

**Saint Anthony's CYO 2010 Basketball Rules**  
**(2<sup>nd</sup>/3<sup>rd</sup> GRADE DIVISION)**

- **Overview** – The goal of this program is to enable children to develop a fundamental understanding and appreciation of the game of basketball. Since this is the introductory level for CYO basketball, we will have players who have NEVER played before. We are also dealing with the fact that basketball is a game played in a small space in close personal contact. We need to foster an environment where the players are not intimidated or overwhelmed, so that they can learn. This means that the coaches and spectators encourage both teams, are calm and supportive, and never critical.
- **Format** – Each session will be one hour and five minutes long. The session will start with a practice, to be followed by a four quarter scrimmage, where the length of each portion will be determined by the coordinator or their designated replacement. Substitution will be at the halfway point in each quarter, except as noted below. Note that this is a scrimmage, designed to let the children practice their skills in a gamelike situation.
- ALL BASKETS ARE 8' HIGH. If they are not cranked down by the school staff, please find the crank and bring them down to the appropriate level.
- **Referees** – The head coach for each team will be a referee. In this function, the coach must take the interests of BOTH teams to heart. This is not a contest, it is a learning exercise. The coaches should be cooperative, not competitive. (By now you should get the idea) Their role is to allow players to develop while keeping control of the scrimmage. Only calling obvious violations will be enforced. In the spirit of developing our players, a referee may treat a violation (traveling, double-dribbling, etc.) as a warning to the offending team and allow that team to retain possession of the ball. The scrimmage should be stopped and the violation should be explained calmly and quietly. This bending of the rules shall be in effect during the entire scrimmage for the first four weeks of the season, and thereafter for the first half of each scrimmage.
- **Disputes** – These rules cannot cover every detail of every scrimmage. If there is a difference of opinion on style, demeanor, or the rules that cannot be worked out by the coaches, that dispute should be brought to the person in charge of the session, which will either be the division coordinator or his/her designated substitute. His/her decision is final.
- **Scoring** – No score is to be kept, nor is mention of winning/losing ever made.
- **Defense** – Man to man defense only. No double-teaming the ball, No double-teaming away from the ball. When a player is dribbling the ball, the defender may attempt to steal. When a player is holding the ball, the defender may not take the ball away. If the player is unable to pass or dribble the ball, one of the coaches should intervene and get the action going again.
- **Pressing** – There shall be no pressing whatsoever in the backcourt.

- **Rebounds** – Team must drop back below their free-throw line when defensive team gets rebound from a shot, and wait until the ball crosses half court.
- **Passing** – Teammates must pass ball a minimum of three times before taking a shot at the basket.
- **Fouls** – A player fouled in the act of shooting shall shoot two free throws. Any player who fouls another player in a non-shooting situation shall be advised that they have fouled, and the foul should be explained.
- **Game Time** – Under no circumstances shall a game go beyond its allotted time. No overtimes shall be played. We will try to make four 8-minute quarters with a 5-minute break at half time & a 2-minute break between 1<sup>st</sup> & 3<sup>rd</sup> quarters.
- **Time Outs** – There is a common clock for the three games that will be in progress concurrently. A coach may call for a time out to explain a point, and he/she should attempt to explain the point for the benefit of both teams. This suspension in action should not be abused, but at times it can be beneficial for the conduct of a game.
- **Fighting/Taunting** – There is *zero tolerance* of any player that either taunts or fights. Any player observed doing either of these actions by a referee shall result in immediate removal of the player or players by the referee. Please report to the division coordinator or to the basketball coordinator.

Any player that is ejected a second time within the season for fighting or taunting shall be ejected from the St. Anthony's basketball program for the remainder of the season (there will be no refund made).

- **Substitutions** – There will be a break at the halfway point in each period for substitutions. At any dead ball (NOTE: ball is NOT dead after a made basket) the coach can make discretionary substitutions.
- **Miscellaneous** - Shirts must be tucked in at all times. No jewelry shall be worn during games. If a player wears glasses, they must be worn in such a way as to keep them from falling off during normal play.
- **Playing Time** – All players shall be granted the opportunity to play an equal amount of time during the game or scrimmage. Generally speaking this means each child will play approximately half a game in terms of minutes to the best of the coaches' ability. This program is designed to help teach children and gain their confidence, not win ballgames through the use of selected players. All coaches in all age groups within St. Anthony's CYO shall follow this rule.

# Saint Anthony's CYO 2010 Basketball Rules

(Girls' MINORS Division – 4<sup>th</sup>/5<sup>th</sup> Grades)

- **Defense** – Man to man defense only. No double-teaming the ball. After a change in possession the defense shall set up below the foul line extended and shall stay there until the ball crosses midcourt.
- **Pressing** – There shall be no pressing whatsoever in the backcourt.
- **Stealing** – Steals off a dribble only by the dribbler's defender.
- **Fast Breaks** – Are not permitted. After a change in possession hold the ball and let the defense set up.
- **Referees** – The referee's role is to allow players to develop while keeping control of the game. Only obvious violations will be enforced. In the spirit of developing our players, a Referee may treat a violation (Traveling, double-dribbling, etc.) as a warning to the offending team and allow that team to retain possession of the ball. This bending of the rules shall be permitted during the first half of each game. During the second half, the same infractions will result in the ball being turned over to the opposing team. All fouls will be called and enforced throughout the game.
- **Violations** – Callable violations include (but are not limited to)
  - Three seconds - Obvious 3 second violations will be called by the referee, particularly when a player is gaining an advantage by "camping in the paint".
  - Traveling –
    - An offensive player brings his dribble to a stop and takes more than the allotted two steps without shooting or passing the ball.
    - An offensive player in possession of the ball takes more than one step in any direction without keeping one foot stationary. The stationary, or pivot foot, must not be moved once it is established.
    - When an offensive player carries the ball while dribbling.
  - Double dribble – when a player stops her dribble and then dribbles again.
- **Shooting Fouls** – Any foul in the act of shooting is a two-shot foul and also counts as one team foul.
- **Intentional Fouls** – Any intentional foul will result in two shots plus possession of the ball at the spot closest to the location of the foul.
- **Flagrant Fouls** – Any player charged with a flagrant foul shall be ejected from the game immediately. All ejections should be reported to the division coordinator as soon as possible.
- **Personal Fouls** – On the 5<sup>th</sup> personal foul, the player is fouled out and shall sit on the bench for the remainder of the game. On the 7<sup>th</sup> team foul in any one half, the other team is granted a one-and-one situation. All personal, intentional or flagrant fouls count toward the team's total fouls for a half. On the 10<sup>th</sup> team foul in any one half, the other team shoots two shots.
- **Technical Fouls** – A player shall be ejected from a game upon receipt of his or her 2<sup>nd</sup> technical foul. All ejections should be reported to the division coordinator as soon as possible. All technical fouls shall result in two shots for the other team and possession of the ball at mid-court opposite the scorer's table.
- **Profanity** - Note, any player using *foul language during the game* will result in a Technical Foul and immediate ejection from the game. All ejections should be reported to the division coordinator as soon as possible.

