

CYO Basketball
Rules & Modifications
(Updated 8/23)

General Modifications All Grades

NCAA Rules (Girls) National Federation Rules (Boys) govern league play. These Rules, as well as the enclosed Modification Cover ALL CYO Games. Which include League Play, Playoffs and CYO Championship Games

PLEASE consult modifications for your teams' grade level

COACHES RESPONSIBILITIES:

ALL COACHES MUST READ, CARRY & FOLLOW the CYO Rules & Modifications at ALL CYO games and refer to them as needed.

- Coaches should play all their games and schedule any TO BE ARRANGED (TBA) Games on their schedule
- ALL Coaches report their scores, win or lose (by Game #) to CYO within 72 hours of their completed game.
- **BOTH Coach & Asst. Coach MUST have attended the CYO Coaches Orientation or Sanctioning Workshop**
 - If the Coach & Asst. don't attend a Coaches Orientation they are not permitted on the bench or score table
- A Maximum of 2 coaches are allowed to be on the bench with the team.
 - Only 1 coach is permitted to stand during the game, the other coach must remain seated.
 - Sanctioned Coaches MUST sit with the team, no one should be coaching from the Scoring Table.
 - The Scoring Table Personnel are part of the Officiating Crew and should remain impartial
- All Head Coaches Must be at least 21 years to coach for 4th – 12th Grade
- **ALL Coaches MUST have a Scorebook to be filled out correctly and checked by the assigned officials**
- All teams must submit a CYO Sportsmanship Ballot 48 hours after their season has ended
 - ALL Playoff bound teams MUST submit a Sportsmanship Ballot to qualify for any postseason playoffs.

EQUIPMENT: Home team is responsible for the game ball, scorebook, clock, horn, etc.

FORFEIT TIME: 15 minutes

BACKCOURT LINE: On courts shorter than 74 feet, it is recommended that the backcourt line be such that the frontcourt measures as least 37-40 feet.

UNIFORMS: A Parish name must be displayed on the front of the uniform jersey. All uniforms must be in keeping with the standards of the sport (IDENTICAL shirts, shorts must be the same color and style). CYO allows a T-shirt to be worn under a team uniform. The T-Shirt must be the dominant color of the team uniform, or a plain white T-shirt is permitted.

- **Jerseys must have numbers on front and back (LEGAL NUMBERS (Any Combination of 0-00- 1-5)).**
 - Violation for illegal numbers will result in a technical foul, 2 shots and possession (per player that enters game wearing an illegal number) as per NCAA and National Federation Rules. (Also see CYO Uniform Violations policy)
 - NO JEWELRY ALLOWED FOR PLAYERS IN ANY CYO GAME

SCORE BOOK: Both teams are required to use a scorebook.

- The Home Book will be the official book.
- All players should be listed in the scorebook in **NUMERICAL order with BOTH their first and last names.** Rulebook penalties for player(s) not properly listed in the scorebook at the start of the game will still apply.
- **NOTE: The game official is expected to examine and print their name in each scorebook.**
 - A technical foul will be issued for any scorebook violations. A maximum of two technical fouls will be assessed for failure to comply.
- **In playoffs, the home team (top of bracket) will be the official book.**
 - Exception: The referee can designate the visitor's book as the official home book.

NOTE: Coaches should save their correctly filled out scorebooks from year to year, as it is required in any "Move Up Appeal"

OFFICIAL RESPONSIBILITIES: Officials are expected to arrive 15 minutes prior to game time to do their pregame book check (**FIRST, LAST & NUMBER OF ALL PLAYERS**) and uniform checks (see uniform policy) and print their name in the scorebooks. Review court rules, read the No Tolerance Policy & allow time for the CYO prayer before ALL Games. Officials are expected to enforce ALL CYO Rules & Modifications, and to Report ALL Technical Fouls issued in a game by the next business day. Technical's can be reported by email, texts, or phone to the Compliance department.

