



Staten Island CYO Basketball

Game Play exceptions to NFHS rules

2016-17

RULES

1. All divisions of SICYO will follow the 2016-17 edition of the NFHS (IAABO/Boys HS) basketball rulebook with local exceptions as outlined in this document. In all cases of rule conflict, the SICYO rule as outlined in this document will take precedence.

Game Administration/Uniforms

1. Teams are to be at game site by no later than 15 minutes prior to scheduled game time prepared to play. If a team is not at game site at game time a 10 minute "grace" period will be permitted before a forfeit is declared.
NOTE: SICYO office will consider extenuating circumstances in order to reschedule a forfeited game. After review is complete SICYO decision is final.
2. The home team or designated home team (CYO/Neutral Facility listed on schedule) will be responsible to provide a scorekeeper and clock operator. These individuals are considered game officials and should conduct themselves properly. The scorekeeper and timer will have knowledge of game play and timing rules, they are also expected to fully cooperate and work with referees.
3. Team lineup will be properly listed in scorebook prior to start of game. Last name, first name, and uniform number. Fouls and points will be kept in the proper form.
NOTE: All scorebooks have sample of proper scorekeeping as first page.
4. **CYO FACILITIES:** At all CYO operated facilities the home team must provide a trained clock operator.
For all games played at the CYO Center (Anderson Av) in the Upstairs gym, all divisions will play with the Alternate backcourt line.
For all games played at the CYO Center (Anderson Av) in the Downstairs gym, 7th grade and above (all levels) will play with the Alternate backcourt line.
At CYO Center (Anderson Av) there are special demarcations (Red Line) that run parallel to the black baseline. The purpose of these lines is to give an inbounder on the baseline the required 3 feet for a throw-in. The defense must remain behind the red line. In the case of the defense violating the red line a warning may be issued on the 1st violation. In cases of constant violation a delay of game technical foul may be administered. The offense (inbounder) must remain behind the black baseline. An inbounder that crosses the black line has committed a violation, that will result in loss of possession.



The CYO-MIV center has no special ground rules, however it is recommended that spectators make every effort to not be seated in the first row under each basket. This will allow the players more room to inbound on the baseline. When crowd size is large seating in the first row will be permitted.

5. **Uniforms-** All players are expected to be in uniform, ready to play by scheduled game time. It is the responsibility of the coach to ensure all players conform to uniform guidelines prior to the start of the game. This includes:
- Uniform Jersey with Parish or mascot name displayed on front, along with number on front and back
 - All jewelry must be removed
 - Sneakers with flashing lights are not permitted
 - There are no illegal numbers
 - As per the agreement between the parishes and the league, there are no illegal color, or color restrictions for undergarments or compression gear
 - In cases where teams have same or similar color uniforms it is the responsibility of the home team to turn uniform over to lighter color. If the home team does not have that ability then the visitors must comply. In the case where neither team can reverse uniform, the home team must provide "pinnies".

Coaches

1. All coaches, head and assistant are required to attend and have name badge scanned in at a CYO coaches meetings
2. 2 coaches are permitted to sit on the bench. A head coach and an assistant coach. The head coach may stand during live ball periods. The assistant coach and all bench personnel must remain seated during live ball periods. Assistant coaches may stand briefly to react to a good play, and instruct a player, the coach must immediately return to their seat. Bench personnel may stand briefly to react to a good play, they must immediately return to their seat.
3. The Head Coach is expected to conduct themselves with proper bench decorum. Failure to do so will result in a penalty (warning/technical foul). The head coach is responsible for all bench personnel. The head coach is the only person who may question an officials call, and call for timeout from the bench area.
4. The assistant coach is expected to be seated during live ball periods. The assistant coach may not question officials calls. The assistant coach is expected to assist the head coach and game officials with the resumption of play at the conclusion of a timeout.
5. Any coach or player that is ejected from a CYO game will be subject to a 2 game suspension, for the first incident. They will be the next 2 CYO scheduled games. Should a coach or player be ejected for 2nd time, the suspension is at the discretion of the SICYO office.



