). There shall be a one-minute break between quarters. Five (5) minutes at half time. The only exception to this is in the event of a conflict with Mass. Gym supervisors have the right to shorten half time and pre-game warm up to avoid a mass conflict. See exceptions to timing rules in specific league rules. Pre-game warm up will be seven (7) minutes.

## **IV. APPROVED BASKETBALLS**

All grade school and high school leagues shall use the 28.5" to 29" (inch).

## **V. UNIFORMS**

All uniforms must have a number on the front AND on the back of the jersey. A technical foul will be assessed against any team failing to meet the requirement at the start of the game. If a team does not have reversible shirts, a second color jersey must be available if needed. **Players are not to wear their game shoes to the facility.**

## **VI. RESPONSIBILITIES OF THE OFFICIAL SCORER AND TIMER**

The running record of the official score keeper will be recognized as the final score. If the host gym does not provide an official scorer, the home team scorer will be designated as the official scorer. If the home team does not have an official scorer, then the visitor's scorer will be designated as the official scorer. Only the official scorer will be seated at the scorer's table. The head coach may approach the scorer's table during a dead ball to request information regarding the score. **NO OTHER INDIVIDUAL MAY APPROACH, CONVERSE WITH OR COMMUNICATE WITH THE SCORER OR TIMER DURING A GAME.** Each team is responsible for checking with the official scorer on the foul status for each player. Each team is also responsible for verifying the final score with the official scorer.

A. The official scorer shall be responsible for the following:

1. Properly completing the score book
2. Assuring that the scoreboard matches the score book.

3. Communicating vital game information to the coaches and officials, such as time outs used and left, as well as player foul information when not the players first.
  4. Communicating information to coaches at half time, such as time outs used and left, foul information for players with three (3) or more fouls, and informing coaches of players that have not met the playing or sitting requirements of the league.
- B. The time keeper is responsible for the following:
1. Keeping the time and the score on the scoreboard.
  2. Communicating with the scorer to ensure consistency.

## **VII. PLAYER ADMISSION AND GATE FEES**

All players and coaches should check in at the gate attendants table for verification. Once the gate attendant approves the individual or group, they may enter the gym. Admission fees may be \$3.00 for adults and \$2.00 for students over the age of five (5) years. Preschool students are admitted free.

Each hosting parish or school will be given a pass list for coaches and assistants. Team rosters will be made available for all hosting venues to help track the 2-spectator limit per athlete. These forms are to be kept until further notice.

## **VIII. LOCKER ROOM USE**

No team shall go into the locker room. Coaches should discourage players from bringing valuables to a game. If players do bring valuables to a game, the valuables should be kept with the team on the bench.

## **IX. RUNNING CLOCK RESERVE AND JR. RESERVE ONLY**

A. When a "running clock" is used, the clock shall run continuously for the first three (3) minutes of each quarter except during the following instances:

- When stopped by an official for any reason
- During time-outs.
- During free throws. The clock is to be stopped as soon as the timer realizes that free throws are to be taken.
- Whenever there is a discussion among officials, the scorer and/or coaches will momentarily stop the game.
- During the final three (3) minutes of each quarter and during overtime periods, the clock shall be a regular clock

## **X. OFFICIAL SCORE AND SCORE REPORTING**

A. The coach of each team **MUST** email in the score by 10:00pm the day of the game.

A score reporting form is located on the recreation website at

[www.columbuscatholic.org/recreation](http://www.columbuscatholic.org/recreation)

The preferred method of reporting the score is via the website! If you are unable to access the website, you may email the scores to [mraines@columbuscatholic.org](mailto:mraines@columbuscatholic.org) or phone them to the DRA office at 614-241-2580.

B. The information to report must include:

1. The name of the league.

2. The scheduled date of the game.
3. The scheduled time of the game.
4. The team name as they appear on the schedule.
5. The score of the game and the winning team.

