

St. Anthony of Padua CYO Intramural Basketball Rules

St Anthony of Padua Basketball Rules Fall under the Guidelines of SEC 11 St Anthony's Amendments to SEC 11 RULES are below

- Duration of game:** 3rd and 4th grade games consist of FOUR 10 minute running quarters with scores reset at the end of each quarter. No foul shooting and all fouls result in a change of possession.
- 5th grade and above: Two (2) twenty (20) minute halves of running time. Timekeeper will stop the clock on substitutions: no longer than 30 seconds or sooner if teams are ready to play. Time stops on every whistle in the final two (2) minutes of EACH half. If games are running long, the League has the authority to shorten games.
- Halftime- 2 minutes
- Overtime Game:** One three (3) minute session: 2 minute running 1minute stop time. Additional overtime periods are sudden death, first score wins. Playing time rules suspended in overtime.
- Defense:** 3rd and 4th grades will play Man to Man in a half court only defense starting at the top of the key. No defense in the backcourt.
5th and 6th grade are allowed to play any defense starting at half court. No defense in the backcourt.
7th and 8th grades 1st half - Teams are allowed to play any defense starting at half court.
2nd half - Teams are allowed any defense anywhere.
- HS Girls
1st half - Teams are allowed to play any defense starting at half court.
2nd half - Teams are allowed any defense anywhere.
- HS Boys
Teams are allowed any defense anywhere anytime when not leading by more than 20 pts.
- Drop Back Rule:** This rule applies when a team is leading by **20 or more points**.
The team in the lead must drop back to the top of the key.
There can be no double-teaming anywhere on the court.
Violations will results in a technical foul on the coach, two free throws and the ball.
- Fast breaks:** Fast breaking is not allowed in the 3rd and 4th division.
Fast breaking will not be allowed when your team is leading by 20 or more points.
- Playing time:** No player can play more than 5 min than any other player. 2 (20 min) halves are 8 (5min) substitutions.
A team must have a minimum of four (4) players to avoid a forfeit.
- Fouls:** When a team has only 5 available players, no player will “foul out” leave the game. Any additional fouls by the “fouled out” player, the opposing team receives two foul shots and possession.
- Substitutions:** Coaches MUST have substitutes ready at scorer’s table.
3rd and 4th grade substitutions are at the 5-minute marks unless there is an injury.
5th grade and above: Substitutions can only be substituted (unless injured) at the 5/10/15 minute marks.
- Time-outs:** Three (3) per game. **No time outs in 3rd and 4th division.**

COACHING RESPONSIBILITIES:

All coaches and players must arrive 15 minutes before each game. In the event the coach is responsible for opening the gym, the coach should arrive 30 minutes prior to the game to ensure the gym is setup for the game. The last two coaches in the gym are responsible for the closing of the gym. All chairs, lights, and doors must be secured.

One head coach may stand and address game officials. All assistant coaches should remain on the bench as a seated bench coach.

Coaches are reminded that this is a church league. We expect you to represent what is best about that. This includes and is not limited to; do not run up scores, do not look for loopholes in our rules, do not abuse our officials. DO... feel free to show restraint when dealing with our kids and parents and please show respect to our facilities. Please help control your parents. Please set the proper example for all the kids, parents, and various spectators that are in our gyms.

Last but not least, home team coaches are expected to lead the pre-game basketball prayer before every game, which can be found, on the home page of our web site sacyo.org.

Thank you in advance for taking these responsibilities as seriously as we do!

Sincerely,
CYO Board of directors.

Technical Fouls

A coach should **NOT** receive a Technical Foul. If one is received; a game official or attending board member **may** make the determination to have the coach removed from the gym. If a second Technical is received, you are automatically ejected from the game and gym. In addition, the coach may be summoned to appear before the CYO Board to review the circumstances that resulted in the Technical fouls. The CYO Board will determine if any additional disciplinary action is required (which could include an additional suspension or removal from your coaching duties for a time period determined by the Board).

A player could receive a technical foul. However, the player could be ejected from the game and gym if a referee's judgment warrants it without receiving a second Technical. A second technical foul automatically gets the player ejected from the game and gym, plus a one game suspension. The CYO Board will determine the severity of the double technical and has the right to include further suspensions.

Revised October 2014