NOTE: All suspensions are subject to be lengthened after review of reports of incident from game referees.

Spectators

1. All spectators are expected to conduct themselves within the CYO code of conduct.
2. Any spectator that shows poor sportsmanship toward game referees and opposing teams are subject to ejection from the gym
3. Any spectator that is ejected from the gym by a game referee, CYO, or home team administration is expected to leave the premises immediately. Failure to do so will result in a suspension of the game. The outcome of the game will be decided by SICYO after review of reports from game referee and parish coordinators/committee.
4. Any spectator that is ejected from a game site is subject to 30 day suspension on the first offense. The SICYO County office will notify the suspended party of effective dates
5. Any spectator that is ejected from a game site for the 2nd time, the suspension is at the discretion of the SICYO office.

NOTE: All suspensions are subject to be lengthened after review of reports of incident. It will be the ultimate responsibility of the Parish Coordinator/Committee and team Head Coach to enforce spectator suspension.

Game Play Rules (Biddy-8 grade)

1. **Ball**
Biddy 27 inch Junior size ball
Boys 3/4/5 and all Girls division 28.5 inch Women's size ball
Boys 6/7/8 29.5 inch official size (Men's) size ball
2. **Quarter Time/Overtime**
All CYO basketball games will be 4 quarters with length as follows:
Biddy through 6 grade (Boys and Girls) 6 minutes
7 and 8 grade (Boys and Girls) 7 minutes
Overtime will be 3 minutes, and will be played in all A and B division games until a winner is declared.
3. **Timing Rules**
In All divisions and age groups (biddy to 8) of SICYO the clock will run on all violations and out of bounds calls in the first 3 quarters, with the exception of the last 1 minute of each of the first 3



quarters. The clock will stop on every whistle in the last 1 minute of the first 3 quarters. The clock will also stop on every whistle in the 4th quarter and any overtime period. On ALL fouls in the first 3 quarters the clock will stop. The clock will start again when the ball is at the disposal of the inbounder.

4. **Pre-Game/Halftime**

It is the recommendation of SICYO that a minimum of 5 minutes is provided for teams to warm up in between games. However, it is at the discretion of each parish coordinator/committee to adhere to the game schedule, should they choose to minimize warm up time.

Halftime will be 3 minutes for all games.

5. **Foul Line**

All Bidy and Lower grade (3/4/5) boys and girls will shoot foul shots from the 12 ft foul line

All Upper grade (6/7/8) boys and girls will shoot from the 15 ft foul line

In all divisions that shoot from the 12 ft foul line, the 1st players must occupy the spaces below the block. The players may enter the lane after the shooter releases the shot.

In all divisions that shoot from the 15 ft foul line, the 1st players must occupy the spaces above the block. The players may enter the lane after the shooter releases the shot.

All players that do not occupy designated lane spaces must remain above the foul line and outside the 3 point arc. These players may not enter the lane until the ball has contacted the rim, in all divisions.

NOTE: The entire lane is used to judge a 3 second call. Regardless of which foul line the division shoots from.

6. **Bonus**

The SICYO will follow the NFHS rules on bonus foul shots. On the 7th team foul of each half a 1 and 1 will be rewarded. On the 10th team Foul of each half 2 shots will be rewarded

7. **Pressing**

Biddy- No press is permitted for the entire game. Defense must remain behind the 3 pt line until either a pass penetrates the 3 pt line or the 5 second restraining count has expired

3 grade A/B/C- Pressing is permitted in the last 1 minute of regulation and all overtime periods.

In this division the ball must gain legal front court status (2 feet and ball in front court) before the defense can play. Failure to comply will result in a delay of game warning/technical foul.