- **Foul Shots** – the ball must be released by the shooter prior to anybody (including the shooter) entering the lane. It is a violation for any of the players to be standing on the lane lines. The rebounders shall not occupy the spot closest to the basket. A maximum of 5 players can occupy lane spots, with a maximum of two from the shooters team.
- **Jump Balls** – The game shall be started with a jump ball. All other quarters shall be administered according to the Alternate Possession procedure.
- **Game Time** – Under no circumstances shall a game go beyond its allotted time. If the game cannot be completed within the time slot, at the end of the allotted time the referee shall stop the game and the leading team at that time shall be the winner. If the score is tied at the end of regulation, the game shall end in a tie. No overtimes shall be played.
- **Running Time and Stop Time** – Games shall consist of four ten-minute quarters. The first three quarters shall be played with running time and the final two minutes of the fourth quarter shall be played with stop-time. Therefore only within the last two minutes of the game shall the clock stop for fouls and out of bounds throw-ins.
- **Time Outs** – Each team is granted two 1-minute time outs per half. They are not carried over from one half to the next.
- **Fighting/Taunting** – There is zero tolerance of any player that either taunts or fights. Any player observed doing either of these actions by a referee shall result in immediate ejection of the player or players involved by the referee. Any player that takes a punch at another player, even if he/she does not make contact will be treated the same as if he or she hit another player and will be ejected. All such incidents must be reported to the basketball coordinator (Brian Morris (631) 744-2169).  
Any player that is ejected a second time within the season for fighting or taunting shall be banned from the St. Anthony's basketball program for the remainder of the season (there will be no refund made).
- **Substitutions** – Subs are allowed to be beckoned into the game by the referee if they are at the scorers table and have provided their number to the score keeper. Substitutions are not automatic upon the horn sounding and all players must wait to be beckoned by the referee before entering.
- **Miscellaneous** - Shirts must be tucked in at all times. No jewelry shall be worn during games. If a player wears glasses, they must be worn in such a way as to keep them from falling off during normal play.
- **Playing Time** – All players shall be granted the opportunity to play an equal amount of time during the game or scrimmage. Generally speaking this means each child will play approximately half a game in terms of minutes to the best of the coaches' ability. This program is designed to help teach children and gain their confidence, not win ballgames through the use of selected players. All coaches in all age groups within St. Anthony's CYO shall follow this rule.

# **Saint Anthony's CYO 2010 Basketball Rules**

(Boys' MINORS Division – 4<sup>th</sup>/5<sup>th</sup> Grades)

- **Defense** – Man to man defense only. No double-teaming the ball. After a change in possession the defense shall set up below the foul line extended and shall stay there until the ball crosses midcourt.
- **Pressing** – There shall be no pressing whatsoever in the backcourt.
- **Stealing** – Steals off a dribble only by the dribbler's defender.
- **Fast Breaks** – Are not permitted. After a change in possession hold the ball and let the defense set up.
- **Referees** – The referee's role is to allow players to develop while keeping control of the game. Only obvious violations will be enforced. In the spirit of developing our players, a Referee may treat a violation (Traveling, double-dribbling, etc.) as a warning to the offending team and allow that team to retain possession of the ball. This bending of the rules shall be permitted during the first half of each game. During the second half, the same infractions will result in the ball being turned over to the opposing team. All fouls will be called and enforced throughout the game.
- **Violations** – Callable violations include (but are not limited to)
  - Three seconds - Obvious 3 second violations will be called by the referee, particularly when a player is gaining an advantage by "camping in the paint".
  - Traveling –
    - An offensive player brings his dribble to a stop and takes more than the allotted two steps without shooting or passing.
    - An offensive player in possession of the ball takes more than one step in any direction without keeping one foot stationary. The stationary, or pivot foot, must not be moved once it is established.
    - When an offensive player carries the ball while dribbling.
  - Double dribble – when a player stops dribbling and then dribbles again.
- **Shooting Fouls** – Any foul in the act of shooting is a two-shot foul and also counts as one team foul.
- **Intentional Fouls** – Any intentional foul will result in two shots plus possession of the ball at the spot closest to the location of the foul.
- **Flagrant Fouls** – Any player charged with a flagrant foul shall be ejected from the game immediately. All ejections should be reported to the division coordinator as soon as possible.
- **Personal Fouls** – On the 5<sup>th</sup> personal foul, the player is fouled out and shall sit on the bench for the remainder of the game. On the 7<sup>th</sup> team foul in any one half, the other team is granted a one-and-one situation. All personal, intentional or flagrant fouls count toward the team's total fouls for a half. On the 10<sup>th</sup> team foul in any one half, the other team shoots two shots.
- **Technical Fouls** – A player shall be ejected from a game upon receipt of his or her 2<sup>nd</sup> technical foul. All technical fouls shall result in two shots for the other team and possession of the ball at mid-court opposite the scorer's table. All ejections should be reported to the division coordinator as soon as possible.
- **Profanity** - Note, any player using *foul language during the game* will result in a Technical Foul and immediate ejection from the game. All ejections should be reported to the division coordinator as soon as possible.