OFFICIALS: Please remind the table personnel they are part of the officiating crew and should remain impartial

- NO CYO Game for 5th Grade Through High School should end in a Tie

Non-Compliant Officials will jeopardize their pay and their ability to work for CYO.

Fees: Officials' fees for events / sports scheduled by CYO Long Island will be paid by CYO and each Parish for their prorated share of official's fees together when billing for team registration.

One Official assigned for each game 3rd & 4th Grade; Two officials assigned 5th Grade through High School
(If one official officiates a two official game- that official receives a fee is fee and a half)

ROSTERS: Rosters are required in the CYO office with Team Registration forms.

Each coach must have a copy of the current season CYO "APPROVED" roster in his or her game book at all games.

- The opposing coach and the game officials have the right to ask to see this approved roster.
 - Any failure to comply must be reported to the office.
- If there is no approved roster on file in the CYO office, or if the players in the game in question do not match the approved roster, the game will be forfeited by the offending team.
- **INELIGIBLE PLAYERS:** All games in which an ineligible player participated in will be forfeited.
 - The coach / Team will be subject to the discipline actions determined by the Discipline Committee and defined in CYO Policy & Procedures.
- **PLAYERS:**
 - No player may participate in both Tyro/Senior and the 4th through 8th grade program in the same program year.
 - A player can only play on 1 parish team and be on 1 roster in a particular CYO "basketball" sport in the same program year. (Exception: Boys High School Fall & Winter Programs)

PROTESTS

Protests can only be filed and heard for a misapplication of a playing rule OR for player eligibility.

1. Protests for a Misapplication of a Rule:

- **PROTESTS Must be brought to the attention of the official and opposing coach AT THE TIME of the alleged infraction.**
 - The Point of Protest Time and Meet Situation Must Be Clearly Noted in the Both Scoresheets
 - The Officials MUST sign the scorebook (signature is to acknowledge protest, not an agreement of protest)
 - The Game / Meet resumes from point of protest interruption after the protest is recorded
 - The Protest MUST be reported to CYO the next business day by the Protesting Coach / Coordinator
 - A Protest may be rescinded by the protesting team at the end of the game

JUDGEMENT CALLS MADE BY THE OFFICIAL ARE NOT PROTESTABLE

2. Protests for a Players Eligibility (See Roster Section)

- Protests on player eligibility must be made directly to the CYO Office Compliance Department during the regular season and / or playoffs within 48 hours of the contest between the two teams involved to be heard.

FOR A PROTEST TO BE HEARD:

A letter outlining the protest along with a protest fee of \$ 100.00 must be submitted to the CYO Office.

Score sheets from the Protested Contest MUST BE SUBMITTED by BOTH Team involved in Protest

- All properly filed protests will be reviewed and decided upon by the CYO Athletic Committee.
- If a protest is upheld the protest fee will be returned.

Failure to provide completed (First, Last and Number) scoresheets and a letter outlining protest will adversely effect on the outcome of the protest.

REPORTING SCORES / GAME RESULTS

It is the obligation of BOTH home & away coaches to report scores within 72 hours of the contest.

To report scores coaches must create a TeamSideline account (if they do not already have one) using the same email that your coordinator registered your team with and sign in. (Coaches will receive the game score email at games end which is an hour and 15 minutes after the scheduled start time –an additional email(s) will be sent within 48 hours from end of game if the score is still not reported.

To Report Games through the Auto Coach Scoring Email:

- Once you have received your *Auto Coach Scoring* email, click the "Score This Game" link.
- This will take you to the "Score This Game" page.
- On the "Score This Game" page, type in the scores.
- Click the *Score* button.

IF you don't receive the Email:

- Sign into your TeamSideline account make sure you are on the My Account Page.
- Click the name of the Team whose Games you wish to Score.
- Scroll down until you see desired Game and click on the pencil icon.
- Type in the scores.
- Click the *Score* button

Any game score not reported within 72 hours of contest by either coach will result in a double loss (0 – 0) will appear as a tie on the website, but converts to a loss in final standings for both teams and “CANNOT BE APPEALED”.