4 grade to 8 grade A/B/C - Pressing is permitted the entire game

NOTE: A 20 point no press rule is in effect for all divisions that permit pressing. When a team is ahead by 20 points or more, pressing is no longer permitted. However, should the team trailing by 20 points or more choose to press, the team ahead can still press. The enforcement of this rule will revert back to the last defensive play of the trailing team. Also, a no press possession will be ruled by the "old C division rule". When a team "covers up" the defense must retreat behind half court, should the offense attempt to advance the ball by pass, it can be stolen, a dribble can be defended but not stolen, as it is a controlled situation. The penalty



for violating the rule is a warning on the 1st offense, and a delay of game technical foul on the 2nd offense and every offense thereafter. The Technical foul will count only as a team foul.

8. **Timeouts**

4 full timeouts are permitted for each game. Teams will be granted 1 additional timeout, plus the timeouts that the team had remaining from regulation for any overtime period played.

9. **Dunking**

Dunking is not permitted in any division of SICYO

10. **3 Point Shot**

The 3 point shot is permitted in all 6, 7, and 8 grade divisions.

11. **Protests**

The NFHS does not recognize any protests for game conditions or play, therefore there are NO protests in SICYO.

If there is a question/protest on the eligibility of a player, the game must be played or a forfeit will be declared on the team refusing to play. All eligibility protests will follow the procedure outlined in the Eligibility Document.

Biddy

1. Scorebook should be kept at biddy games for purpose of lineup, and foul count.

C Division

1. SI CYO C division will play NFHS and SICYO rules with the following exceptions:
2. No Overtime in grades 3 to 7. 8 grade will play overtime rules as stated above
3. **There are no longer C division defensive rules. C division will play rules by grade level.**

High school Division

1. All players must have a reversible jersey with Parish name or mascot displayed on front. If the player is not in uniform they will not be permitted to play
2. All coaches must carry (front of scorebook) the player's identification cards. The game must be played whether the cards are on site or not, however the outcome of the game may be overturned if an ineligible player is found to have played.
3. All scorebooks must have team lineup listed legally. Last name, first name, uniform number (Front page of scorebook)



4. All High school division games will be 2, 20 minute halves. The clock will continuously run until the last 1 minute of 1st half and last 2 minutes of 2nd half and all overtime periods. The clock will stop on every whistle in the last 1 minute of 1st half, the last 2 minutes of 2nd half and all overtime periods.
5. Overtime will be 3 minutes per period until a winner is declared.
6. Teams are permitted 4 full timeouts per game. The teams will be granted 1 full timeout and carry over any remaining timeouts from regulation into overtime.
7. The teams will shoot from the 15 foot foul line using all applicable rules.
8. The 3 point shot rule will be used
9. Official 28.5 women's ball for all girls' divisions. Official 29.5 Men's ball for all boys divisions
10. No Dunking is permitted

Officials

1. All officials will be assigned by Dave Fernandez, SICYO Supervisor of Officials
2. All officials should arrive at game site no later than 15 minutes prior to scheduled start time
3. All officials must sign both scorebooks. This will ensure game fee payment and proper lineup in scorebook.
4. All officials must be in proper uniform. Black slacks, black sneakers, Fox40 whistle, lanyard, clean, neat ref shirt
5. All parishes should try to provide the officials with an area to store bags. This area should be away from the playing area and spectators
6. In the unfortunate event that a coach, player or spectator needs to be ejected the officials should ask for assistance with situation. The assistance should come from home team administration (parish coordinator/committee) or CYO personnel on duty
7. All officials will submit game/incident reports within 24 hours of game. Failure to do so will result in loss of future assignments
8. Any official that is late or misses an assignment must be reported to the supervisor for disciplinary action
9. There are no protests in accordance with the NFHS rulebook, therefore once the game starts the officials call is final.

NOTES: SICYO will handle the payment of all game officials fee, therefore no money should be exchanged at game site. Signing the scorebook will be record of games officiated. SICYO officials will be nationally certified by IAABO. A pre-season NFHS rule test will be given each season to the officials.