

CSU Competitive League RULES

1st/2nd Grade Division

Game Format: 4 v 4 or 3 vs 3
Basket Height: 9 feet

Ball Size: Youth Ball (27.5)

Length of Game: 4 - eight minute periods

Free throw: Attempted from 12ft (inside blue area)

Substitutions: Time will stop at or near 4 minutes of the first 3 periods for substitutions. If a player ENDS a period, he/she is eligible to BEGIN the next period. A player can not play back to back in the SAME period, unless a team has less than 6 (3v3) or 8 (4v4) players. Each player has to play a minimum of 4 continuous minutes per half. 4th quarter substitutions can be made every dead ball. Clock will not stop at 4 minutes during 4th quarter.

Defense: **Man to Man Defense Only.** Full-court press is ONLY allowed in the 2nd half. Stealing is allowed. Double teaming is allowed.

Time Outs: 3 Timeouts per game

Halftime Break: 2 minutes

Fouls: Players will foul out upon committing their 6th personal foul. 1-and-1 shot attempted on 7th team foul each half. Two foul shots attempted on 10th team foul per half.

Intentional fouls will be assessed as 2 personal fouls. 1st infraction = player sitting for one minute. 2nd infraction = team losing a timeout and player sits for rest of half or full 8 minute quarter. 3rd infraction = player not being able to play the rest of the game.

Violations: 1st Half of the Season

Minimal traveling and double dribbling is allowed. Running with the ball will be a violation. Getting up from the ground, with the ball, will be a violation. The referee will instruct a player of any violations and return the ball to the team that had the violation.

2nd Half of the Season

Referee shall stop play on any traveling, double dribble, foul, etc and instruct player to their error. Opposite team will gain possession.

Clock: Running clock except for last minute of EACH period, injury and mechanical.

****Clock will run if a team is ahead by 20 points. The opposing team must bring the score within 15 points for the clock to stop again. (Applies in clock stoppage period.)***

3rd/4th Grade Division

Game Format: 5 vs 5

Basket Height: 10 feet

Ball Size: 28.5

Length of Game: 2 - 20 minute halves

Defense: MAN to MAN DEFENSE ONLY!!! Full court press is ONLY allowed in the 2nd half. Stealing is allowed. Double teaming is allowed.

Applies to full-court and half-court defense.

Time Outs: Each team has 3 timeouts per game.

Halftime Break: 2 minutes

Violations: Players will foul out upon committing their 5th personal foul. One-and-one shot on 7th team foul per half. Two foul shots on 10th team foul per half.

Playing Time: Each player must play a minimum of 10 minutes per game.

Clock: Running clock except last 2 minutes of each half. ****Clock will run if a team is ahead by 20 points. The opposing team must bring the score within 15 points for the clock to stop again. (Applies in clock stoppage period.)****

Mercy Rule: Cannot press if ahead by 10 or more points.

ALL OTHER HIGH SCHOOL RULES APPLY

*****PLEASE SEE "RULES THAT APPLY TO ALL DIVISIONS" BELOW*****

5th/6th Grade

Game Format:	5 vs 5
Basket Height:	10 feet
Ball Size:	28.5
Length of Game:	2 - 20 minute halves
Defense:	Man to man defense for first half of the season. (After 4th week in a 7 game season.) Any defense is allowed after half of season. Full court pressure is allowed at beginning of game.
Time Outs:	Each team has 3 timeouts per game.
Halftime Break:	2 minutes
Violations:	Players will foul out upon committing their 5th personal foul. One-and-one shot on 7th team foul per half. Two foul shots on 10th team foul per half.
Playing Time:	Each player must play a minimum of 10 minutes per game.
Clock:	Running clock except last 2 minutes of each half. ****Clock will run if a team is ahead by 20 points. The opposing team must bring the score within 15 points for the clock to stop again. (Applies in clock stoppage period.)****

7th/8th, 9th/10th and 11th/12th Division and ABOVE

Game Format:	5 vs 5
Basket Height:	10 feet
Ball Size:	29.5 (regulation size) ***UNLESS the HOME TEAM is an all girls team (28.5) ***
Length of Game:	2 - 20 minute halves
Defense:	Any defense is allowed.
Time Outs:	Each team has 3 timeouts per game.
Halftime Break:	2 minutes
Violations:	Players will foul out upon committing their 5th personal foul. One-and-one shot on 7th team foul per half. Two foul shots on 10th team foul per half.
Playing Time:	Each player must play a minimum of 10 minutes per game.

Clock: Running clock except last 2 minutes of each half. ****Clock will run if a team is ahead by 20 points. The opposing team must bring the score within 15 points for the clock to stop again. (Applies in clock stoppage period.)****

Mercy Rule: **7th/8th Division**

Cannot press if ahead by 10 or more points

9th/10th and 11th/12th Division

Cannot press if ahead by 20 points

ALL OTHER HIGH SCHOOL RULES APPLY

*****PLEASE SEE "**RULES THAT APPLY TO ALL DIVISIONS**" BELOW*****

- Each team will be responsible for supplying a volunteer for each game. Home team must provide the scorekeeper and visiting team must provide the timekeeper.
- In the event of a tie, at the end of regulation, a 1 minute overtime is allowed with clock stopping on dead balls. If there is still a tie, game will continue with 1 minute OT. After the 2nd OT period, if there is still a tie, the game will go to free throw attempts. 3 players will be chosen from each team to attempt one free throw. The team with the most made free throws will win. If there is still a tie, the coaches will choose 3 different players to attempt free throws. No games will end in a tie.
- Shirts are to be tucked into shorts. No jewelry, wrist bands or long pants allowed.
- FORFEITS If a team does not have enough players to start a game, they can elect to play with the players they have or choose a forfeit. If the team chooses a forfeit, CSU will then allow other players to play on the team that forfeited so that we will still have a game for team that is there.
- A player can not play for 2 teams in the same division.

MERCY RULE: Game will be called if ahead by 20 or more points with 2 minutes left in the game.