- **Foul Shots** – the ball must hit the rim or backboard prior to anybody (including the shooter) entering the lane. It is a violation for any of the players to be standing on the lane lines. Only 6 players may occupy lane spaces, with a maximum of 2 from the shooter's team. The spaces nearest the shooter shall remain unoccupied.
- **Jump Balls** – The game shall be started with a jump ball. All other quarters shall be administered according to the Alternate Possession procedure.
- **Game Time** – Under no circumstances shall a game go beyond its allotted time. If the game cannot be completed within the time slot, at the end of the allotted time the referee shall stop the game and the leading team at that time shall be the winner. If the score is tied at the end of regulation, the game shall end in a tie. No overtimes shall be played.
- **Running Time and Stop Time** – Games shall consist of four ten-minute quarters. The first three quarters shall be played with running time and the final two minutes of the fourth quarter shall be played with stop-time. Therefore only within the last two minutes of the game shall the clock stop for fouls and out of bounds throw-ins.
- **Time Outs** – Each team is granted two 1-minute time outs per half. They are not carried over from one half to the next.
- **Fighting/Taunting** – There is *zero tolerance* of any player that either taunts or fights. Any player observed doing either of these actions by a referee shall result in immediate ejection of the player or players involved by the referee. Any player that takes a punch at another player, even if he/she does not make contact will be treated the same as if he or she hit another player and will be ejected. All such incidents must be reported to the basketball coordinator (Brian Morris (631) 744-2169).  
Any player that is ejected a second time within the season for fighting or taunting shall be ejected from the St. Anthony's basketball program for the remainder of the season (there will be no refund made).
- **Substitutions** – Subs are allowed to be beckoned into the game by the referee if they are at the scorers table and have provided their number to the score keeper. Substitutions are not automatic upon the horn sounding and all players must wait to be beckoned by the referee before entering.
- **Miscellaneous** - Shirts must be tucked in at all times. No jewelry shall be worn during games. If a player wears glasses, they must be worn in such a way as to keep them from falling off during normal play.
- **Playing Time** – All players shall be granted the opportunity to play an equal amount of time during the game or scrimmage. Generally speaking this means each child will play approximately half a game in terms of minutes to the best of the coaches' ability. This program is designed to help teach children and gain their confidence, not win ballgames through the use of selected players. All coaches in all age groups within St. Anthony's CYO shall follow this rule.

# **Saint Anthony's CYO 2010 Basketball Rules**

(COLLEGIATE Girls Division – 6<sup>th</sup> Grade)

- **Defense** – Man to man defense only. Double-teaming the ball is allowed.
- **Pressing** – Pressing is allowed only in the fourth quarter of the game. A team may not press whenever their lead is 10 points or more.
- **Referees** – The referee's role is to allow players to develop while keeping control of the game. The strictness with which violations are called is at the discretion of the referee. A level of strictness will be enforced which aids in the spirit of developing our players. All fouls will be called and enforced throughout the game.
- **Violations** – Callable violations include (but are not limited to)
  - Three seconds - Obvious 3 second violations will be called by the referee, particularly when a player is gaining an advantage by "camping in the paint".
  - Traveling –
    - An offensive player brings his dribble to a stop and takes more than the allotted two steps without shooting or passing the ball.
    - An offensive player in possession of the ball takes more than one step in any direction without keeping one foot stationary. The stationary, or pivot foot, must not be moved once it is established.
    - When an offensive player carries the ball while dribbling.
  - Double dribble – when a player stops her dribble and then dribbles again.
- **Shooting Fouls** – Any foul in the act of shooting is a two-shot foul and also counts as one team foul.
- **Intentional Fouls** – Any intentional foul will result in two shots plus possession of the ball at the spot closest to the location of the foul.
- **Flagrant Fouls** – Any player charged with a flagrant foul shall be ejected from the game immediately. Any ejection should be reported to the division coordinator as soon as possible.
- **Personal Fouls** – On the 5<sup>th</sup> personal foul, the player is fouled out and shall sit on the bench for the remainder of the game. On the 7<sup>th</sup> team foul in any one half, the other team is granted a one-and-one situation. All personal, intentional or flagrant fouls count toward the team's total fouls for a half. On the 10<sup>th</sup> team foul in any one half, the other team shoots two shots.
- **Technical Fouls** – A player shall be ejected from a game upon receipt of his or her 2<sup>nd</sup> technical foul. All technical fouls shall result in two shots for the other team and possession of the ball at mid-court opposite the scorer's table. Any ejection should be reported to the division coordinator as soon as possible.
- **Profanity** - Note, any player using *foul language during the game* will result in a Technical Foul and immediate ejection from the game. Any

ejection should be reported to the division coordinator as soon as possible.

