

CY-FAIR SPORTS GIRLS BASKETBALL RULES

PLAYER ELGIBILITY

- 1.) To be eligible to participate, a child must live within or attend a school within the CFISD or bordering area and have attained their 8th birthday prior to September 1 of the current year. Birth certificates or other acceptable documents will be required to establish proof of age.
- 2.) A registration period will be established by the CFSA during which the registration fee, player contract, and insurance waiver must be submitted to the VP of Registration or other approved CFSA officer. A player is ineligible for game or practice participation until the fee, player contract, and insurance waiver requirements are met.

TEAM ORGANIZATION

- 1.) Age divisions will be formed based on a player's age as of September 1st of the current year. For example: for the year of 2008, a player who has a birth date between September 1, 1997 and August 31, 1998 would be in the 12U division. A player that has a birth date between September 1, 1998 and August 31, 1999 would be in the 9U division.
- 2.) The number of players signed up will determine how many age groups will be combined. Anticipated counts will form the following divisions. If there are not enough players in an age group to form at least six teams, two or more age groups will be combined as shown in below. We will consider a coring option for next season, but have not yet made a decision on that aspect.

Classic League Age Groups

8U – 8 year olds
9U – 9 year olds
10U – 10 year olds
11U – 11 year olds
12U – 12 year olds

Classic League Group Option

Elementary – 8 and 9 year olds
Freshman – 10, 11, and 12 year olds

- 3.) Players are allowed to play up one age division without the approval of the Basketball Committee.

Classic League Team Formation

- 1.) Teams will be organized into Classic Division Teams according to the following procedure.
- 2.) Players will be organized by team according to the school they attend.
 - a.) It may be necessary in some circumstances to combine schools to achieve a balanced number of players per team. Efforts will be made to combine players from schools that both feed into the same middle school or high school AND are geographically close to one another.
- 3.) The following procedure will be followed for team formation for schools that have enough players for more than one team.
 - a.) If enough coaches have been identified to support the number of teams from a school and all of the coaches agree, the coaches will be allowed to collaboratively select players for their teams. This selection process will be overseen by the Division Commissioner.
- 4.) Second, if enough coaches have been identified to support the number of teams from a school, and all of the coaches do not agree to the first alternative above, then the following procedure will be followed:
 - a.) Coaches will pick numbers out of a hat for draft order.
 - b.) The coach selecting number 1 will have the first pick, coach selecting number 2 will have the second pick and so forth until each coach has one player.
 - c.) After all coaches have selected one player the order will be reversed in the second round with the last coach to pick in the first round getting the first pick in the second round. This process will be continued until all players have been selected.
 - d.) For clarity, a tryout will not precede the aforementioned draft.
5. This selection process will be overseen by the Division Commissioner

GAME RULES

- 1.) All games will be played using a 28.5" ball and on a 10' foot goal.
- 2.) Games will consist of four (4) quarters lasting six (6) minutes each. There will be two (2) minutes between quarters and five (5) minutes for half time. Stoppages in time will be permitted for time outs and injuries as well as for all dead ball situations including game violations, fouls and when the ball goes out- of-bounds.
- 3.) Games will start promptly at the scheduled time and may be played with a minimum of four (4) players. Having only four (4) players is not a forfeit. Failure to field four (4) players by game time will result in a forfeit. If injury or player expulsion leaves a team with less than four (4) players, the game will be played at the discretion of the coach that is short players. If one or both teams do not have the minimum number of players at game time, a practice game or scrimmage may be played. The scheduled referees will not officiate the game. The game will be played under the supervision of the coaches. The entire team roster and uniform numbers must be given to the official scorekeeper prior to the start of the game.
- 4.) If a player arrives after the start of the game they will be allowed to play. If a player arrives before the inbound ball beginning the second quarter, he/she must play a minimum of one complete quarter.
- 5.) Each team is allowed four (4) time outs within the regulated four quarters of play. In addition each team will receive one (1) additional time out during the overtime period, plus any remaining time outs from the regulation period. Coaches or players can only call a time out if their team has possession of the ball or there is a dead ball situation.
- 6.) One (1) three (3) minute overtime period will be played if a tie score results at the end of regulation. If the score is tied after one (1) over time period, the score will be recorded as a tie.
- 7.) Each player has five (5) fouls. On the fifth foul the player is out of the game.
- 8.) Free throws will be taken from fifteen (15) feet (*8-9 year olds will shoot from 12 feet*). Bonus situation begins on the 7th team foul; on the 10th foul, players will shoot two shots. On free throws, no player may enter the lane or cross the free throw line until the ball hits the rim. A violation will result in another free throw attempt or a change of possession, whichever is appropriate.
- 9.) The home team at each game will be required to provide a person to keep the official score book at the timekeeper's table. Scorekeepers may cheer for their team as long as it is not disruptive to the game.

GAME SPECIFICS

- 1.) A jump ball will start the game and overtime period. All other jump ball situations will use alternating possessions.
- 2.) Opponent to opponent defenses are permitted within all age groups (No Zone defenses allowed for 8U and 9U divisions). Girls playing in the 10U age bracket and older can also play zone defenses.
- 3.) Fast breaks are permitted across all age groups. It is also understood that the offensive team does not have to wait for their opponents to set up and are thus, free to break at any time.
- 4.) Presses:
 - a.) In 8U and 9U, no backcourt guarding is allowed once a team establishes possession of the ball. A team is in control when a player of that team is holding a live ball, dribbling the ball, or while a ball is being passed between teammates.

PENALTY: One (1) shot free throw attempted by the offended coach's choice of shooter. After the free throw the offended team is awarded possession at mid-court.

- b.) In 10U, 11U, and 12U, backcourt guarding is permitted but only during the final (3) minutes of either the game or overtime, if applicable.

PENALTY: One (1) shot free throw attempted by the offended coach's choice of shooter. After the free throw the offended team is awarded possession at mid-court.

- c.) For girls playing in the 12U division and older, backcourt guarding and presses are allowed at any time. If 12U is combined with a younger division than backcourt guarding rules default to the younger age group.
- 5.) Violations among all age groups including traveling, double dribble, 10-second backcourt and 5-second inbound and possession will be called accordingly. In addition, lane violations will be 5-seconds for 8U and 9U and 3- seconds for all others age groups.
- 6.) Double and triple teams:
 - a.) For both 8U and 9U, double and triple teams are prohibited; however, help situations are permitted. A help situation is when an offensive player has a free route to the basket, then another defensive player can step over to provide help.

PENALTY: After one warning, one (1) shot free throw attempted by the offended coach's choice of shooter. After the free throw, the offended team is awarded possession at mid-court.

b.) Double and triple teams are permitted within the 10U division and older.

Point differential and blow out rule:

For the Classic Divisions there will be a maximum point differential credited per game. Additionally, in accordance with the table below, Classic Division teams that exceed the "Penalty" point differential in a game will have one point deducted from the Max Point Differential for that particular game for each point that exceeds the Penalty point differential. Furthermore, the Head Coach for Classic Division teams that exceeds the "Warning/Suspension" point differential in a game will receive a warning at its first occurrence and will receive a one game suspension upon the second occurrence.

Classic Division	Max Point	Diff Penalty	Warning / Possible Suspension
8-9 Year Olds	20	25	30
10-12 Year Olds	25	35	40

For all age divisions, there is no full court pressing allowed once a team is leading by 20 points.