#### **XI. COACHES**

- A. The maximum number of coaches allowed on the bench is two. A volunteer to help monitor mask and social distancing rules may be seated on the bench. **NO OTHERS MAY BE ON THE BENCH. Only rostered players plus two coaches and the COVID monitor may be seated on the bench.** Everyone else must sit in the bleachers. All head coaches and assistant coaches **MUST** be listed on the Diocesan coach’s roster.
- B. This year, anyone high school age and below, may not be seated on the bench as the team would not be compliant with the 2-deep policy.
- C. All head coaches and assistant coaches MUST be listed on the Diocesan Coaches roster.**

#### **XII. OFFICIATING FEES**

LEAGUE	2 OFFICIALS FEE	OFFICIALS FEE	1 OFFICIAL FEE	OFFICIAL FEE
High School	\$45.00 - Game	\$45.00 - Game	\$35.00 – Game	\$70.00 – Game
Varsity	\$45.00 - Game	\$45.00 - Game	\$35.00 – Game	\$70.00 – Game
Jr. Varsity	\$45.00 - Game	\$45.00 - Game	\$35.00 – Game	\$70.00 – Game
Sr. Reserve	\$40.00 - Game	\$40.00 - Game	\$30.00 - Game	\$60.00 - Game
Reserve	\$40.00 - Game	\$40.00 - Game	\$30.00 – Game	\$60.00 – Game
Jr. Reserve	\$40.00 - Game	\$40.00 - Game	\$30.00 – Game	\$60.00 – Game

- A. ALL payments to officials are to be made in cash. A parish check may be used.
- B. Any team forfeiting a game shall pay the **ENTIRE** officials fee for **BOTH** teams.

#### **XIII. PRAYER**

After warm-ups, the home team, as listed on the schedule, will lead one of the prayers on the official prayer list and the “Our Father”. Prayers should be conducted at mid court with all players, coaches, parents, and spectators encouraged to participate. **Players and coaches may want to form two rows; arm’s length apart, in order to socially distance. Masks are to be worn.**

#### **XIV. UNIFORMS (REVERSIBLE) AND BENCHES**

- A. The home team will wear white or light-colored jerseys. Undershirts must be the same color as the jersey. The only exception to the undershirt color is if you are wearing reversible shirts, your undershirt may be either color of the reversible shirt. The entire team must have the same color undershirt, 3 players cannot wear blue and 2 wear white. The referee will make the final decision on any uniform problems. If there is any disagreement on the bench designations, the home team may choose the bench that they prefer.
- B. Players will not be allowed on the gym floor wearing earrings or jewelry of any kind. See the rule in the NFHS rulebook.

## **XV. FEES, FORMS & SCHEDULES**

- A. All eligibility rosters, approved online parent consent forms are due no later than Jan. 6. (If at all possible to have them in by Dec. 18 would help us with checking them) 2.  
**Missing forms and problems with paperwork must be corrected and submitted by the Wednesday prior to the first game. If the forms are not submitted, the athletes will not be permitted to participate in the first weekend of games. Approved parent consent forms must be submitted prior to being eligible to play.**  
**COVID 19 waiver must be signed by all players and coaches prior to the first practice. These waivers are to be kept on file at the parish until further notice**

- XVI. Basketball schedules will be released via the internet, hopefully, no later than Jan.11, 2021.  
[www.columbuscatholic.org/recreation](http://www.columbuscatholic.org/recreation)

## **XVII.CANCELLATIONS AND POSTPONEMENTS**

- A. The Diocesan Recreation Association reserves the right to cancel or postpone games in an emergency.
- B. Games may be cancelled for the following situations:  
**COVID 19—this will be recorded as a no contest. Neither team wins nor loses.**
1. Inclement weather
  2. Damage to game facilities.
  3. Conflict with facility schedule.
  4. Other conflicts or situations as deemed by the league commissioner.
- C. Due to the tightness of the facilities this year, no games will be rescheduled if cancelled due to COVID or weather.
- D. Games that have not been officially cancelled or postponed by the DRA will be forfeited by the team or teams failing to show up ready to play. Each case will be reviewed individually.  
There will not be a tournament in 2020-2021

## **XVIII.DISCIPLINE**

Discipline is a big part of our program. Missing practice should not mean a player couldn't play in the next game, if she has a reasonable excuse. Maybe not as a starter, but she should play. You must decide what is reasonable and set those rules **before** the first practice and be sure **ALL** players follow the rules. Examples of reasonable excuses would include illness and doctor appointments.