- All end of season scores MUST be reported by 10:00 AM the day after the season ends. NO Exceptions!
 - Scores can also be reported via email to Info@cyoli.org by Game #.
- NO 5th Grade through High School Game can end in a Tie. Any Game score ending in a Tie score for the 5th – High School teams WILL be considered an Incomplete Game.
 - *CYO Overtime rules MUST be followed to avoid and incomplete game.*
 - *If an official ends a 5th-12th grade game in Tie, Officials will not be paid for that incomplete game*

RESCHEDULES / TO BE ARRANGED (TBA) GAMES

There are only three reasons permitted for a game cancellation:

- Loss of facility
- A parish religious event
- Inclement weather making travel hazardous
 - If a scheduled game date is changed without CYO approval, both teams will receive a forfeit.
 - Two forfeit losses will eliminate a team from playoff contention.

Any officially postponed game, or TBA should be rescheduled by the coaches within 2 weeks of becoming unscheduled and **must** be scheduled by the “last day to schedule unscheduled games” as listed on the **CYO Program Schedule**. Notify the CYO office of the new date/ time / location to schedule the game and assign officials.

It is the responsibility of BOTH (HOME / VISITING) Coaches & Coordinator to schedule their TBD games.

If it becomes clear that an opposing coach is NOT cooperating in rescheduling a game, the Coach / Coordinator MUST contact their CYO Recreation Specialist and advise them ASAP.

- All situations MUST be reported to the CYO Office ASAP and by the “last day to schedule unscheduled (TBA) games” as listed on the CYO Program Schedule.
- Any Unscheduled (TBA) games **WILL** remain as “un-played” if not reported to CYO by the last day to schedule games as noted on the CYO Program Schedule.
In an extenuating circumstance the CYO Office to determine proper procedure
- **Games not played to completion (winner / loser), are considered “Un-played” in the CYO Final Standings.**
 - Games interrupted by court conditions must be rescheduled and resume play at the point of interruption
 - Games stopped by officials due to “Unsportsmanlike Behavior” by anyone present at the game, **WILL NOT** be Rescheduled and **WILL** Remain as an un-played game in the final standings
 - Exception: Only 1 coach for a team gets ejected, opposing team will be awarded win

ALL Situations MUST be reported to the CYO the next business day after the situation occurs

Unscheduled Game Codes: Games Dated 1/1 or 1/2 (without a game time or location) on your CYO schedule are TBAs

NOTE: Incomplete schedules will negatively affect a teams’ final standings and may eliminate a team from playoffs

MERCY RULE: The Discipline Committee will eliminate any team from the playoffs for 3 wins or more in the regular season with a final game score differential that meets or exceeds:

5th and 6th Grades – 25 points

7th, 8th Grade and High School level - 35 points

THESE ELIMINATIONS MAY NOT BE APPEALED!

DROP BACK THRESHOLD: Teams are required to adhere to the CYO Drop Back Rule, if they are leading by:

3rd & 4th Grade – 10 points

5th & 6th Grade - 15 points

7th, 8th Grade & High School -25 points

The Drop Back Rule is in effect for all CYO Games (Regular Season, Playoffs, & Championships)

- NO Full court press defense allowed.
- The team in the lead must fall back inside the 3-point line. If there is no 3-point line, teams should fall back to the top of their defensive key.
- There can be no double-teaming anywhere on the court by the leading team.
- A Man-to-Man defense is recommended.

Drop Back Rule Violations will result in a technical foul on the coach. (2 free throws & possession at mid court)

Running Time Clock: In Effect for CYO Regular Season Games ONLY

- Starting anytime in the Fourth Quarter and continuing as long as the Drop Back Threshold (see above) is met, a “Running Time Clock” will be employed. If the score drops below the Drop Back Threshold a “Stop Time Clock” will be reinstated. If the score differential again goes above the threshold, the “Running Clock” is again in effect. This process will continue until the end of the game.

PLAYOFF INFORMATION

(See CYO Program Schedule and calendar for playoff and championship dates)

Playoff dates, times, and locations are a direct result of the gym time provided by participating parishes.

