

**"A" and "B" Division**  
**Catholic Elementary Basketball League**

2004-2005  
Revised 8-5-04

1. The A and B Division Basketball League shall consist of Catholic parish school teams that are members of the Grand Rapids Area Catholic Elementary Athletic Council (GRACEAC). Players must be in the 6<sup>th</sup> and 7<sup>th</sup> grades for the "B" Division and the 7<sup>th</sup> and/or 8<sup>th</sup> grade for the "A" Division. No CCD students. Players must be enrolled students in the GRACEAC Member School.
2. Invitational and league tournaments will follow all regular season game rules.
3. All other GRACEAC Handbook rules and regulations apply. (\* denotes references to the GRACEAC Handbook)
4. All other game rules will be according to the National Federation for High Schools (NFHS) Rules for Junior Highs.
5. Each participating school must submit to the league president a completed roster with players' names, birth dates, and grades; uniform colors; coaches name, address, and phone numbers; school name and team nickname. This roster must be signed by the school principal and submitted by the athletic director to the league president one week prior to the first game.
6. The coaches will bring all players to center court and lead the teams in prayer.
7. Teams and coaches will meet immediately following the game to shake hands in demonstration of good sportsmanship.

***Mergers***

8. Any school or schools requesting a merger should do so any time after August 1st by referring to the following guidelines:
  - a. Each school must make every effort to form a team with their own students before requesting or offering to merge with another school. Players may play one grade up. For example, 7<sup>th</sup> graders may play in the "A" Division. 6<sup>th</sup> graders may play in the "B" Division. 5<sup>th</sup> graders may play in the "C" