



Club1 School Team League Rules

- I. Team Requirements
 - a. Players must attend the same school, a school which feeds into the same high school, or live in the same school district that feeds into the same high school.
 - b. Registration-All registration will be done online this year. Teams can pay online or mail in a check. Registration is due 10 days before the 1st league date.
 - c. It is your team's responsibility to play all Club1 games. Any cancellations or no shows by any Club1 team will eliminate team from end of the year tournament.
 - d. If games are cancelled due to weather, we will attempt to make games up but there is no guarantee that they will and there will be no refunds.

- II. League Dates
 - a. Games will be played on Sundays with each team playing two games.
 - b. Visit club1basketball.com to see your league dates.
 - c. Most of our locations offer a Pre-Season, Regular Season, and in some cases a Post-Season league.

- III. Club1 Roster and Roster Fees
 - a. Roster Fees-\$85 per team for all players, and up to three coaches and/or bench personnel. This is a one-time fee each year. It should be collected and paid in full by the coach either online with registration fee or by check.
 - b. A link will be sent to coaches when the schedule is sent out for them to then send to parents to complete roster information and electronically sign the waiver.
 - c. All members of the team including coaches must register at this online link and electronically sign the waiver prior to the Friday before the first league game or practice in order to be covered under our policy.
 - d. No one will be allowed to play or coach without a Club1 waiver and roster. **NO EXCEPTIONS!!!**
 - e. Roster changes may be made during the season but new players must be Club1 members. Contact Club1.
 - f. Club1 membership provides liability and accident insurance for Club1 and Club1 teams for all practices, games, and tournaments associated with Club1.

- I. Games
 - a. IHSAA Rules with the following exceptions:
 - i. Three minute Warm-up.
 - ii. 9 minute running clock quarters. Clock will stop the last 10 sec of each quarter on all whistles. The clock will stop the last minute of the 4th quarter unless the lead is more than 20 points.
 - iii. **TIMEOUTS**-Each team will have 2 full time outs per game.

CLUB1 BASKETBALL



- iv. Three minute halftime (may be shortened if agreed upon by coaches).
 - v. **OVERTIME**-Sudden Death overtime with a 2 minute running clock limit. After two minutes it will be a tie.
 - vi. **SHOOTING FOULS**-Free Throws will be shot in their entirety at all times.
 - vii. **Personal and team fouls** will be kept and the Bonus will be used according to IHSAA rules at the 5th team foul of each quarter.
 - viii. **FREE THROW DISTANCE**-Boys 3rd-4th grade and Girls 3rd-5th grade can shoot free throws from the 12 foot line and the rebounders will be moved to the old FT lineup (ie. Below the block). If the shooter is allowed to shoot from the 12 ft. line then they should not cross it before the ball hits the rim. If the shooter has to shoot from the 15 ft. line then they should not cross that line before the ball hits the rim.
 - ix. **DEFENSIVE INFO**-Man-to-Man Defense will be played by all teams. These decisions are made by the high school coaches involved in our leagues and enforced by our officials.
 - x. **DEFENSIVE INFO**-In Man-to-Man defenses, help defense and help on screens is allowed but once the primary defender recovers then the help defender should get back to their man. This may create a temporary double team and the officials will only stop play if they feel the double team was intentional and has a negative affect on the play.
 - xi. **DEFENSIVE INFO**-In Man-to-Man Defense, defenders that are guarding someone on the weakside (side that the ball is not on) then they can play on the helpline in the paint provided they are 1-2 steps off the line from the ball to their man. If their man moves to the ball side or the ball moves to the side their man is on then the defense should shift to guard their man. This may not be a denial of their man as they can play in a gap to help on the drive but they should not remain in the paint unless their man is on the block.
 - xii. **PRESS INFO**-There will be no full court press in the 3rd and 4th grade league except in the last minute with less than a 10 point margin. Teams that Press, should only man to man press with no traps.
 - xiii. **PRESS INFO**-No full court press with 20 point lead. Once the lead gets to 20 points there will not be pressing allowed again until the lead is under 10 points.
- b. Games are to be played at scheduled times not before. Allow 50 minutes per game. The game will be a forfeit if a team is not ready to play 5 minutes after the scheduled start time.
 - c. Game Balls to be provided by the Home Team-4th, 5th, and 6th grades will use a women's size 28.5 ball. 7th-8th grade will use the Men's ball.
 - d. Clock Operator to be supplied by VISITING TEAM. Scorekeeper by HOME TEAM.