The CYO Playoff Brackets are published on the CYO website www.cyoli.org under Team Schedules

*The CYO Playoff brackets are subject to change by the CYO office for Loss of Facility,
or Inclement Weather making travel hazardous.*

All parish religious events MUST be identified to CYO prior to the Brackets being published.

NOTE: The “Home” team in playoffs is team listed on top of bracket.

- The Home Team is not guaranteed a Home Game in any round of the playoffs.
- The Home Team book is the “Official Book” & the Home Team also provides the Game Ball, and clock keeper if needed
- Scheduled Games in a gym should not be TBA’d in order for a team to have a home playoff game.

PLAYOFF DETERMINATIONS: SEEDINGS within your league are determined by:

1. Wins

- 2. Percentage of completed schedule** (90 % minimum to qualify; ((9/10 games, 11/12 games minimum))
with a completed schedule 100 % superseding 90% schedule played)

*Ex: Team 1 final record of 8-4 (100 % complete) beats Team 2 with a final record @ 8-3 (90% complete)
(These teams head to head record not applicable, since Team 1 complete their schedule and Team 2 did not)*

3. Head to Head

Two + teams with same # of wins and same % of Completed Schedule, with at least 90% minimum to qualify

If the above are equal, seeding will be determined by a coin toss.

Exception: In the event of a tie (same exact final standings record within their league) for the final playoff position, where head to head does not produce a clear determination, (teams split in regular season) an out-of-bracket playoff game(s) will be played to determine who will enter the playoffs in the final position.

In the event of a tie involving 3 or more teams, CYO Office will determine proper procedure.

**Teams are placed on the brackets based on how they finished in their league (1st, 2nd, 3rd)
NOT their regular season record**

PLAYOFF DISQUALIFICATION:

- Two forfeit losses will eliminate a team from playoff contention.
- Violating the CYO Mercy Rule in 3 or more wins. **(Regular Season Games Only)**
- Not submitting a CYO Sportsmanship Ballot at the end of the regular season

PLAYOFF INFORMATION (cont.)

THE QUALIFYING NUMBER OF TEAMS PER PROGRAM (Below) BASED ON TEAMS MEETING ALL PLAYOFF CRITERIA:

5th– 8th Grade Girls & Boys “A” Leagues

All teams with at least a .500 record will qualify for playoffs.

At Minimum, The Top 4 Teams will qualify if division consists of one or two leagues

5th– 8th Grade, Girls & Boys “B” & “C” Leagues

Top 3 Teams in each league will qualify for playoffs

Top 4 Teams will qualify if division consists of only one or two leagues in “B”

***High School Boys and Girls Fall Season**

Boys Leagues – All “A” Division - Top 2 teams in each league will advance to playoffs

Girls Leagues – In “A” divisions, all teams with .500 record will qualify for playoffs.

Top 2 teams in “B” will advance to the playoffs

The Top 4 Teams will qualify if division consists of only one league

High School Boys Winter Season

Leagues Are “B” & “C” Division - Top 2 teams in each league will advance to the playoffs

*No School Basketball Players permitted to participate at any time in this league
(includes competition and practice squad players)*

Top 4 Teams will qualify only if division consists of only one league

Individual Grade Rules & Modifications

3rd & 4th Grade Basketball Modifications

10 Game Season (no playoffs) one official assigned to each game.

Game ball circumference: 27.5 – 28.5 inches

10-second backcourt rule in effect (Girls & Boys)

Free throw line is 12 feet from the face of the backboard, 3 feet in from the normal line.

Four 7-minute quarters – 5-minute halftime. (No overtime)

Time Outs: (3) Full (60 seconds) & (2) 30 second (per game)

Scoring: In an effort to properly evaluate 4th grade teams for future placement in the 5th grade leagues, game scores will be reported to the CYO office as per the “Reporting Scores” section of these rules/modifications.

Tie scores will stand (no overtime)

Score clocks will be set back to zero after each quarter

4th Grade Coaches are required to keep game scores in the scorebook and report them to CYO within 72 hours of contest.

