**2016-2017 BOYS BASKETBALL RULES**

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. A game is only to start early if both coaches and the officials agree. The director may waive forfeit if circumstances involved an extreme emergency. Every attempt should be made to play the game within reason.

III. **GAME LENGTH**
   All games shall consist of four quarters each six (6) minutes in length. There shall be a one minute break between quarters. (6 minutes at half time) The only exception to the 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. Some levels use a running clock, or play 5 minute stopped clock. See specific league rules. (pre game warmup 8 minutes)

IV. **APPROVED BASKETBALLS**
   All grade school leagues shall use the 28.5" to 29" (inch). The high school leagues shall use any National Federation approved boys basketball. Warmup basketballs to be provided by host grade schools. Teams need to bring their own basketballs when playing at high schools.

V. **UNIFORMS**
   All uniforms must have a legal 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. **Players are not to wear their game shoes to the facility.** If a team has a one color jersey, a second color jersey should be available if needed. (reversibles would be ideal)

VI. **RESPONSIBILITIES OF THE OFFICIAL SCORER AND TIMER**
   The running record of the official score keeper will be recognized as the final score. Each team may send one scorekeeper to the scorer’s table during the game. This individual must have his or her own score book. 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.
RESPONSIBILITIES OF THE OFFICIAL SCORER AND TIMER - continued

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 will be $2.00 for adults and $1.00 for students over the age of five (5) years. Preschool students are admitted free. Some gyms may only charge $1. ($6 maximum family) The admission charge entitles the individual to watch all games played during the day at that particular gym. Only coaches with a “Coaches Pass” will be admitted free. CYO HS ADMISSION FEE MAYBE SLIGHTLY HIGHER.

VIII. LOCKER ROOM USE

No team shall go into the locker room until the END of the third quarter of the preceding game. Players MUST be accompanied by the coach and/or appointed adult when entering the locker room before a game, during a game, and after a game. 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 – JR RESERVE and 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:
   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 which momentarily stops the game.

B. During the final three minutes of each quarter and during overtime periods, the clock shall be a regular clock.

X. SCORE REPORTING

A. The winning team MUST email in the score by 10:00pm the day of the game.
   1. High School leagues -
   2. Varsity teams -
   3. Jr. Varsity teams –
   4. Sr. Reserve teams
   5. Reserve teams -
   6. Jr. Reserve Teams -

For all Levels - See Specific League Levels for Score Reporting Procedures
SCORE REPORTING - continued
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.
   Please call the appropriate League Commissioner listed above if you have any additional questions.

XI. COACHES
A. The maximum number of coaches allowed on the bench is (3). Scorekeeper sitting on the bench counts as a coach. NO OTHERS MAY BE ON THE BENCH. Everyone else must sit in the bleachers.
B. Anyone high school age and above, on the bench, will be considered a coach.
C. All head coaches and assistant coaches MUST be listed on the Diocesan Coaches roster.

XII. OFFICIATING FEES

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<tr>
<th>LEAGUE</th>
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<th>OFFICIALS FEE</th>
<th>1 OFFICIAL FEE</th>
<th>OFFICIAL FEE</th>
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</thead>
<tbody>
<tr>
<td>High School</td>
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<td>$40.00 – Game</td>
<td>$32.00 – Game</td>
<td>$64.00 – Game</td>
</tr>
<tr>
<td>Varsity</td>
<td>$40.00 – Game</td>
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<tr>
<td>Jr. Varsity</td>
<td>$40.00 – Game</td>
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<td>Sr. Reserve, Reserve</td>
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<td>&amp; Jr. Reserve</td>
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<td>$35.00 – Game</td>
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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.

XIV. UNIFORMS (REVERSIBLE) AND BENCHES
The home team can designate which color of jersey they are going to wear. Undershirts must be the same color as the jersey. Exception to the undershirt color is if you are wearing reversible shirts, your undershirt may be either color of the reversible shirt. Another exception is that white undershirts can be worn with any color jersey. The entire team must have the same color undershirt, 3 players can not wear blue and 2 wear white. If there are conflicting jersey colors The referee will make the final decision on which team wears what color. If there is any disagreement on the bench designations, the home team may choose the bench that they prefer.
XV. FEES, FORMS & SCHEDULES
   A. All eligibility rosters, parent consent forms and fees are due TUES. Nov 15th, 2016 at the Catholic Center 197 E. Gay Street, Columbus, OH, First Floor Conference Room, 10:00am – 6:30pm.
   B. Parent consent forms must be signed by a parent or legal guardian
   C. The coaches will access their schedules via the diocesan website. www.cdeducation.org/rec

XVI. 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:
      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. Every game that is cancelled or postponed will be rescheduled when possible.
   D. Games that have not been officially cancelled or postponed will be forfeited by the team or teams failing to show up ready to play. Each case will be reviewed individually.