## **XIX. SPECIAL CALL UP RULES FOR BASKETBALL**

- A. If approved by the league commissioner, a player may temporarily move up to play for Another team in her parish in an emergency. (**See administrative rules VII in front of packet for specifics.**)
- B. In basketball a player may not participate in more than six ( 6) **quarters in one day.**

## **XX. VIDEOTAPING OF GAME**

- A. It is permissible for a parish team or its team representative to videotape or film a game which said team is participating.
- B. It is not permissible for a team or parish team representative to videotape or film games of other teams without written consent of the participating teams.
- C. Spectators can film games for family or private use.
- D. Parish teams and coaches may exchange game videos and films for coaching

and scouting purposes.

- E. Violators will be subject to the suspension rule and or other penalties deemed by the commissioner.

### **HIGH SCHOOL, VARSITY & JR. VARSITY LEAGUE SPECIFIC RULES**

- I. A regular clock shall be used.
- II. Length of pre-game shall be eight (8) minutes. CYO High School is six (6) minutes.
- III. Length of half time shall be **five (5) minutes** (three minutes for high school)
  - A. For the safety of all concerned, there will be no cheerleaders this year. (2020-2021)
- IV. Each team must have **two (2) minutes** to warm up at half time
- V. Overtime periods shall be **two (2) minutes in length**.
- VI. Each team will have three (3) full (60 second) time outs and two 30-second time outs.

### **VII. COMPETITIVE PLAYER PARTICIPATION IN VARSITY & JR. VARSITY LEAGUES**

- A. **Games can begin with four (4) players.**
- B. All eligible players must participate in each game according to this scale: 6 or 7 players present—MINIMUM 6 minutes of playing time  
8 or 9 players present—MINIMUM 5 minutes of playing time  
10 or more players present—MINIMUM 4 minutes of playing time
- C. The clock must run while the player is on the floor.
- D. Suspended players are to be announced as being suspended, prior to the start of the game.
- E. Coaches who check reason code 2, 3, 4, or 6 on the roster form may determine the amount of playing time for said player (zero minutes to \_?? whatever the coach establishes)
- F. At the beginning of the 3<sup>rd</sup> quarter all eligible players who have not participated **MUST** enter the game at that time so as to begin to meet the playing time requirement. There shall be no protests following the game concerning player participation. Both coaches should check with the scorer's table to verify that each team is in compliance. Officials need to make sure this procedure is followed. **If there is discovery after the game of non-participation, the coach will face possible suspension and/or playing time mandates.**
- G. Wide Marginal Wins  
The parish league is intended to be EDUCATIONAL and PARTICIPATORY. It is strongly urged that each coach play all players EQUALLY. Coaches, as ethical, people, should insure that NO running up of scores takes place. Wide marginal wins can be interpreted as UNSPORTING CONDUCT ON BEHALF OF THE COACHES.

**If a team is ahead by 30 points in the 4<sup>th</sup> quarter, a running clock will be used until the margin drops to 20 points. At that time, a regular clock will be used. The running clock will be in effect for the entire quarter. Stoppage will only occur for a foul shot, time out, injury or an extended delay.**

## **VIII. RECREATION PLAYER PARTICIPATION IN VARSITY & JR. VARSITY LEAGUES**

### **A. Games can begin with 4 players**

- B. All players **MUST** play 1 & 1/2 quarters (approx. 9 minutes). If a team has 10 or more players present, the required playing time is seven (7) minutes. All players who have not yet played must enter the game at the beginning of the 3rd quarter and begin to meet the requirement. Any combination of the minutes is acceptable. Opposing coaches should monitor each other (failure to comply with rules will result in suspension of coaches and or mandated playing times).
- C. Suspended players are to be announced as being suspended, prior to the start of the game.
- D. If a player arrives late, the coach may use his discretion as to whether to allow the player to participate. (See VII D)

## **IX. All teams must ensure that their complete and accurate eligibility rosters have been turned into the official scorer 10 minutes **PRIOR** to the game.**

### **A. This information is to include:**

- 1. Complete roster, including suspended, ill and absent players, in numerical order. Suspended, ill and absent players must be so noted on the roster.
- 2. Last name of each player
- 3. The numbers of the five starters

### **B. Failure to adhere to this rule will result in a technical foul, if the game is delayed at the start.**

## **X. The following rule is in effect during the **entire game**.**

### **A. If a team is ahead by 20 points or more, they may not apply full court throw-in pressure.**

### **B. If a team is ahead by 30 points in the 4<sup>th</sup> quarter, a running clock will be used until the margin drops to 20 points. At that time, a regular clock will be used.**

## **XI. The penalties for violating the rule X, shall be as follows.**

### **A. First violation shall result in a warning.**

### **B. Subsequent violations shall result in a technical foul being assessed only against the team, not the coach.**

# SR. RESERVE, RESERVE & JR. RESERVE LEAGUE SPECIFIC RULES

## I. Games can begin with four (4) players

II. All teams must ensure their complete and accurate eligibility rosters have been turned into the official scorer five (5) minutes prior to the start of the game. Complete roster in numerical order to include suspended, ill and absent players with the reason code marked. Indicate the starters on the roster. Failure to adhere to this rule will result in a technical foul if the game is delayed at the start.

