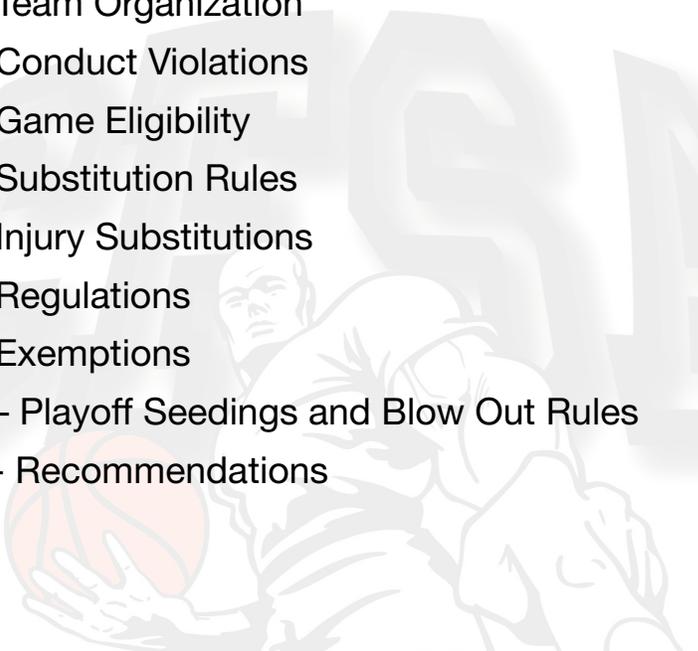


CFSA BASKETBALL PROGRAM

CY-FAIR SPORTS ASSOCIATION REGULATIONS AND UIL RULES SUPPLEMENT
UPDATE VERSION 2019

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SECTION 1 - General Program

1. The purpose of the basketball program is to provide the youth of Cy-Fair an opportunity to participate in an organized basketball program that will stimulate healthful recreation, teach responsibility, discipline and fair play, and build self confidence in an atmosphere of competitive group activity.
2. Although the sport of basketball is competitive, the winning of games shall be of secondary importance. The primary goal is to help the youth develop traits of good **sportsmanship**.
3. All head coaches are responsible for seeing that they, their assistant coaches, players, and player supporters conduct themselves in such a way as to attain the purpose and objectives of the CFSA Basketball Program.
4. All rules and regulations governing this program are approved by the CFSA Operating Committee and shall remain in effect throughout this season. Rule enforcement and interpretation will be the responsibility of the CFSA Basketball Committee, which consists of the Basketball Commissioner, VP Officials, and the CFSA President.
5. All players must be dressed in CFSA issued jerseys except for Coach Select teams which may dress in their own uniforms; however, any such uniforms must have numbers clearly displayed on the front and back of the jersey.
6. The officials, clock operators, and CFISD gym supervisors are independent contractors, independent of each other, hired to perform a service.
7. The officials are the only persons authorized to interpret and enforce playing rules collaboratively with the coaches. The clock operators DO NOT have authority to interpret, enforce, or officiate in any capacity.

SECTION 2 - Player Eligibility

1. To be eligible to participate, a child must live in or attend a school within the CFISD or bordering area (except as provided for in Coach Select Division formation rules in Section 3), and have attained their 7th birthday prior to September 1st of the current year.
2. All players (Classic and Select) in CFSA are required to have a copy of their birth certificate on file with the CFSA office to be enrolled for Basketball. **No exceptions to this rule will be considered** by the

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Basketball Committee and will remain the responsibility of the parent to ensure the CFSA Office has the copy.

3. 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 session participation until the fee, player contract, and insurance waiver requirements are met.
4. No players may be added to a team's roster after a Team's fifth game.
 - A. Exception: A coach may request roster addition(s) if roster drops below eight (8) due to injury. All roster additions subject to final approval by committee.

SECTION 3 - Team Organization

1. Age Divisions: Age divisions will be formed based on a player's age as of September 1st of the current year.
 - A. Example - Summer/Winter Season: If a player is 10 years old as of September 1 of the current year, then the player will be eligible to compete in the 10U Division. If the same player with a birthdate on September 2 or later turns 11, the player remains eligible to participate in the 10U Division.
 - B. Exception - Summer Season: Players with June, July, and August birthdays, with committee approval, may be allowed to register in the age division based upon their age as of June 1 of the current year.
2. Combining Age Divisions: The total number of players registered for specific Age Divisions will determine whether age groups will be combined to form a single division for play. In the event that the total number of registered players in particular age divisions is not enough to roster five (5) teams of seven (7) players, up to and including any three (3) consecutive age groups MAY be combined to form a single division of play.
3. Players will be required to play at the Division level that is commensurate with their age regardless of the grade in which they are enrolled.
4. Players are allowed to play up one age division without the approval of the Basketball Committee.

