

**CENTRAL BLAIR RECREATION & PARKS COMMISSION**  
**2020-2021 ELEMENTRY BASKETBALL**  
**RULES AND REGULATION – 3<sup>RD</sup> GRADE LEAGUE**

<b>Roster Size</b>	<p>There will be a minimum of Seven (7) players and a maximum of Fourteen (14) on a team roster.</p> <ul style="list-style-type: none"><li>All participants must play for the school they attend. Only exceptions are as follows:<ul style="list-style-type: none"><li>Special programs Students that have to attend a different school than were they live.</li><li>Home-Schooled students must play for the public school based where they live.</li><li>Students attending a private school will play for the public school based where they live.</li><li>Schools combined by CBRC due to low participation</li></ul></li><li>Each team must have seven different players played the third game of the season or all games will be forfeited.</li><li>After the Third game, teams cannot add any players to their rosters</li><li><b>There will be no stacking of teams. When schools are dividing players into two teams, ALL ROSTERS MUST BE BALANCED.</b></li><li>No player is eligible to play unless they are fully registered through the CBRC Office.</li></ul> <p>A younger player can be brought up only to get the minimum number for a roster</p> <table><tr><td colspan="5">Schools with Only 1 Team</td></tr><tr><td>Correct Grade Players</td><td>4</td><td>5</td><td>6</td><td>7 &amp; Up</td></tr><tr><td># of Underclassmen that can be rostered</td><td>3</td><td>2</td><td>1</td><td>0</td></tr></table> <table><tr><td colspan="5">Schools that are borderline w Teams</td></tr><tr><td>Correct Grade Players</td><td>11</td><td>12</td><td>13</td><td>14 &amp; Up</td></tr><tr><td># of Underclassmen that can be rostered</td><td>3</td><td>2</td><td>1</td><td>0</td></tr></table> <p>Underclassmen <u>ARE PERMITTED</u> to fill out second roster for any league If they are needed to make the seventh player.</p>	Schools with Only 1 Team					Correct Grade Players	4	5	6	7 & Up	# of Underclassmen that can be rostered	3	2	1	0	Schools that are borderline w Teams					Correct Grade Players	11	12	13	14 & Up	# of Underclassmen that can be rostered	3	2	1	0
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<b>Playing Time "Must play"</b>	<p>Each Player must play <b>EIGHT</b> Minutes in the REGULAR SEASON. In the playoffs, every player must play <b>FOUR</b> minutes in every game. Time is kept by a CBRC timekeeper.</p> <p>Exception to the rule:</p> <ul style="list-style-type: none"><li>Any player arriving after the ten minute mark is NOT owed eight minutes.</li><li>Players can only be disciplined from game minutes from the School Administration</li></ul>																														
<b>Forfeit</b>	<p>Must have 4 players to start the game. There is a five-minute grace period before all games.</p> <p>Three forfeited games result in expulsion from the league</p>																														
<b>Unsportsman like Conduct SPECTATOR</b>	<p>1. <b>Technical Fouls (Fans)</b></p> <ul style="list-style-type: none"><li>If a fan engages a coach, official or athlete in any unsportsmanlike behavior, the fan will be removed from the facility.</li><li>The second time this occurs, the fan will be put on notice/trespass letter and will not be allowed back in for the remainder of the season.</li><li>If a fan refuses to leave the building, the game is forfeited.</li></ul>																														
<b>Unsportsman like Conduct Player &amp; Coach</b>	<p>2. <b>Technical Fouls (Players &amp; Coaches)</b></p> <ul style="list-style-type: none"><li>If a player or coach receives a technical foul, they opposing team will be awarded 2 foul shots and retain possession of the ball afterwards.</li><li>If a second technical foul would occur in that game or at any time during the remainder of the season, that player or coach will be ejected from that game and suspended for the following game (Opposing team gets 2 foul shots and retains possession of the ball afterwards).</li><li>If a player or coach would get a 3<sup>rd</sup> technical foul throughout the course of the year they will be immediately ejected and suspended for the rest of the season.</li><li>Bench fouls are counted as one technical foul on the coach.</li></ul> <p>3. <b>Flagrant Fouls</b></p> <ul style="list-style-type: none"><li>Intent to Injure – Any player that commits a foul with the perception “intent to injure” will be immediately ejected and will be suspended for the remainder of the season</li><li>Bodily Contact – Any player, coach, fan that would have bodily contact with an official or league (CBRC) representative will be immediately ejected and suspended from CBRC activities for 1 calendar year.</li></ul>																														

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<b>COACHES</b>	<p>There will be no more than three coaches on the bench. Head coaches must be senior high age or older. Assistant coaches can be in junior high. Please write all the coaches names on the School roster.</p> <ul style="list-style-type: none"><li>• Head coaches are the only coaches permitted to talk to the referees. No coaches are permitted in the offices off the gym floor.</li><li>• Assistant coaches must remain seated during the game. Head coaches are permitted to stand to instruct players. Assistant coaches are only there to help the head coach.</li></ul>
<b>PLAYERS</b>	<p>All jewelry must be removed. No band aids on the jewelry. No plastic or metal in the hair. A player cannot play if they are in a cast or splint. Players must be fully registered through the CBRC office before they are eligible to play. Plastic water bottles are the only containers permitted on the player's bench.</p>

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<b>Game play</b>	<ul style="list-style-type: none"> <li>• Coin flip will determine the direction of play at 6<sup>th</sup> ward. BTW, East Juniata shoot opposite sides from players bench for the 1<sup>st</sup> half,</li> <li>• A jump ball starts the game. After the beginning of the game, the alternating possession rule applies.</li> <li>• The game ball for the 3<sup>rd</sup> grade league will be 28.5 on a 10 – foot hoop.</li> <li>• Game will consist of two eighteen minute halves.</li> <li>• The Clock will run until the last 2 min of the half. The clock will not stop for shoe tying or foul shot setup ECT.</li> <li>• Clock Stops on all whistles during last 2 min of each half and last 2 min. of each overtime.</li> </ul>
<b>Over Time</b>	(No overtime during regular season) Over time is a three minute period. Only two overtime periods and if score is still tied then a tie will be rewarded to each team. Clock will stop in the last 2 minutes of the overtime period.
<b>Time Outs</b>	2 per half and 1 per overtime period. Time-outs do not carry over into second half or overtime.
<b>Team Fouls</b>	Shoot 1& 1 on 7 <sup>th</sup> foul , After 10 team fouls, shooter will be awarded 2 foul shots.
<b>Personal Fouls</b>	A player can get 5 personal fouls before the player is fouled out and unable to return to the game, the player must leave the game to sit on the bench. These personal fouls also include flagrant, unsportsmanlike, and technical fouls.
<b>Defense</b>	Man to Man or Zone
<b>Foul Lines</b>	Moved in black tape
<b>3 Sec. in Lane</b>	Not called unless abused. (5 – 6 sec considered abused)
<b>10 sec Rule</b>	Yes- Must bring ball up court in 10 secs
<b>3 point shot</b>	There are no three point shots
<b>Pressing</b>	No Pressing AT ALL Defense can pick up at the Volleyball Line (2 feet in from half Court)