## III. Sr. Reserve Specific Rules

- A. A regulation game will consist of 4 quarters, 5 minutes in length.
- B. A regular clock will be used. Each team will have 3 full time outs and 1 additional time out for each overtime period. There are NO 30 second time outs.
- C. The pre-game warm up will be seven (7 ) minutes. Half time is a mandatory 5 minutes in length.
- D. All overtime periods are 2 minutes in length with a “regular clock”.
- E. Player Participation
  1. All players must play at least **1 COMPLETE UNINTERRUPTED QUARTER and appear in at least one other quarter. If a roster has 10 or more players present, the requirement is 1 complete uninterrupted quarter.**
    - An entire physical quarter must be played. Three (3) minutes in two (2) different quarters does **not** meet this requirement.
    - Illness, injury, and fouling out of a game are exceptions. Also, parents may request on a game by game basis, via a written and signed note, asking that their daughter not play a full quarter due to an extended illness or injury.
    - At the beginning of the 3<sup>rd</sup> quarter, both coaches and officials should check the scorebook to see who has not played. Teams must substitute down to at least five (5) players of the requirement. **The fourth quarter will not start until all players have entered the game.** Take care of it on the spot. Coaches will face possible suspension and/or playing time mandates for non-compliance.
    - Players that have not played a full uninterrupted quarter should start at the beginning of the third quarter, but must start no later than the start of the fourth quarter. They **MUST** play a full-uninterrupted quarter.
    - Coaches who check reason code 2, 3, 4, or 6 on the roster form may determine the amount of playing time for said player (zero minutes to \_??\_whatever the coach establishes)
- F. The Sr. Reserve foul line will be **fifteen (15) feet**, as in high school.
- G. Three (3) point goals are permitted at the Senior Reserve level.
- H. Live ball pressure is always permitted, no matter what the score is in a game. A team may always apply back court pressure on rebounds, outlet passes, and any offensive action initiated by non-throw-ins.
- I. **WIDE MARGIN WINS**--In the event a team is ahead by the score of 12 or more points, they may continue to apply live ball pressure. However, a team ahead in the score by 12 or more points may not at any time apply back court throw-in pressure. The defense may apply pressure once the Offensive player achieves front court status (both feet and the game ball have crossed over the half court line.)
- J. The penalties for violating the “press rule” shall be as follows: The first violation shall result in a warning by the game officials. Subsequent violation shall result in a technical foul being

assessed only against the team, not the coach.

#### IV. RESERVE, AND JR. RESERVE PLAY A QUARTER:

- A. Games can begin with four (4) players
- B. A regulation game will consist of 4 quarters, 6 minutes in length. Each team will have 3 full time outs and 1 additional time out for each overtime period. There are NO 30 second time outs.
- C. The pre-game warm up will be seven (7) minutes. Half time is a mandatory 5 minutes in length.
- D. All overtime periods are 2 minutes in length with a “regular clock”. After two (2) overtime periods are played, if the game is still tied, the result will be a tie. There are no sudden death periods.
- E. Player Participation: Every player on the team must play at least 1 complete uninterrupted quarter and appear in another quarter. If a team has 10 or more players present, the requirement is 1 complete uninterrupted quarter. An entire physical quarter must be played. Three (3) minutes in two (2) different quarters does **not** meet this requirement.
- F. At half time and before the start of the third quarter, **BOTH COACHES** are to check with the official scorer to verify which players have not played a full-uninterrupted quarter.
- G. Players that have not played a full uninterrupted quarter should start at the beginning of the third quarter, but must start no later than the start of the fourth quarter. They **MUST** play a full-uninterrupted quarter.
- H. If there is discovery after the game of non-participation, the coach will face possible suspension.
- I. Each player must be listed on the score sheet and have at least one full quarter of playing time and appear in another quarter. The only acceptable reason for interruption will be because of illness, injury or fouling out. Coaches will face possible suspension and/or playing time mandates for non-compliance.
- J. Coaches who check reason code 2, 3, 4, or 6 on the roster form may determine the amount of playing time for said player (zero minutes to \_??whatever the coach establishes)
- K. Illness, injury, and fouling out of a game are exceptions. In addition, parent may request on a game-by-game basis, via a written and signed note, requesting that their daughter not play a full quarter due to an extended illness or injury during the week of a particular game.
- L. RESERVE  
If the point spread is twelve (12) or more points, a team may not, at any time apply back court **throw-in pressure**. The defense may apply pressure once the offensive player achieves front court status (both feet and the ball have crossed over the half court line.) Defenders can be no closer than an imaginary line that runs parallel to the midcourt line, from sideline to sideline, that crosses through the back end of the center circle.