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5. Classic League Team Formation: Teams will be organized into Classic Division Teams according to the following procedure:
- A. Players will be organized by team according to the school they attend.
 - B. 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: (1) feed into the same middle school or high school, and (2) are geographically close to one another.
 - C. Pre-Selected Teams: Deliberately grouping players to form core group or team is not allowed in this division. Pre-Selected teams are to register in the Select Division of Play.
 - D. The following procedure will be followed for team formation for schools that have enough players to form more than one team:
 - 1) If enough coaches have been identified to support the number of teams from a school or combined schools, then the following procedure will be followed:
 - a) The Division Commissioner will notify the coaches that a draft is required due to the number of players for a particular school.
 - b) The Division Commissioner will coordinate a draft tryout with the parents and coaches. A Division Commissioner will be present to oversee the event.

Classic Division Team

Classic Program Divisions #UC (Co-Ed Classic Division) #UG (Girls Classic Division)	Age
8UC / 8UG	8
9UC / 9UG	9
10UC / 10UG	10
11UC / 11UG	11
12UC / 12UG	12
13UC / 13UG	13
14UC / 14UG	14
High School Classic HSC	15

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- c) Coaches will pick numbers out of a hat to determine who selects first in a draft.
 - d) The players will perform drills for 10–15 minutes to display shooting, dribbling, and passing skills.
 - e) The coach selecting number 1 will have the first pick, coach selecting number 2 will have the second pick and so forth until each team is formed.
 - f) The Division Commissioner will notate which players are on each team and will send out a team roster confirmation to the coaches and parents.
6. Coach Select Division Formation: Teams will be organized into Select Division Teams according to the following procedure:
- A. Competitive Level: All teams that register in the Coach Select League shall be considered competitive and therefore Select.
 - B. Friendship Preference: Friendship Preference is designed to allow teams not necessarily competitive to form a team and participate against similarly formed teams. Coaches shall have the opportunity to elect a preference to play at a Friendship Level of Play within the Select League. Should enough teams elect this preference in a given age division AND there are enough Select Teams remaining to form a separate Select Division, then a Friendship Group will be created within the particular age division. Otherwise all teams will remain in the Select Division.
 - C. The minimum number of teams for a Coach Select Division is four (4). If three or fewer teams register to play in a Coach Select Division, then those teams will still be allowed to play as a team but will move up one level and participate in the Classic League at the corresponding higher age division.
 - 1) For example, if only three Coach Select teams are registered in the 10U Coach Select Division, then the team will be moved to the Classic Program and scheduled to compete in the age division that includes the 11U Age Division.
7. Coach Select League Team Formation:

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- A. Coaches shall be responsible for forming their own teams by registering to coach, recruiting and selecting players, submitting a roster, and payment for team registration.
- 1) Coach Eligibility:
- a) Head Coaches, Assistant Coaches actively managing the game shall be of age 21 or older.
 - b) Exception: Head Coaches, Assistant Coaches actively managing the game shall be permitted to be under the age of 21 if accompanied by registered coach or supervising parent who is present ON THE BENCH during the game.
- B. There is no maximum limit to the number of players allowed to play on a Coach Select team. Each team must register a minimum of eight players.
- C. Each team is allowed a maximum of 2 out-of-district players. The committee will check rosters and verify the registration information for players who have not played with CFSA before.
- D. Coach Select teams must be registered as a team in the CFSA offices during the registration period.
- E. Teams shall be eligible to register in the Coach Select division only after registering as a coach, submitting compliant roster, and processing registration payment.