No Playoffs / League Awards

Team Sportsmanship Awards will be issued

- Man-to-man defense will be played the entire game.
 - Defensive coverage assignments may switch at any time as long as defenders are attempting to play man-to-man defense.

The first violation will result in a warning, and subsequent violations will result in a Technical. This is an officials’ judgment call.

No pressing in the backcourt at any time regardless of the score. Frontcourt change of possession forces the team now on defense to play man-to-man when their opponents cross the half court line. Violations are administered as a turnover.

When a group of offensive players (two or more) remove themselves from the offense (clear out), no defender will be forced to play defense on them until they clearly join the offensive play.

Anytime that play stops in the last minute of the game in both the fourth quarter and overtime(s), (including a made basket) the clock will NOT re-start until the ball has crossed the center court line. The ten-second rule is still in effect.

- If the Offensive Team inbounds the ball on their offensive side, the clock will start when an offense (or defensive) player touches it.
- In the last minute of play in regulation, if there is a change of possession without an inbound play or made basket, the clock will continue to run. (Clock does not stop in a change of possession if ball not inbounded).

Working with Young Players

Coaches, Officials: This is an instructional level of play. Every player should have comparable playing time.

Young players don’t fully understand many of the rules, so you should explain your calls to the player as you go. ...while you keep the game moving. Do not hold a rules clinic every time there’s a stoppage of play. Have a little latitude with your calls unless there is a question of safety.

Feel free to offer a brief word of praise. Be friendly and approachable, but maintain your authority. Unnecessary roughness will not be tolerated and officials WILL call fouls. Violations, such as traveling, palming, three seconds ... should be called. This level of play can be more difficult to officiate than upper grades due to the lack of body control and skill development of the players. Emphasis must be on game control.

5th Grade Basketball Modifications

10 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball Circumference: 28.5 inches

10-second backcourt rule in effect. (Girls & Boys) Free throw line 3 feet in front of regulation foul line

Four 7-minute quarters

One 3-minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. If a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only).

All Overtime(s) MUST begin with a Jump Ball & the time clock starting.

Playoffs/Championships: Will play as many full overtimes (**3 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (T/O) (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period. No additional T /O in overtimes, but unused T/O can be carried over

Defensive Coverage: Pressing in the backcourt is not permitted at any time. Any defense, including double teaming, may be employed inside the 3-point line (top of key if no 3-point line). Between the half court line and the 3-point line, only man-to-man defense is allowed. No double-teaming of any player is allowed in this area of the court anytime regardless of the score. Frontcourt change of possession forces the team now on defense to drop back to the half court line. Violations are administered as a turnover.

Violations result in NO MORE than 2 warning(s), after warnings technical will be assessed to the coach. This is a judgment call.

In the last minute of the game in both the fourth quarter and overtime(s), (including a made basket) the clock will NOT re-start until the ball has crossed the center court line. The ten-second rule is still in effect.

- If the Offensive Team inbounds the ball on their offensive side, the clock will start when an offense (or defensive) player touches it.
- In the last minute of play regulation or overtime if there is a change of possession without an inbound play or made basket, the clock will continue to run.
- Clock does not stop in a change of possession if ball has not been inbounded.
- Clock starts immediately on an inbound play if a foul occurred in the back court at change of possession

6th Grade Basketball Modifications

12 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball Circumference 28.5 inches

10-second backcourt rule in effect. (Girls & Boys)

Regulation foul line

Four 7-minute quarters

One 3-minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. If a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only)

All Overtime(s) MUST begin with a Jump Ball & the time clock starting

Playoffs/Championships will play as many full overtimes (**3 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (T/O) (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period. No additional T /O in overtimes, but unused T/O can be carried over.

Girls Basketball ONLY: The clock will stop on a made basket in the last minute of play in both the fourth quarter and overtime(s)

Defensive Coverage: Any Defense is permitted, including Full Court Press & Double Teaming for 6th Grade and Up.

