

House Rules Summary

Rule	Boys/Girls 1-3	Boys/Girls 4	Boys/Girls 5-6	Boys 7-8	Girls 7-8	Boys 9-12	Girls 9-12
Period	7 min.	7 min.	7 min	7 min.	7 min.	8 min.	8 min.
Overtime ¹	None	1 (2 min)	1 (2 min)	1 (2 min)	1 (2 min)	1 (3 min)	None
Timeouts ²	2 per half	2 per half	2 per half	3 full, 2 30	3 full, 2 30	3 full, 2 30	2 per half
Basket Height	1B / 2B: 8.5 feet 3B: 9.5 feet Girls: 8 feet	4G: 9 feet 4B: 10 feet	10 feet	10 feet	10 feet	10 feet	10 feet
Foul Line	12 feet	12 feet	15 feet	15 feet	15 feet	15 feet	15 feet
Defense	Man only	Man only	Man & zone	Man & zone	Man & zone	Man & zone	Man & zone
Free zone	Yes	No	No	No	No	No	No
Press ³	No	No	Boys: 2 nd half only	Yes	Yes	Yes	Yes
Crush rule ⁴	10 points	10 points	10 points	15 points	10 points	15 points	10 points
3-pt. Shot	No	No	No	Yes	Yes	Yes	Yes
Playing Time ⁵	2 full	2 full	2 full	2 full	2 full	1 full + ½*	1 ½ total*
Substitution ⁶	4 th quarter	4 th quarter	4 th quarter	4 th quarter	4 th quarter	Anytime	Anytime

¹ **Overtime:** For grades 4-8 during the regular season, one 2-minute overtime period with a stopped clock is permitted; if no winner is determined at the end of this overtime period, the game is declared a tie. During the playoffs, up to two 2-minute overtime periods may be played if needed to determine the winner; if the score is tied after the 2nd overtime, a sudden death overtime (first basket wins) is used. For grades 1-3 and girls grades 9-12, no overtime period is permitted (except during playoffs for girls 9-12). For boys grades 9-12, one 3-minute overtime period is permitted during the regular season, and as many overtime periods as needed during the playoffs.

² **Timeouts:** Boys/Girls grades 1-6 and Girls grades 9-12 get 2 full timeouts each half (no carryover) during the regular season. Boys and Girls grades 7-8 and Boys grades 9-12 get 2 30 second and 3 full timeouts for the game. No timeouts are permitted for grades 2-8 during overtime periods. One timeout is permitted during each overtime period (no carryover) for Boys grades 9-12 during the regular season and playoffs; Girls grades 9-12 get 1 timeout during each overtime period (no carryover) during the playoffs only.

³ **Backcourt Defense/Press:** For grades 2-4, once a change of possession in the backcourt is established on a rebound or turnover, defensive players must immediately vacate the backcourt and cannot initiate defense until the ball crosses mid-court (grade 4) or the free zone line (grades 2-3). GIRLS: grades 5 and 6, only one defensive player may remain in the backcourt to play defense and all others must retreat to the front court; the defensive player may pressure the offensive player until that player makes a definitive basketball move. The offensive player, once gaining possession of the ball, must either dribble with the intent to advance the ball, or pass with the intent to move the ball up the court. Once a move has been made, the defensive player must retreat and wait until the offensive player crosses half court. No pressure is allowed in the backcourt on a dead ball or in situations where the Crush Rule is in effect. BOYS: grades 5 and 6, guarding and pressing in the backcourt are allowed in the second half of the game, even during inbound plays, subject to the provisions of the Crush Rule. BOYS and GIRLS: grades 7-12, guarding and pressing in the backcourt are allowed during the entire game, even during inbound plays, subject to the provisions of the Crush Rule.

Crush Rule: For all grades 5-12, when the Crush Rule is in effect, during an inbound pass in the backcourt (due to a dead ball or made basket), the defensive team must leave the backcourt prior to the inbound pass and can only initiate defense once the ball crosses mid-court. Note that grades 1-4 by rule cannot play backcourt defense at any time, even if the crush rule is not in effect, during a inbound pass in the backcourt. For all grades, when the crush rule applies, coaches of the leading team should also take active measures to avoid further running up the score.

⁴ **Playing Time (Participation Rules):** For grades 1-8, each player arriving before the start of the second quarter must play a minimum 2 full uninterrupted quarters in the game (at least 1 uninterrupted quarter in each half). They are also subject to the Bench Rule below.

*For Boys 9-12, players must play one at least 1 ½ quarters, which must include 1 full uninterrupted quarter. For Girls 9-12, players must play in at least 3 quarters for a minimum of 1 ½ total quarters. Boys 9-12 are subject to the Bench Rule below; Girls 9-12 are not.

Bench Rule: For grades 2-12 (except Girls 9-12) if both teams have 7 or more players present at the start of the game, then each player on both teams must also sit out an entire uninterrupted quarter at some point during the game; if either team has less than 7 players at the start of the game, then this Bench Rule is not enforced for either team. A quarter missed due to late arrival or early departure meets this requirement.

⁵ **Substitutions:** Substitutions cannot violate the minimum participation rule and for grades 1-8 can only occur in the 4th quarter unless due to injury/illness or disqualification. For injury and disqualification substitutions, the playing time in the quarter counts for the player being removed from the game and not for the substitute entering the game. Boys 9-12 and Girls 9-12 have free substitution throughout the game subject to the limitations of their participation rule.

Participation Disputes: If there is an unresolved dispute between the coaches over player participation or substitution during the game, they should try to correct the issue at the time it occurs; if this is not possible, they must note the issue in the scorebook at the time of the dispute, initial the complaint, and report the issue to the League Administrator & Sportsmanship Coordinator.

Technical fouls: Any player or coach receiving 2 sportsmanship-related technical fouls in a game is automatically disqualified and must also sit out the next game. If a team receives 3 sportsmanship-related technical fouls in a game, then that team forfeits and the game is immediately ended. Players/coaches receiving 3 or more technical fouls in a season are subject to further sanction. All technical and flagrant fouls must be reported to the League Admin and Sportsmanship Coordinator by both coaches.

IMPORTANT CONTACT INFORMATION & GYM ISSUES

Basketball Chairman: JP Prochazka

- Cell: 703-867-3972, Email: basketball@chantillyyouth.org

Referee Coordinator (Grades 1-6)

- Email: basketball@chantillyyouth.org

Scheduler: Paul Jones

- Cell: 703-622-0586, Email: bballscheduler@chantillyyouth.org

Neighborhood and Community Services (NCS)

- Gym Hotline: 703-609-8870 (gym-related issues)

WHO TO CONTACT:

GYM ISSUES

CYA gym use conflicts: Contact the League Administrator or scheduler Paul Jones at 703-622-0586.

Gym access: Call Recreation Dept. Hotline at 703-609-8870 & notify league administrator

- If a gym is not available for CYA use for a scheduled event, the coaches should not argue with school officials/custodian but rather both contact the league administrator and call the CRS Hotline (703-609-8870) to see if the issue can be resolved or the game/practice moved. The NCS Hotline should also be called if the gym doors are not open and no custodian can be located.
- If more than two teams show up for a game, the coaches should contact their League Administrator to see which teams are scheduled. If that does not resolve the issue, use a coin toss to determine who plays if the teams are in the same league; otherwise, the coaches should ask the referees what age group they were scheduled to officiate and use that to determine which teams play. Games always take precedence over practices.
- If there is no clock at the start of the game, teams should play 15-minute uninterrupted quarters with clock stoppage only for time outs and foul shots.