Select Division Team Formation

Select Program Divisions #US (Co-Ed Select Division) #GS (Girls Select Division)	Age
8US / 8GS	8
9US / 9GS	9
10US / 10GS	10
11US / 11GS	11
12US / 12GS	12
13US / 13GS	13
14US / 14GS	14
High School Classic HSC	15

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- F. Players shall not be eligible to register as an individual in the Coach Select Program.
- G. Each team will pay the same standard registration fee which is set by the Basketball Committee as a per player registration fee with a minimum of 8 players or per team as MAY be superseded in the season registration information for a particular season.
- H. Classic Program Player Transfer to Select: Before registration has closed, but after coach has submitted team registration payment:
 - 1) In the event that players inadvertently register in the Classic Program, players will be allowed to play with the Select Team but will be ineligible for and will NOT receive a refund of the Classic League registration payment.
 - 2) In the event player gets recruited by a Select Team, that player will be allowed to play with the Select Team but will be ineligible for and will NOT receive a refund of the Classic League registration payment.
- I. Select Team Player Registration AFTER Team has Registered: A player may be added to the roster of a Select Team after that team has registered by completing registration in the Classic Program and requesting a transfer at the time of registration.

SECTION 4 - Conduct Violations

- 1. General
 - A. Permanent suspension from CFSA activities may be imposed for unsportsmanlike or flagrant misconduct. This includes all participants, players, coaches, parents, fans, etc. It is contrary to the purpose and objectives of the CFSA Basketball Program, and therefore, must be avoided. Examples of such misconduct include: abusive or offensive language, harassment of referees or CFSA officials, intoxication at game or practice sites, fighting, destruction of school property, or any violent or destructive behavior.
 - B. Any coach or player who conducts himself/herself in an unsportsmanlike manner resulting in expulsion from a game will be suspended from play and practice activities until a one game suspension has been fulfilled, or for a period of time to be determined by the CFSA Basketball Committee. Participation by an expelled coach

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or player at any activity during the period of suspension will result in the automatic forfeit of the game or subsequent game following the participation. Further disciplinary actions may be considered by the Basketball Committee.

- C. Any coach who is charged with a technical foul will have the Seat Belt Rule imposed upon himself/herself. He/she must view the remainder of the game seated on the bench except for time outs. In gyms where no bench or chair is available, he/she must sit on the floor. Failure to abide by the Seat Belt Rule will result in a second technical foul and ejection from the game.
 - D. Any player, coach, or fan who approaches an official after a game is subject to the same penalties and disciplinary actions as an ejection during a game.
 - E. NO FOOD OR DRINKS ARE ALLOWED TO BE BROUGHT INTO A CFISD BUILDING. This includes WATER BOTTLES and ICE CHESTS. Team treats/drinks are acceptable but MUST be distributed outside of the facility. ALL resultant trash will be removed from CFISD property.
 - F. Two basketballs and a ball bag will be provided to each team. Coaches are responsible for bringing the balls into and out of a CFISD facility IN THE BALL BAG - ONLY. NO EXCEPTIONS!!!!!!!!!!!!
 - G. Any coach, commissioner, committee member knowing of a conduct violation is obligated to report such violation to the Division Commissioner, the Basketball Committee, or the CFSA Executive Board.
2. Coaches Code of Conduct [cy-fairsports.org](http://www.cy-fairsports.org)
- A. As a CFSA coach, I represent CFSA and I must hold myself to the highest standard both on and off the court.
 - B. As a CFSA coach, I must be able to separate myself from any other capacity that I serve within CFSA and be objective to all matters concerning CFSA Basketball.
 - C. As a CFSA coach, I must be impartial regarding relationships that I have with parents, coaches, and players within CFSA Basketball.

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- D. As a CFSA coach, my first priority is to do what is best for each player in CFSA Basketball to ensure safety, integrity, and good sportsmanship is demonstrated and communicated.
 - E. As a CFSA coach, I will provide timely communication with players and parents.
 - F. As a CFSA coach, I will invoke the assistance of my Division Commissioner whenever there is a parent or player issue/dispute which seems hostile or which the coach feels and knows that they are in a biased situation.
 - G. As a CFSA coach, I will work with parents and players to rectify any issues and/or concerns. If the situation has not been resolved, the committee member should enlist the assistance of the Division Commissioner for resolution.
 - H. As a CFSA coach, it is my responsibility to communicate issues timely to my Division Commissioner to avoid conflicts.
 - I. As a CFSA coach, I will do all duties bestowed upon me by Division Commissioner. These duties include but are not limited to practice participation, game participation, good conduct, timely submission of game sheets and All Star nominees, timely communication to parents and players, and issue resolution.
 - J. The Basketball Committee will review the performance of coaches throughout the season and can choose to exercise its right to expel a coach for behavior it feels is detrimental to CFSA and violates the Coaches Code of Ethics. This notion is deemed final.
 - K. The Basketball Committee reserves the right to bring back past coaches if they feel it is of benefit to CFSA.
 - L. This should be reviewed and signed by each coach each season.
3. Game Misconduct
- A. In addition to the referee's power to assess technical fouls for misconduct, the referee will request the removal of any coach or player from the gymnasium after that individual has received two (2) technical fouls, or if in the referee's judgment that individual is guilty of flagrant misconduct. Failure of that individual to leave the gym immediately can result in the referee calling a forfeiture of the game on the team whose coach or player is guilty of the misconduct. The

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referee will decide whether the remainder of the game will be played. If both teams are guilty of flagrant misconduct, the referee shall be empowered to end the game and declare forfeiture by each team, resulting in a loss for each team.

B. FORFEITURES WILL ONLY BE CALLED AS A LAST RESORT.

C. The referee also has the power to impose the same actions on any spectators in the gymnasium.

D. Further disciplinary action may be taken as outlined in SECTION 4A. All actions of this type will be decided by the Basketball Committee and reported to the General Membership.

SECTION 5 - Game Eligibility

1. 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.
2. If a player arrives after the start of the game they will be allowed to play. If a Classic League player arrives before the inbound ball beginning the second quarter, he/she must play a minimum of one complete quarter.

SECTION 6 - Substitution Rules

1. Classic League: Every Classic League player must play at least one full, uninterrupted quarter at the first opportunity to do so in the first half. During the first quarter, a player may only be substituted for the following reasons: injury, illness, fouling out or expulsion. No other reasons are valid for substituting in the first quarter. It is the opposing coach's responsibility to monitor the substitution rule. The officials will enforce the rule upon notification.

A. In the second quarter, all Classic League players who did not play in the first quarter are required to play the entire quarter as mentioned

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above with only those valid reasons for substitution. Coaches can substitute in the second quarter for players who already have already played their uninterrupted quarter.

- B. Each Classic League player who is in uniform must appear in the game for one complete quarter, unless injury, fouling out, or expulsion prevents compliance, or he/she is being held out for disciplinary reasons. In the event the player is being held out for disciplinary reasons, the opposing coach must be notified of such players. The name(s) of the player(s) must not appear on the roster of eligible players. If a player is removed for disciplinary reasons during the game, it must be noted in the official score book at that time. That player may not return to the game. The Division Commissioner must be notified each time a player is held out of a game for disciplinary reasons (or is removed prior to playing one complete quarter).
 - C. Penalty: Upon violation for each occurrence, the coaches shall notify officials and clock operator to evaluate and make correction immediately as follows:
 - 1) Loss of possession for violating team
 - 2) Opposing team shall be awarded a two (2) free throw shots
 - 3) Opposing team shall be awarded possession at the point of the dead ball
 - 4) Coaches to agree on uninterrupted playing times for the affected players
 - D. A violation of the substitution rules may result in a forfeit and/or suspension of a coach.
2. Coach Select Teams Participating in the Coach Select Program:
- A. Substitution rules shall NOT apply to Coach Select League scheduled games.
3. High School Divisions:
- A. Substitution rules shall NOT apply to High School Division scheduled games.

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SECTION 7 - Injury Substitutions

1. General

- A. A violation of the injury substitution rules or the abuse of the rules in order to alter or influence game play is considered unsportsmanlike conduct with further disciplinary action to be determined by the CFSA Basketball Committee and reported to the General Membership.
- B. The referee may stop play at any time he believes a player is in need of immediate attention due to illness, injury, or to recover displaced eye-glasses or contact lenses. No time out shall be charged:
 - 1) If an injured player is able to resume play within sixty (60) seconds, this shall be considered an official's time out, or,
 - 2) If an injured player is substituted for immediately after the officials time out, or,
 - 3) To recover displaced eye- glasses or contact lenses, or,
 - 4) To rectify/remove a player with blood. A coach has thirty (30) seconds to correct a blood situation without having to remove the player from the game. The player must not have blood on their uniform or body and the area that is bleeding must be bandaged.

