



GCCYS Boys/Girls BASKETBALL RULES

1. You must be a member of a participating parish or attend the school to play on a GCCYS team/league. Each member's sports coordinator/director must insure that all rosters are submitted and GCCYS liability waivers completed before the first game. Players may be added to the roster before the sixth game. Players may only play on one GCCYS team.
2. Please pay the officials before the game begins. **All officials will be paid \$35 per game in cash only. The coach of each team should pay both referees \$17.50. This is to allow the GCCYS to track referee payments for each parish as mandated by the Archdiocese of Cincinnati.** Officials have been instructed not to take abuse from coaches. They will ask you to leave or forfeit. Let's all demonstrate good sportsmanship. If you do not show up for a game it will be considered a forfeit and your school/parish will be subject to a \$70 fee. If a team only has 4 players or obtains a substitute player the game may be played, but will be considered a forfeit. The referees will be paid, their normal fee, at the start of the game and there will not be any forfeit fees to the school/parish. Forfeit fees should be sent to the GCCYS and we will take care of paying the officials. If these fees are not paid, you are ineligible for the post-season tournament. **All games are to be played as scheduled. The GCCYS is the only one able to change games and games will only be changed for parish/school-sponsored events that are mandatory. The GCCYS office must have 10 days' notice of any game changes unless a catastrophic reason.**
3. **Due to illness a team that has 3 or 4 healthy rostered players can add players for a given game to a maximum of 6 players as long as they following these guidelines:**

- For 3rd-5th grade teams, an eligible substitute(s) can be from the same grade or younger
 - For 6th-8th grade teams, an eligible substitute(s) can be from a younger grade at any level OR the same grade at an equal or lesser league level.
 - If a substitute cannot be found that meets any of the previously mentioned criteria, the team can use a player from a higher level in the same grade, but the game will be counted as a forfeit and the score must be reported as 2-0.
 - In all of the above cases, the school/parish coordinator should be made aware so a player of equal talent level of the player(s) missing is used as the substitute(s).
 - If league finds a team “stacking” a roster the score will be registered a forfeit. No debate, no protest.
4. Ohio High School rules are the basis for our league operation with GCCYS modifications.
- a. No A-B-C teams prior to 6th grade. Grades 3rd-5th are to be evenly divided (balanced).
 - b. All teams in the 3rd- 5th and 6th- 8th recreation teams must play each player for one full quarter from start to finish. Coaches should strive for roughly even playing time or what is determined by your school/parish. Exception if a player is injured or sick. You must play all your players regardless of the opposing team’s size. 6th-8th grade competitive teams have NO required playing time. **This rule is in effect for the regular season as well as the post-season tournament. The scorekeeper must sit at the scorer’s table. It is the scorekeeper’s responsibility to keep track of playing time.**
 - c. The Boys 5th/6th , Boys 6th-8th , and Girls Varsity (7th/8th grade) teams can use a full court press. If there is a lead of 15 points the team leading can no longer press. The 3rd-5th grade teams cannot press.
 - d. **NEW FOR 2022-23 Girls Reserve (grades 5/6) ONLY Level 1 can use full court press. Level 2-5 backcourt press is prohibited. Any crossover game between L1 & L2 rules revert to L2.**

- e. **Girls Varsity (grades 7/8) can use full court press. If there is a lead of 15 points the team leading can no longer press.**
- f. In 3rd-4th grade, teams must play man vs man. Zone defense is not permitted.
- g. In 3rd-4th grade if a team has a 15-point lead they cannot extend defensive play outside of the 3-point line; if there is no 3-point line the defense cannot be above the top of the circle.
- h. In 3rd-8th grade once a 20+-point lead has occurred in the 4th quarter there will be a running clock.
- i. Quarters:
3rd-8th -----6 minutes stop and go
- j. In 3rd grade, teams will receive (4) 45 second timeouts. In 4th thru 8th teams will receive (3) Full time-outs and (2) 30 second time outs.
- k. All overtime periods are two (2) minutes stop and go.
- l. Special rule for Boys 3rd- 5th grade & Girls Grade 3, 4, & Girls Reserve (5th/6th) L2-L5 games: When a dead ball throw in occurs in the back court with less than one (1) minute remaining, the clock is to start when the offensive player crosses mid court. This will be signaled by the referee. **This rule applies to DEAD BALL SITUATIONS in the 4th QUARTER and OVERTIME periods only.**
- m. Grades 3rd – 5th Defender must allow ball handler 3’ to cross half court line
- n. Free throw lines:
All Boys & Girls 3rd- 4th ----- 9 feet (lower circle)
Boys 5th -----12 feet (between lower circle and standard)
NEW for 2022-23- Girls Reserve (5/6th)--- 12 feet
Boys combo 5th/6th , Boys 6th - 8th , Girls Varsity (7th/8th)----15 feet

