

BASKETBALL LEAGUE REGULATIONS

LEAGUE PURPOSE

1. To provide an opportunity for the students of Catholic Middle Schools to participate in organized basketball. Non-member schools may be invited to participate in the league only if they provide teams at each grade level (6th, 7th and 8th grades).
2. To provide an atmosphere in which organized sports will be the vehicle to build healthy bodies, a fine social environment and a solid value system of sportsmanship and fair play.

PLAYER ELIGIBILITY

1. Age - Any student who reaches his/her fifteenth birthday before September 1 will not be eligible for the eighth grade or below. Any student who reaches his/her fourteenth birthday before September 1 will not be eligible for seventh grade or below. Any student who reaches his/her thirteenth birthday before September 1 will not be eligible for sixth grade or below.
2. Players in lower grades will be allowed to play up only one grade level. Players will not be able to play in a grade division lower than their present grade. Schools with an insufficient number of players to form a team in a particular grade may petition the Sport Coordinator and DMSAA Advisory Council to play in a grade division lower than their present grade.
3. Fifth grade teams will not be allowed to enter this Middle School League.
4. Team players must attend the school for which they play unless a petition made by the principals of both school has been approved by the DMSAA Advisory Council.
5. Teams may be allowed by combining schools when individual schools have an inadequate number of eligible players; however, such combined teams will not be allowed to recruit other than school members. Refer to procedures for this migration should be followed under RULE V: MIGRATION AND STUDENT ROSTERS of the Rules Governing Athletics.
6. Players cannot be members of other teams within the league.

PARTICIPANTS AND TEAMS

1. If a division of teams within a grade is necessary, it is required that all Catholic league teams be **BALANCED** according to **RULE VI, A. 6. Duties and Responsibilities: Schools and Coaches**, in the Rules Governing Athletics.
2. Coaches should ensure that each athlete plays in every contest if the athlete attends practice sessions as stipulated by the coach, demonstrates cooperation with the coach and program and demonstrates conduct and character that is in good standing with the school they are representing. **All players must play three (3) consecutive minutes in every league game.** The school team should follow any local school minimum playing time requirement that is longer than those stated here. **If this playing requirement is violated, the game is forfeited and the coach is suspended for one (1) game.**
3. All league games will begin with an opening prayer of choice by the **"Home" team**. This opening prayer will include all coaches and players as they gather at center court and should commence two to three minutes before the scheduled start of the game so that the games will stay on schedule. This brief prayer can set the tone for safe, fun, and fair play as the players compete. The **"Visiting" team** will keep the official score book and will wear **the target jersey if two (2) teams have the same color jersey**. The **"Home" team** will also keep the clock and **wear white**.
4. ~~Teams entries must be sent to the address below:~~

TBD

A team roster shall be mailed into the above registrar listing the name, birth date and grade of all players. The roster should be signed by the school principal certifying that the roster is correct and complete. Transfer students may be added to the rosters during the season if written notification is given to the DMSAA Chairperson and the League Coordinator. Teams with rosters not turned in by the due date may play games, but games will result in forfeits until rosters are turned in.

5. League games may begin early December and will end by early March.
6. All **DMSAA schools** that have facilities must provide a minimum of eight (8) game slots/team entered in the league. All **non-DMSAA** teams entering the league must provide a minimum of nine (9) game slots/team entered in the league.
7. The maximum number of contests per season for school-sponsored teams will be fourteen (14) games and three (3) tournaments in addition to the CGSAA tournament if eligible. This includes all contests (league and non-league, pre-league and post-league) applicable to a team. After notification to the principal, schools that play more than the maximum amount of games or tournaments will be subject to becoming non-member schools.
8. Tournaments in the view of the DMSAA board are school sponsored only. Tournaments not hosted by a school will be viewed as single game contests as long as it is a single day tournament not exceeding 3 games in one day.
9. There should be **no games** on Holy Days of Obligation.
10. During the season, games may be scheduled in Bartlesville or Muskogee. These games are to be scheduled for grade divisions in which St. John of Bartlesville has teams participating. Any team not making these out-of-town games will have to forfeit the games.
11. Any team not showing up for a scheduled game will forfeit the contest. Three (3) forfeitures by a team will subject that team to expulsion from the league.
12. Any team that forfeits a game will be fined fifty dollars (\$50).
13. Any reports of violations of the above by a coach or team must be submitted in written form, signed by the school principal, and sent to the Catholic Schools Office, PO Box 690240 Tulsa, OK 74169-0240. A report concerning an official can be made by using the form *Report by a Coach* and sent to the above address.
14. The girls' teams will play with the 285 mm ball. The boys' teams will play with the 295 mm ball.
15. Warm up will begin approximately ten (10) minutes prior to game time.
16. No dunking is allowed.