- **Foul Shots** – the ball must be released by the shooter prior to anybody (including the shooter) entering the lane. It is a violation for any of the players to be standing on the lane lines. The rebounders shall not occupy the spots closest to the basket. A maximum of 5 players can occupy lane spots, with a maximum of two from the shooters team.
- **Jump Balls** – The game shall be started with a jump ball. All other quarters shall be administered according to the Alternate Possession procedure.
- **Game Time** – Under no circumstances shall a game go beyond its allotted time. If the game cannot be completed within the time slot, at the end of the allotted time the referee shall stop the game and the leading team at that time shall be the winner. If the score is tied at the end of regulation, the game shall end in a tie. No overtimes shall be played.
- **Running Time and Stop Time** – Games shall consist of four ten-minute quarters. The first three quarters shall be played with running time and the final two minutes of the fourth quarter shall be played with stop-time. Therefore only within the last two minutes of the game shall the clock stop for fouls and out of bounds throw-ins.
- **Time Outs** – Each team is granted two 1-minute time outs per half. They are not carried over from one half to the next.
- **Fighting/Taunting** – There is *zero tolerance* of any player that either taunts or fights. Any player observed doing either of these actions by a referee shall result in immediate ejection of the player or players involved by the referee. Any player that takes a punch at another player, even if he/she does not make contact will be treated the same as if he or she hit another player and will be ejected. All such incidents must be reported to the basketball coordinator (Brian Morris (631) 744-2169).  
Any player that is ejected a second time within the season for fighting or taunting shall be banished from the St. Anthony's basketball program for the remainder of the season (there will be no refund made).
- **Substitutions** – Subs are allowed to be beckoned into the game by the referee if they are at the scorers table and have provided their number to the score keeper. Substitutions are not automatic upon the horn sounding and all players must wait to be beckoned by the referee before entering.
- **Miscellaneous** - Shirts must be tucked in at all times. No jewelry shall be worn during games. If a player wears glasses, they must be worn in such a way as to keep them from falling off during normal play.
- **Playing Time** – All players shall be granted the opportunity to play an equal amount of time during the game or scrimmage. Generally speaking this means each child will play approximately half a game in terms of minutes to the best of the coaches' ability. This program is designed to help teach children and gain their confidence, not win ballgames through the use of selected players. All coaches in all age groups within St. Anthony's CYO shall follow this rule.

# **Saint Anthony's CYO 2010 Basketball Rules**

(COLLEGIATE Boys Division – 6<sup>th</sup>/7<sup>th</sup> Grades)