7th GRADE Basketball Modifications

12 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference Girls: 28.5 inches; Boys 29.5 inches

10-second backcourt rule in effect. (Girls & Boys)

7th Grade may play using the 3-Point Rule as long as court is marked for 3-point shot.

Four 8-minute quarters

One 4-minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) **All Overtime(s) MUST begin with a Jump Ball & the time clock starting**

Playoffs/Championships play as many full overtimes (**4 minutes**) as needed until a victor is declared.

All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period: No time outs in additional overtimes, but unused Time Outs can be carried over

Girls Basketball ONLY: The clock will stop on a made basket in the last minute of play in both the fourth quarter and overtime(s)

8th GRADE Basketball Modifications

12 Game Season, plus playoffs

Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference: Girls: 28.5 inches; Boys 29.5 inches

10-second backcourt rule in effect. (Girls & Boys)

8th Grade may play using the 3-Point Rule as long as court is marked for 3-point shot.

Four 8 minute quarters

One 4-minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) **All Overtime(s) MUST begin with a Jump Ball & the time clock starting**

Playoffs / Championships play as many full overtimes (**4 minutes**) as needed until a victor is declared. All overtime(s) MUST begin with a Jump Ball & the time clock starting

One full time out in initial overtime period: No time outs in additional overtimes, but unused Time Outs can be carried over

Time Outs: (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

Girls Basketball ONLY: The clock will stop on a made basket in the last minute of play in both the fourth quarter and overtime(s)

Boys / Girls High School (9/10) / (11/12) Fall Basketball Modifications

Girls: 10 Game Season, plus playoffs **Boys Fall:** 10 Game Season, plus playoffs
Two officials assigned each game (if one official on a two official game- fee is fee and a half)

Game ball circumference: (Girls) 28.5 inches (Boys) 29.5 inches

10-second backcourt rule in effect (Girls & Boys)

Four 8 minute quarters

One 4-minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) **All Overtime(s) MUST begin with a Jump Ball & the time clock starting**

Playoffs/Championships play as many full overtimes (**4 minutes**) as needed until a victor is declared.
All overtime(s) MUST begin with a Jump Ball & the time clock starting.

Time Outs: (3) Full (60 seconds) & (2) 30 second per game (may be carried over to overtime).

One full time out in initial overtime period: No time outs in additional overtimes, unused Time Outs can be carried over

High School may play using 3 Point Rule as long as court is marked for 3-point shot.

Top 2 teams in each league qualify for playoffs (Boys / Girls High School Fall)

Girls HS Fall: If there are 3 or more Varsity players on a roster, that Team **MUST** play in the “A” Division. Teams with less than 3 Varsity players on their roster, can choose to play in the “A” or “B” Division

Boys HS Fall: All Teams play in the “A” Division

High School (9/10) / (11/12) Winter Boys Basketball Modifications

Boys High School Winter Non Scholastic: 10 Game Season, plus playoffs (**B & C Division leagues**)

NO SCHOOL PLAYERS:

(***SCHOLASTIC**) players are permitted to participate in this league. (Amateurs Players Only)

**Scholastic Player – CYO defines a School “Scholastic” Player as any player who tried out and made their School Team within the program year. No Scholastic players are permitted to play in this league in the same program year they made the school team. EVEN if they are no longer on their School Team.*

This includes Freshman, JV & Varsity, as well a High School Practice Squad players.

Game ball circumference: Boys: 29.5-30.0

10-second backcourt rule in effect.

Four 8-minute quarters

One 4-minute Overtime (OT) played to completion. If score still tied after the first overtime, an additional overtime period of 2 minutes. IF a 3rd overtime is needed “sudden victory” is declared to the team that scores first. (League Play Only) **All Overtime(s) MUST begin with a Jump Ball & the time clock starting**

High School may play using 3 Point Rule as long as court is marked for 3-point shot.

Top 2 teams in each league qualify for playoffs

NOTE: For ALL CYO High School Programs: TYRO (9th & 10th Grade Teams) SENIOR (11th & 12th Grade Teams)