COACHING CONDUCT/DUTIES

1. All coaches and assistants must attend a CPR Clinic or have a current CPR certification on file and attend a Coaches Clinic before assuming coaching duties.
2. The winning coach must report the result of the game within forty-eight (48) hours through online reporting methods established by the league.
3. The coach must always demonstrate and apply leadership, integrity, responsibility, self-control, as well as the knowledge of the rules and regulations of the game. All too often, sportsmanship has been relegated to a secondary role and it is necessary and important that the coach act in a responsible and professional manner at all times because he or she represents the school, community, profession, the faculty, and of course, influences the student body's behavior.
4. Games shall be played in accordance with National Federation rules. The coach should make sure his/her team members keep the jerseys tucked in. **If t-shirts are being worn underneath the jerseys,**

the t-shirt should be a like color of the jersey. If a team has a reversible jersey, players should **bring both t-shirts** to each game with them.

5. The coach should make sure that players do not wear anything in their hair that is a hard substance (i.e., barrettes or bobby pins), or any type of jewelry.
6. Teams may press at any time during the game unless they are ahead by 20 points or more. After a 20 point lead is established the “no press rule” for a full-court press will take effect. If the point spread drops below twenty (20) points, regular playing rules will be in effect. **The team continuing to press with a lead of twenty (20) or more will receive a warning. The second warning will result in a technical foul for the team.**
7. The rule which governs conduct on the bench applies to substitutes as well as coaches. It prohibits substitutes, team managers, trainers and anyone else seated on, or in the general area of the bench, from directing disrespectful or uncomplimentary remarks to an official or an opponent. It prohibits bench personnel from using gestures or actions, which might possibly incite the crowd to undesirable actions. It is the distinct responsibility of each substitute to do his or her part in keeping the proper bench decorum, realizing that the attention of the crowd is often directed to the bench and that, therefore, an unruly bench could result in an unruly crowd. The penalty for improper bench conduct is a technical foul. The foul is charged to the offender and also to the head coach. However, when there is a flagrant infraction, the offender must also be disqualified. The disqualification is mandatory. If the offender is coach or adult team personnel, he or she shall go to the team's locker room or leave the building until the game is over. When the offender is a player or substitute or student bench personnel, he or she is banished from the vicinity of the bench.
8. An injured or disqualified player or a player directed to leave the game, must be replaced in thirty (30) seconds. It is a technical foul against a coach who fails to replace an injured or disqualified player in thirty (30) seconds when a substitute is available. A player, fan or coach who is ejected from the bench or facility must do so within thirty (30) seconds.
9. Any two (2) technical fouls on any player is an automatic ejection for that player. The third technical on the bench is considered flagrant and will result in an automatic ejection of the coach. (Bench is defined as any fan, coach, or participant not on the court at the time.). Squad members or student bench personnel are banished from the vicinity of the bench. Adult personnel so disqualified shall go to their team's locker room or leave the building. The head coach is responsible for all actions on his/her sideline and any technical fouls called on his sideline. The coach is charged with a technical as well as the offender.
 - a. **NOTE:** Any coach or player may be ejected for any flagrant foul. A coach, fan or student who is ejected from a game should not be in the facility of the next game for that team, including post-season play if applicable. See appeal process under By-Laws, Section II, Paragraph F
10. Under no circumstances may a coach change his/her game schedule. The league coordinator must make all game schedule changes.