#### V. BACK COURT PRESSURE RULE

- A. **The 4<sup>th</sup> Grade Junior Reserve** teams may **not** apply back court pressure at anytime during the playing of a game, including all overtime periods. The defense must take position in the front court and may only apply pressure when and after the offensive player, with the ball, achieves front court status (when both feet and the ball have crossed over the half court line).  
Defenders can be no closer than an imaginary line that runs parallel to the midcourt line, from sideline to sideline, that crosses through the back end of the center circle.

B. **The 5<sup>th</sup> Grade Reserve** teams may not apply back court thrown-in pressure at any time during the playing of the first 3 quarters of a game. During a throw-in in the back court, the first 3 quarters of a game, the defense must take position in the front court and may only apply pressure when and after the offensive player, with the ball, achieves front court status (both feet and the ball have crossed over the half court line). During the entire 4<sup>th</sup> quarter and in all overtime periods, the **5th GRADE RESERVE TEAMS** may apply unrestricted back court pressure providing that the team is behind in the score, or is less than 12 points ahead in the score.

C. For the **5<sup>TH</sup> GRADE RESERVE TEAMS**

Live ball pressure is always permitted during the entire game. A team may apply pressure on all rebounds, outlet passes, and any offensive action initiated by non-throw-ins.

**VI. FOUL LINE**

- A. The Sr. Reserve foul line will be fifteen (15) feet, as in high school.
- B. The Junior Reserve and Reserve foul line will be brought in to twelve (12) feet.
- C. The standard width lane shall be used.

**VII. PRESSING SUMMARY**

- A. There will be NO full court press for the **Junior Reserve** teams
  - 1. The team with the ball must be allowed to bring the ball across the centerline before defensive pressure can be applied.
  - 2. Defense must be back of the mid-court line by at least two (2) feet. Defenders can be no closer than an imaginary line that runs parallel to the midcourt line, from sideline to sideline, that crosses through the back end of the center circle.
- B. **Reserves** can press beginning with the 4<sup>th</sup> quarter of a game.
- C. **Senior Reserves** can press the entire game.

**VIII. GAME TIME SUMMARY for Reserve and Jr. Reserve:**

- A. Games will be played under regulation high school rules consisting of four (4) six (6) minute quarters with one (1) minute between quarters and five (5) minutes between halves. The length of pre-game shall be seven (7 ) minutes. A running clock will be used for Reserve and Jr. Reserve.
- B. Overtime of two (2) minutes duration will follow a tie game in order to determine the winner. During any overtime, the clock shall stop, as in varsity games.
- C. **RUNNING CLOCK**  
When a "running clock" is used, the clock shall run continuously for the first three (3) minutes of each quarter except during the following instances:
  - 1. When stopped by an official for any reason
  - 2. During time-outs.
  - 3. During free throws. The clock is to be stopped as soon as the timer realizes that free throws are to be taken.
  - 4. Whenever there is a discussion among officials, the scorer and/or coaches will momentarily stop the game.
  - 5. During the final three (3) minutes of each quarter and during overtime periods, the clock shall be a regular clock

- E. All leagues will keep one (1) minute time outs.
- F. Each team will have three (3) full time outs per game and one (1) additional full time out per overtime period.

**IX. THREE POINT GOALS**

Three-point goals **are permitted** at the Sr. Reserve Level. There is **not** a 3point goal at the Reserve and Jr. Reserve level.