XVII. TOURNAMENT ELIGIBILITY
   Players must have participated in games by January 16, 2017 to be eligible to play in post season tournaments (Documented injury is exception).

XVIII. HIGH SCHOOL, VARSITY & JR. VARSITY LEAGUE SPECIFIC RULES
   A. A regular clock shall be used.
   B. Length of pre-game shall be eight (8) minutes. (cyo high school 6 minutes)
   C. Length of half time shall be six minutes (three minutes for high school)
   D. Each team must have two (2) minutes to warm up at half time without cheer leader interruption.
   E. Overtime periods shall be three (3) minutes in length.

XIX. COMPETITIVE PLAYER PARTICIPATION IN VARSITY & JR. VARSITY LEAGUES
   1. All eligible players must participate in each game according to this scale.
      6 or 7, players present MIN 6 minutes of playing time.
      8 or 9 players present MIN 5 minutes of playing time
      10 or more players MIN 4 minutes of playing time
   2. The clock must run while the player is on the floor.
   3. Suspended players are to be announced as being suspended, prior to the start of the
game. Coaches who check codes 2,3,4, or 6 on the roster sheet will have the option on the amount of playing time for those players. (zero minutes - ??)

4. At the beginning of the 3rd quarter all eligible players who have not participated MUST enter the game at that time. Both coaches should check with the scorers table to verify that each team is in compliance. There shall be no protests following the game concerning player participation. 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.

XX. RECREATION PLAYER PARTICIPATION IN VARSITY & JR. VARSITY LEAGUES
1. All players MUST play at 1 & 1/2 quarters (approx 9 minutes). If a team has 10 or more players present the requirement is 7 minutes.
2. 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).
3. Suspended players are to be announced as being suspended, prior to the start of the game.
4. Coaches who check code 2,3,4 or 6 on the roster sheet have the option on the amount of playing for those players. (zero minutes - ??)

THE DRA RESERVES THE RIGHT TO PLACE RECREATION TEAMS IN COMPETITIVE
POST-SEASON TOURNAMENTS IF WARRANTED OR VICE VERSA.

XXI. All teams must ensure that their complete and accurate eligibility rosters have been turned into the official scorer five (5) minutes PRIOR to the game.
1. This information is to include:
   A. Complete roster, including suspended, ill and absent players, in numerical order. Suspended, ill and absent players must be so noted on the roster.
   B. Last name of each player
   C. The numbers of the five starters
2. Failure to adhere to this rule will result in a technical foul, if the game is delayed at the start.

XXII. The following rule is in effect during the entire game.
1. If a team is ahead by 20 points or more, they may not apply full court throw-in pressure.

XXIII. The penalties for violating the rule XXII, shall be as follows.
1. First violation shall result in a warning.
2. Subsequent violations shall result in a technical foul being assessed only against the team, not the coach.

XXIV. HIGH SCHOOL FEE STRUCTURE
1. $12.00 per player
2. $50.00 per team
3. $225 per team for gym rental
XXV. REPORTING SCORES
1. JV AND VARSITY Grade School you can e-mail the scores to jmpalazzo@juno.com. You are encouraged to use the score reporting form on our website. www.cdeducation.org/diocesanrecreation Make sure you click submit when you are done.

2. HIGH SCHOOL DIVISION: You can e-mail to Jonosu76@columbus.rr.com or call 614-216-8257 - Email is preferred.
   - WINNING COACH IS TO REPORT SCORES BY 10PM OF GAME DAY

   Coaches may evaluate officials each game. Go to the website to fill out and submit evaluation. In addition coaches can be evaluated by officials or fellow coaches.

XXVI. SPECIAL CALL UP RULES FOR BASKETBALL
1. If approved by the league commissioner a player may temporarily move up to play for another team in his parish in an emergency. (see administrative rules VIII in front of packet for specifics)
2. In basketball a player may not participate in more than 5 quarters in one day.

XXVII. VIDEOTAPING OF GAME
1. Videotaping: It is permissible for a parish team or its team representative to videotape or film a game which said team is participating.
2. 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.
3. Spectators can film games for family or private use.
4. Parish teams and coaches may exchange game videos and films for coaching and scouting purposes.
5. Violators will be subject to the suspension rule and or other penalties deemed by the commissioner.