SECTION 8 - Regulations

1. General

- A. In the Classic League, a maximum number of three (3) activities per week are allowed. An activity is defined as a regulation or practice game, a practice session or chalk talk. No activity may exceed two (2) hours per session. The Coach Select League is not limited in the number of activities allowed per week.
- B. It is the responsibility of the coach to ensure the safety and welfare of each player and to ensure that practice and game facilities are not damaged, but properly maintained at all times. PENALTY: Violation of these regulations may include suspension or expulsion, and repayment of property damage.

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- C. Games will be played in accordance with U.I.L. High School Federation Rules, except where noted herein. Any conflict within these rules will be resolved by the CFSA Basketball Committee.
- D. If the regulation score clock is not available or functional, the official time will be kept by a electronic timing device or phone with electronic timer with an extra 50% of time added to the regular quarter time or portion of remaining quarter where the official stop/start timing became dysfunctional. An analog timing device will NOT be used.
- 1) Under this condition, the time will run on a continuous basis
 - 2) Timeouts and Injury timeouts will be allowed during any quarter or overtime period
 - 3) The clock will stop on timeouts, free throws, and in the instance of attending to an injured player
 - 4) If necessary, the time required to replace the injured player with a substitute, or the time needed for an injured player to resume play, will be added to the remaining time should the clock inadvertently continue to operate during an injury timeout. Timeout time will also be added to the remaining time.
- E. Using a regulation score board clock, time will be stopped upon the signal of the official and restarted by a signal from the official (using a lowering of a raised arm).
- F. Four (4) time outs per team will be allowed if the game is completed within the regulation four quarters of play. Each team will receive one (1) additional time out during the overtime period, plus any remaining time outs from the regulation periods.
- G. Overtime Periods:
- 1) One (1) two (2) minute overtime period will be played if a tie score results at the end of regulation.
 - 2) Sudden Win: If a tie score results at the end of the initial overtime period, the winner will be declared upon the first team to score in a a one (1) min overtime period. Upon scoring, the team that scored

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shall be declared the winner regardless of time left on the clock.
This process shall repeat until a winner is declared.

H. 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.

I. Security representatives from each team are required by the CFISD and must sign in on the official score book prior to the start of the game. The game clock will start at game time and continue running until the security representatives have signed in and are in place. Security representatives are responsible for:

- 1) Insuring that no food or drink is brought in to the building, and
- 2) Insuring no balls are brought into or taken out of the building by anyone other than a coach. And that balls are brought in ball bags, and
- 3) Monitoring the hallways for unsupervised children or roughhousing. Parents should supervise their children to avoid the children being hurt or damaging the facilities.

J. Other time rules apply:

- 1) Three second lane violation (the count ends once the ball is released for a shot in an attempt for a basket - the ball does not have to touch the backboard or the rim).
- 2) Ten second back court (the count starts when the ball is touched by a player in bounds).
- 3) Five second in-bound (the count ends upon the release of the ball by the in-bounder).
- 4) Five second closely guarding (the count starts when the ball handler is holding or dribbling the ball and being guarded in the forecourt within six (6) feet, or the count ends when the ball handler holding the ball starts a dribble or passes, or when the ball handler dribbling the ball stops and holds the ball).

K. A jump ball will start the first quarter of play and an overtime period. All other jump ball situations will use alternating possessions.

2. Jurisdiction of the Officials

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- A. The referees' jurisdiction prevails until the referee approves the final score which officially ends the game. Coaches, players, and player supporters are **NOT** to approach the referees after a game. NOTE: Both coaches must sign the official score book immediately after the game. If not signed, a coach forfeits his/her right of protest, further discussion, or probable correction of any errors made during the game.
- B. The referee shall resolve any disputes between the timekeeper and home team scorekeeper, and has the power to forfeit a game when conditions warrant (SECTION 4).
- C. The referees reserve the right to start a running clock within the last 3 minutes of the 4th quarter if a game has incurred significant delay due to excessive fouls or misconduct circumstances. This is to be done only in order to complete a game that may delay the start of the following game. A running clock will not be used to finish a game early.

3. Protests

- A. A protest must be noted in the official score book and acknowledged by the referee and scorekeeper at the time the protest is made. All pertinent details must be included, i.e. score, time remaining, quarter, players on the court, etc. All protests must be submitted in writing to the CFSA Basketball Commissioner within 48 hours and accompanied by a \$25.00 check. The \$25.00 fee accompanying the protest will only be refunded if the protest is upheld. **NO PROTESTS MAY BE MADE ON JUDGMENT CALLS!!!**
- B. The CFSA Basketball Committee will determine whether the game should be replayed or not, even if the protest is upheld.

