

**COON RAPIDS ATHLETIC ASSOCIATION**  
**BASKETBALL RULES AND REGULATIONS**  
**(Grades 9-12)**

State high school rules apply with the following exceptions as listed.

1. **Game time**

- A. Grades 9-12... (4) six minutes stop time quarters. Thursday games are 10-minute running time quarters.
- B. The last quarter is 9 minutes; the last minute is stop time. **(Referees discretion on time they want to use)**
- C. Grades 9-12.... 1 minute between quarters, 3- minute half time.
- D. League games will play a one-minute overtime period, then sudden death. Tournament games will be 2 minute overtime periods, then sudden death.
- E. Forfeit time is five minutes after game time.

2.

**Free throws**

In grades 9-12 players will remain behind the designated free throw line and will not be allowed to cross the Line until the ball hits the rim.

9-12 Grades can rebound a free throw on the release off the ball from the free throw shooter.

The free throw shooter cannot rebound his shot until the ball hits the rim.

3. **Defense and Offense**

Grades 9-12...State high school rules, a press is not allowed when a team has a 15-point lead.

4. **Lane Violations**

3 Seconds 9-12 Grade

5. **Time-outs**

Each team is entitled to two 30 second time-out in each half. One additional time-out is allowed in overtime. Time outs can be called by the coaches or players.

6. **Fouls**

- A. A player will foul out after 5 personal fouls.
- B. If your team is only playing with five players and one player fouls out. The player who received five fouls will remain on the court and will continue playing.
- C. The Player who has fouled out will receive a Tech foul for every foul he receives from this point on.
- D. All games will start and finish with five players on the court for each team.
- E. Fouls occurring in the act of shooting will be determined from the location of the shot:
  - 1. One shot if the basket is made
  - 2. Two shots if the shooter has 1 or more feet inside the 3 pt line
  - 3. Three shots if the shooter has both feet outside the 3 pt line
- F. Starting with the 7<sup>th</sup> team foul in each half, there will be a "one and one" shooting situation. After 10 team fouls, 2 shot are awarded. The score keeper for each team must announce the bonus situation for their respective teams.
- G. **Offensive Fouls:** A charging foul will award the ball to the other team. A charging foul will be called when the defensive player is facing the offensive player and has position in front of the offensive player. No Foul shots are taken on an offensive charge. An illegal pick will be a foul and turnover, except in a bonus situation.

7. **Jump balls**

Only at the beginning of the game and in overtime will teams have a jump ball, team will alternate ball possession after the jump ball. The Referees will keep track of ball possession.

8. **Sportsmanship**

Harassment of the referees by coaches, players or parents will be a 2 shot bench technical foul, plus the ball. Any player technical foul will be a 2 shot technical foul, plus the basketball. 2<sup>nd</sup> Technical foul given to the same person will result in an ejection from the game and gym. Coaches are responsible for the conduct of players and parents. Any technical fouls due to fighting will be an ejection from the game and suspension from the League.

- A. Each player and coach is required to shake hands with the opposing team in a sportsmanship manner after the game. If this sportsmanship is not followed it will result in a one game suspension.
- B. All coaches are responsible for their players and parents conduct at their practice sites. Misconduct reflects on the entire league, and may result in loss of the practice site.

- C. Each player is responsible for their own jersey. If the player has altered or lost their jersey they will not be allowed to play in the team games until the jersey is replaced. Replacement jerseys may be ordered with the league at your own expense.
- D. Misconduct in the hall of the gyms before and after the games by players and coaches will result in a suspension.
- E. Disciplinary rules:
  - 1. 1<sup>st</sup> technical ejection will result in a one game suspension.
  - 2. 2<sup>nd</sup> technical ejection will result in a two game suspension.
  - 3. 3<sup>rd</sup> technical ejection will result in full suspension from the league, and will be handled by the President of CRAA, the President of Basketball, and the Director of Referee's.

## 9. Participation Rule

Each player must play 2 unbroken quarters of each game. (**No substitution can occur until the participation rule is full filled**). Each Player must have completed or entering their 2<sup>nd</sup> full unbroken quarter prior to another player beginning their 3<sup>rd</sup> quarter of play. The score keeper is responsible for monitoring playing time, and reporting any violations to the referee. Penalty will be a 2 shot, team technical foul. Maximum playing time per player is 3 quarters, unless the team is playing with only 6 Players. Substitution due to an injury will be approved by the referees. A player injured prior to half way through the quarter and not returning in that quarter will not be assessed the quarter, the quarter will be assigned to the substitute player entering the game.

## 10. Other Team Rules

- A. Team listed first on the schedule is home team. The winning team must report the score to the league Director.
- B. Players must have league dues paid prior to participating in league activities. If payment is not received the players are not allowed to practice or play in league activities.
- C. Coaches have the right to remove a player on their team at any time for disciplinary reasons.
- D. Players are required to have their pants at the waist line, no warnings will be issued, and a player will be removed from the game by the referee.
- E. If you are aware of a team using illegal players or breaking any league rules it is the responsibility of the opposing team to report the infraction to the game officials and the League Director.
- F. No gum or jewelry is allowed. Eyeglass straps should be used.
- G. Coaches are responsible for their team's action in the schools. coaches and players will not use abusive language or actions toward any school employees. Any of the above action will result in a seven-day suspension or possible dismissal from the league.
- H. All folding chairs must be picked up and placed on the racks provided.
- I. Coaches are volunteers.
- J. Tournament Brackets are by League Standings.
- K. Coaches are required to notify the league directors if any players quit the team.
- L. New/added players to the team must be approved by the league's director.**
- M. After the 4<sup>th</sup> week of the season, you can no longer add players to your team.**
- N. Hanging on the basketball rim, before the game, during the game or after the game. Will not be allowed.
- O Hanging on the Rim: is a one game Suspension. If it happens a second time you can be removed from the league. The Referee and the league Director will handle this issue.
- P **Max - number of ten players to a team)**