



rev 10/17

## **INTERMEDIATE BASKETBALL RULES**

NFHS rules govern the CSAA Intermediate Division except for the following CSAA special rules:

**CLOCK RULES** - Games will consist of two 20 minute halves and overtime periods will be 2 minutes. We will have a running clock with the exception of team time outs and injury time outs until the last two minutes of each half. During the last two minutes of each half and overtime the clock will stop on all dead ball situations.

**\*If the lead is 25 points or more during the last two minutes of the second half, the clock will run continuously.**

**TIME-OUTS** - Each team will have four time outs during a regulation game. Each team is entitled to one additional time-out during each overtime period. Time outs may be used at any time during the game and will be 30 seconds in length.

**THREE POINT FIELD GOALS** - Three point field goals are allowed.

**FORFEIT TIME** - Forfeit time is 10 minutes from the time the game is scheduled to start.

**GAME OFFICIALS** - Game officials are assigned by the CSAA.

**EJECTIONS** - If a player or coach is ejected from a game for any reason, he must serve a one game suspension. If a player is ejected for fighting he will be suspended for a minimum of two games. Any player or coach ejected from a game must be re-instated by the CSAA. A player or coach can only be re-instated by the Executive Director of the CSAA. Further, anyone ejected from a game must immediately leave the gym and is not allowed to be in the gym for any reason while serving his suspension.

**UNIFORMS** - All players/teams must have matching uniforms (tops) with different numbers for each player. Jersey numbers should conform to NFHS rules. A team may use the # 0 or # 00, but not both. Jersey # 69 is not allowed on any CSAA Intermediate uniform jersey.

**JEWELRY** - **Jewelry** of any kind is not allowed on the court at any time. Taping or covering any jewelry is also not allowed.

**BALL** - The official basketball is the MIKASA BWL 110.

**LEAGUE MANAGER** - The league or gym managers will need to report scores of all games to the CSAA office on the day following any games.

**PROTEST** – There will be no protest allowed during league or tournament play

**ELIGIBILITY – 12<sup>th</sup> Grade Division** - This division will consist of 11<sup>th</sup> and 12 graders. 9<sup>th</sup> and 10 graders may play up on these teams if needed. **10<sup>th</sup> Grade Division** - This division will consist of 9<sup>th</sup> and 10<sup>th</sup> graders only.

\*All players must be a baptized catholic or must attend a catholic high school to participate in this league.

\*Any player on a High School roster at any time during the current season is not eligible to play in the CSAA Intermediate league. This does include High School Varsity, JV and freshman rosters.

**ELIGIBILITY CERTIFICATION**– All players must have a CSAA Eligibility Certification form on file with the responsible parish and the CSAA office.

**TEAM ROSTER** - Team rosters with all eligible players must be on file in the CSAA office prior to the first league game. The coach of each team is responsible for providing a copy to the scorer each game. The team roster (including jersey numbers) must be provided to the CSAA Office prior to the first league game. Additions to the roster must be communicated to the CSAA office in writing. No new additions are allowed after January 15<sup>th</sup>.

**SIGN-IN SHEET** – All intermediate players must sign in each week before the game. The official sign-in sheet will be kept by the league manager. **\*\*IF A PLAYER FAILS TO SIGN IN, IT WILL BE TREATED AS AN ILLEGAL PLAYER AND THE TEAM WILL BE ASSESSED A TECHNICAL FOUL BEFORE THAT PLAYER CAN ENTER THE GAME. PLAYERS MUST BE SIGNED IN BEFORE BEING ENTERED IN THE OFFICIAL SCORE BOOK.**

**BAD WEATHER** – Contact the gym or league manager in cases of bad weather. When grade schools are closed for weather related reasons on a day of Intermediate activity, the intermediate practices and games are automatically cancelled.

**FORFEITS** - See the CSAA handbook (page 21) for forfeit information. The forfeit time will be 10 minutes from the original scheduled start time. If a team can't make a scheduled game, they must contact the CSAA office and the gym manager at least 48 hours in advance to avoid a mandatory forfeit fee. Teams are not allowed to contact an opponent and re schedule a game.

**BENCH DECORUM** – All players and coaches are required to act in accordance with our Christian values and catholic beliefs. The behavior of every member of these teams (coaches and players) represents the individual parish and the entire catholic community. Any deviation from these principles will be dealt with in a serious manner.

**COACHES** – Each team must have an adult coach who is at least 21 years old for every game. They must be present on the sideline or on the bench during the entire game. The coach is responsible for the behavior of the entire team and must comply with the CSAA coaching guidelines included in the CSAA handbook.