- **Defense** – Man to man defense only. Double-teaming the ball is allowed.
- **Pressing** – Pressing is allowed throughout the game. A team may not press whenever their lead is 10 points or greater.
- **Referees** – The referee's role is to allow players to develop while keeping control of the game. The strictness with which violations are called is at the discretion of the referee. A level of strictness will be enforced which aids in the spirit of developing our players. All fouls will be called and enforced throughout the game.
- **Violations** – Callable violations include (but are not limited to)
  - Three seconds - Obvious 3 second violations will be called by the referee, particularly when a player is gaining an advantage by "camping in the paint".
  - Traveling –
    - An offensive player brings his dribble to a stop and takes more than the allotted two steps without shooting or passing.
    - An offensive player in possession of the ball takes more than one step in any direction without keeping one foot stationary. The stationary, or pivot foot, must not be moved once it is established.
    - When an offensive player carries the ball while dribbling.
  - Double dribble – when a player stops his dribble and then dribbles again.
- **Shooting Fouls** – Any foul in the act of shooting is a two-shot foul and also counts as one team foul.
- **Intentional Fouls** – Any intentional foul will result in two shots plus possession of the ball at the spot closest to the location of the foul.
- **Flagrant Fouls** – Any player charged with a flagrant foul shall be ejected from the game immediately. All ejections should be reported to the division coordinator as soon as possible.
- **Personal Fouls** – On the 5<sup>th</sup> personal foul, the player fouls out and shall sit on the bench for the remainder of the game. On the 7<sup>th</sup> team foul in any one half, the other team shoots one-and-one. All personal, intentional or flagrant fouls count toward the team's total fouls for a half. On the 10<sup>th</sup> team foul in any one half, the other team shoots two shots.
- **Technical Fouls** – A player shall be ejected from a game upon receipt of his or her 2<sup>nd</sup> technical foul. All technical fouls shall result in two shots for the other team and possession of the ball at mid-court opposite the scorer's table. All ejections should be reported to the division coordinator as soon as possible.
- **Profanity** - Note, any player using *foul language during the game* will result in a Technical Foul and immediate ejection from the game. All ejections should be reported to the division coordinator ASAP.

- **Foul Shots** – the ball must hit the rim or backboard prior to anybody (including the shooter) entering the lane. It is a violation for any of the players to be standing on the lane lines. Only 6 players may occupy lane spaces, with a maximum of 2 from the shooter's team. The spaces nearest the shooter shall remain unoccupied.
- **Jump Balls** – The game starts with a jump ball. All other quarters shall be administered according to the Alternate Possession procedure.
- **Game Time** – Under no circumstances shall a game go beyond its allotted time. If the game cannot be completed within the time slot, at the end of the allotted time the referee shall stop the game and the leading team at that time shall be the winner. If the score is tied at the end of regulation, the game shall end in a tie. No overtimes shall be played.
- **Running Time and Stop Time** – Games shall consist of four ten-minute quarters. The final two minutes of each game shall be played with stop-time. Therefore only within the last two minutes of each game shall the clock stop for fouls and out of bounds throw-ins.
- **Time Outs** – Each team is granted two 1-minute time outs per half. They are not carried over from one half to the next.
- **Fighting/Taunting** – There is *zero tolerance* of any player that either taunts or fights. Any player observed doing either of these actions by a referee shall result in immediate ejection of the player or players involved by the referee. Any player that takes a punch at another player, even if he/she does not make contact will be treated the same as if he or she hit another player and will be ejected. All such incidents must be reported to the basketball coordinator (Brian Morris (631) 744-2169).

Any player that is ejected a second time within the season for fighting or taunting shall be banished from the St. Anthony's basketball program for the remainder of the season (there will be no refund made).

- **Substitutions** – Subs are allowed to be beckoned into the game by the referee if they are at the scorers table and have provided their number to the score keeper. Substitutions are not automatic upon the horn sounding and all players must wait to be beckoned by the referee before entering.
- **Miscellaneous** - Shirts must be tucked in at all times. No jewelry shall be worn during games. If a player wears glasses, they must be worn in such a way as to keep them from falling off during normal play.
- **Playing Time** – All players shall be granted the opportunity to play an equal amount of time during the game or scrimmage. Generally speaking this means each child will play approximately half a game in terms of minutes to the best of the coaches' ability. This program is designed to help teach children and gain their confidence, not win ballgames through the use of selected players. All coaches in all age groups within St. Anthony's CYO shall follow this rule.

# **Saint Anthony's CYO 2010 Basketball Rules**

(MAJORS Boys Division – 8<sup>th</sup>/9<sup>th</sup> Grades)