SECTION 9 - Exemptions

1. Elementary, Freshman, 8U, 9U, and 10U Classic Divisions

- A. No back court guarding or pressure is permitted after 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. Defense restrictions will end once the ball, under team control, crosses the division line (mid-court) and the player with the ball has both feet and the ball across the division line. A pass may be intercepted once the ball breaks the plane of the

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division line. A good rule of thumb is to allow three feet past the division line to give the ball handler room to get all three points (both feet and the ball) in the forecourt.

B. EXCEPTION:

- 1) 8U, 9U, 10U Classic ONLY - During the last three (3) minutes of the game and any overtime period, pressure in the back court is permitted.
- 2) 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. If a team calls time-out while advancing the ball in the back court, the ten second back court count will resume at the same point when time was called.

D. All free throws will be shot from the second hash mark from the regulation free throw line (three hash marks from the base line = 10' from the basket and 14' from the base line). The regulation free throw line will be used to determine the three second lane violations. In the Elementary Division "camping out under the basket" will be considered a three second lane violation.

E. Games will consist of four (4) six (6) minute quarters. See SECTION 8 for overtime period.

F. A junior size basketball (28.5) selected by the referee will be used for the Elementary, Freshman 8U, 9U, 10U, 11U and all Girl Divisions.

2. Coach Select All Age Divisions, 11U/12U/13U/14U High School Classic:

A. Full court rules apply. Back court guarding or full court pressing are allowed the entire game

B. Games will consist of four (4) six (6) minute quarters. See SECTION 8 for overtime period. High School Division games will have four (4) eight (8) minute quarters.

C. A regulation size basketball (29.5) selected by the referee will be used. 9U, 10U and 11U Coach Select teams will use a junior size (28.5) basketball.

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- D. 9U Select teams will shoot free throws from the second hash mark from the regulation free throw line (three hash marks from the base line = 10' from the basket and 14' from the base line).

SECTION 10 – Playoff Seedings and Blow Out Rules

1. Teams are automatically Seeded by the Software as follows:
 - A. Head to Head Most Wins
 - B. Head to Head Score Differential (2 teams tied, comparing 2 Teams)
 - C. Score Differential (Reference all teams, 3+ teams tied, comparing 3+ Teams)
 - D. Scores Allowed (Best Defense)
 - E. Scores Earned (Best Offense)
2. For both programs all age divisions (Classic, Select) there is no full court pressing allowed once a team is leading by 25 points.
3. If a coach continuously uses poor judgment regarding game management, he/she may be subject to a warning and/or suspension. Examples follow:
 - A. Not following substitution rules as stated within CFSA that all players play at least a full quarter in the 1st half. Automatic 1 game Suspension
 - B. Continuing to apply half and full court pressure when the game result has already been decided. Warning, repeated offense – 1 game suspension
 - C. Continuous complaints from coaches and/or parents that a coach is not using good judgment and sportsmanship during blow-out games. Warning
 - D. A warning and/or suspension is solely at the discretion of the CFSA Basketball Committee.

SECTION 11 - Recommendations

1. Maintain Perspective with positive energy, have fun

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2. Practice at least once per week; encourage all players to bring a ball
3. Encourage participation in basketball skills training
4. Spend time playing 1v1, 2v2, 3v3 in practice
5. Make layups, Make free throws
6. Check Game Schedule Often, even on the day of the game as CFISD, on occasion will have updates for us to respond to
7. Do not knock on gym doors at the 6PM Game Slot. The doors will open, generally at 5:45pm, approx.
8. Arrive 15 min prior to your game (6PM Slot)
9. Arrive 30 min prior to your game (7PM Slot or Later)
10. Bring score sheets to ALL games, keep score, fouls
11. Understand the rules of play for Backcourt Guarding, Free-throw Lines, Substitutions, Ball Size, etc.
12. Have rules readily accessible electronically or bring hard copy
13. In the rare case of a complaint regarding an official, take an in-game picture, and submit with your complaint
14. Teamwork makes the dream work. Stay involved as this is your league!

www.cy-fairsports.org