- o. Free-Throw Rule – Players may enter the lane when the shooter releases the ball, except the shooter who cannot enter until the ball hits the rim. The lane is from your respective free-throw line down.
 - p. Coaches and players may request verbal time-outs.
 - q. Boys- Grades 3rd – 6th will be using the women’s ball (28.5”).
Grades 7th – 8th will be using a regulation ball (29.5”).
 - r. Girls- Grades 3rd – 8th will be using women’s ball (28.5”)
 - s. **No jewelry may be worn. No face paint or hair paint.**
5. Every team is automatically entered in the GCCYS postseason tournament. Teams that play in “A” divisions will play in the Division I tournament (discretionary to tournament committee) and they will be seeded. The date of tournament pairings/ seedings is decided by GCCYS basketball coordinator. **If you do not wish to be entered in the tournament you must notify GCCYS a minimum of two weeks prior to the end of the regular season.**
 6. Winning team must report scores within 48 hours of the game.
 7. Two coaches maximum on each team bench. Only one coach can stand at any given time.
 8. Grades 3 & 4:

Man To Man Defense

Man to man defense is to be officiated in the spirit that the rule is written. No player is to be standing in an area, not guarding anyone, in essence playing a zone.

Help side defense is allowed. Help defense is defined as a defensive player must be guarding an offensive player but may rotate to provide help side defense when appropriate. For example, if an offensive player is in the corner of the court and the ball is on the opposite side of the court. The defensive player can slide into the help position. In the example, the player would slide and “put a foot in the lane”. The man to man defensive principle of one pass away be in deny, two

passes away be in help is the intent of this rule so the players in 3rd grade will be afforded the opportunity to advanced their defensive skills

No double teaming is allowed except for in the paint, WHICH IS DEFINED AS THE 15' FREE THROW LINE AND DOWN TO THE BASELINE. One small exception will be when a ball screen is being set by the offensive team.

- In this situation, a natural double team may occur as the screening player is bringing his defender next to the ball. Patience in this is required. If the double team continues to happen after the ball handler clears the screen, it should be called.

In man to man, you are allowed to switch defenders when picks are being set or at any other time where switching may occur. YOU ARE NOT ALLOWED TO SIT AND WAIT FOR AN OFFENSIVE PLAYER TO COME INTO YOUR AREA AND THEN JUST SWITCH PLAYERS.

There is no defensive pressure in the BACK COURT at all. Players on the defensive team MUST get back once the offensive team secures possession. The defensive team must stay back three feet to allow the offensive team to be able to get the ball and both feet into the front court.

On sideline out of bounds plays at or near mid-court the defensive team may stay back at three point line and then pick up the offensive player once the ball is inbounds.

On out of bounds plays under the offensive team's basket, the defensive team may not just place a player under the basket to "protect" it. They must defend the out of bounds thrower but CAN BE placed at an angle to take away the direct throw to the area in front of the basket.

The calling of this should be consistent with how Man to Man defense is played and officials should understand when the playing of a zone defense or zone principles are being used.

To make sure every coach and referee is clear on this.....If the defensive team is helping, the help player must leave the ball when

the original defender recovers. If the team is switching, the original defender must pick up the other defender's player immediately and not continue after the ball. Switching and helping should not result in two defenders pressuring the ball simultaneously trying to force a turnover.

Failure to adhere to these rules will result in a warning on the first violation; and one point and the ball on each violation thereafter.

If players are instructed to stop a fast break, current OHSAA rules for delay of game will be enforced. A warning will be issued for the first offense. Further offenses will result in bench technical fouls. After two technical fouls the head coach would be ejected. The officials to be aware that these are young players. Some may simply not know what to do which would not mean they are intentionally trying to impede the progress of the offensive player in the back court. The rule of thumb will be if one player or multiple players make an intentional move to stop the fast break, delay of game will be called. The coaches who are doing this are violating the spirit of the rule and we need to define that this is illegal.

No "clear-outs" are permitted on offense. A clear-out is defined as moving four players to one side of court to gain an advantage for one superior player to take the ball to open side.

5-out offense with motion is permitted as long as both sides are balanced. In this case, two pass away defenders are permitted to help on the block. That defender does not have to follow his/her defender to corner.

9. Poor behavior: There is no appeal process for an ejection to a player, fan, or coach. Ejection leads to automatic suspension from next scheduled league game.