CLUB1 BASKETBALL



- II. Tournament
 - a. End of season Tournament will take place in our Regular Season leagues and will be single elimination. Teams will be seeded by order of finish in league. Depending on the number of teams in each age group, the tournament may be split into separate brackets based on competition level. See attachment for breakdown.
 - b. Tie-breaker will be head to head with each other, strength of schedule of opponents in loss column, and total points allowed.

- III. Uniforms
 - a. All teams need to have reversible jerseys or 2 sets of uniforms with numbers. IF a team has players with the same number please work with officials and official scorer.
 - b. No player can play without his uniform. NO EXCEPTIONS

- IV. Sportsmanship-Important please read this to ALL players AND parents.
 - a. While the Varsity coach at each school is not required to be directly involved in the league, he is ultimately responsible for his school's teams' conduct and will help deal with issues.
 - b. Each coach is responsible for the conduct of his or her assistant coaches, players, and parents.
 - c. Any ejection of players or coaches is a one game suspension. Second ejection of player will result in dismissal from league. NO REFUNDS
 - d. If any coach, assistant coach, or parent is ejected by an official in two games the team will be removed from the league. NO REFUNDS.

Club1 for 4th-6th and 7th-8th grade basketball teams has one sole purpose; the improvement and development of your program and the players involved. This is not a league intended to display individuals or teams that do not adhere to the overall goal of the league. Players, coaches, or parents will be expected to display good sportsmanship and respect for coaches, opponents, and officials. Poor behavior will not be tolerated. Please talk with your players and parents about this.

Tournament Bracket Addendum-10-1-12

Beginning with the 2012-2013 seasons Club1 will change the league tournament format to the format listed below. The guiding mission of our league has always been to do what is best for the development of the varsity programs in the area and for those kids and that is the case with this change. With the continued growth of our league this change was brought about because 1. We had teams playing 4-5 games on the tournament day and coaches felt as if that was too many. 2. The

CLUB1 BASKETBALL



bottom teams in our leagues were not getting much out of the last week of the league when they faced a top seed.

Going forward if there are more than nine teams in a division we will separate them into multiple brackets based on the following numbers. T-shirts or awards will only be given to the Champions of each age group and not to the winners of a bottom bracket.

CLUB1 BASKETBALL



Total Teams in a Division	# teams in Gold Bracket	# teams in Silver Bracket	# Team in the Bronze Bracket	Teams allowed to move up to next bracket
10	6	4	X	No
11	7	4	X	No
12	8	4	X	No
13	8	5	X	1 teams can move up
14	8	6	X	2 teams can move up
15	8	7	X	2 teams can move up
16	8	8	X	2 teams can move up
17	8	9	X	2 teams can move up
18	8	10	X	2 teams can move up
19	8	11	X	2 teams can move up
20	8	8	4	2 teams can move up from Silver
21	8	8	5	2 Teams can move up from Silver and 1 from Copper
22	8	8	6	2 Teams can move up from Either Bracket
23	8	8	7	2 Teams can move up from Either Bracket
24	8	8	8	2 Teams can move up from Either Bracket
25	8	8	9	2 Teams can move up from Either Bracket
26	8	8	10	2 Teams can move up from Either Bracket
27	8	8	11	2 Teams can move up from Either Bracket