- **Defense** – This program is played with JV rules, with the exception of timing. Man-to-man or zone defenses are permitted.
- **Pressing** – Pressing is allowed throughout the game. A team may not press whenever their lead is 20 points or greater.
- **Referees** – The referee's role is to allow players to develop while keeping control of the game. The strictness with which violations are called is at the discretion of the referee. A level of strictness will be enforced which aids in the spirit of developing our players. All fouls will be called and enforced throughout the game.
- **Violations** – Callable violations include (but are not limited to)
  - Three seconds - Obvious 3 second violations will be called by the referee, particularly when a player is gaining an advantage by "camping in the paint".
  - Traveling –
    - An offensive player brings his dribble to a stop and takes more than the allotted two steps without shooting or passing the ball.
    - An offensive player in possession of the ball takes more than one step in any direction without keeping one foot stationary. The stationary, or pivot foot, must not be moved once it is established.
    - When an offensive player carries the ball while dribbling.
  - Double dribble – when a player stops her dribble and then dribbles again.
- **Shooting Fouls** – Any foul in the act of shooting is a two-shot foul and also counts as one team foul.
- **Intentional Fouls** – Any intentional foul will result in two shots plus possession of the ball at the spot closest to the location of the foul.
- **Flagrant Fouls** – Any player charged with a flagrant foul shall be ejected from the game immediately. All ejections should be reported to the division coordinator as soon as possible.
- **Personal Fouls** – On the 5<sup>th</sup> personal foul, the player is fouled out and shall sit on the bench for the remainder of the game. On the 7<sup>th</sup> team foul in any one half, the other team shoots one-and-one. All personal, intentional or flagrant fouls count toward the team's total fouls for a half. On the 10<sup>th</sup> team foul in any one half, the other team shoots two shots.
- **Technical Fouls** – A player shall be ejected from a game upon receipt of his or her 2<sup>nd</sup> technical foul. All technical fouls shall result in two shots for the other team and possession of the ball at mid-court opposite the scorer's table. All ejections should be reported to the division coordinator as soon as possible.

- **Profanity** - Note, any player using *foul language during the game* will result in a Technical Foul and immediate ejection from the game. All ejections should be reported to the division coordinator ASAP.
- **Foul Shots** – the ball must hit the rim or backboard prior to anybody (including the shooter) entering the lane. It is a violation for any of the players to be standing on the lane lines. Only 6 players may occupy lane spaces, with a maximum of 2 from the shooter's team. The spaces nearest the shooter shall remain unoccupied.
- **Jump Balls** – The game shall start with a jump ball. All other quarters shall be administered according to the Alternate Possession procedure.
- **Game Time** – Under no circumstances shall a game go beyond its allotted time. If the game cannot be completed within the time slot, at the end of the allotted time the referee shall stop the game and the leading team at that time shall be the winner. If the score is tied at the end of regulation, the game shall end in a tie. No overtimes shall be played.
- **Running Time and Stop Time** – Games shall consist of four ten-minute quarters. The first three quarters shall be played with running time and the final two minutes of the fourth quarter shall be played with stop-time. Therefore only within the last two minutes of the game shall the clock stop for fouls and out of bounds throw-ins.
- **Time Outs** – Each team is granted two 1-minute time outs per half. They are not carried over from one half to the next.
- **Fighting/Taunting** – There is *zero tolerance* of any player that either taunts or fights. Any player observed doing either of these actions by a referee shall result in immediate ejection of the player or players involved by the referee. Any player that takes a punch at another player, even if he/she does not make contact will be treated the same as if he or she hit another player and will be ejected. All such incidents must be reported to the basketball coordinator (Brian Morris(631) 74-2169).  
Any player that is ejected a second time within the season for fighting or taunting shall be ejected from the St. Anthony's basketball program for the remainder of the season (there will be no refund made).
- **Substitutions** – Subs are allowed to be beckoned into the game by the referee if they are at the scorers table and have provided their number to the score keeper. Substitutions are not automatic upon the horn sounding and all players must wait to be beckoned by the referee before entering.
- **Miscellaneous** - Shirts must be tucked in at all times. No jewelry shall be worn during games. If a player wears glasses, they must be worn in such a way as to keep them from falling off during normal play.
- **Playing Time** – All players shall be granted the opportunity to play an equal amount of time during the game or scrimmage. Generally speaking this means each child will play approximately half a game in terms of minutes to the best of the coaches' ability. This program is designed to help teach children and gain their confidence, not win ballgames through the use of selected players. All coaches in all age groups within St. Anthony's CYO shall follow this rule.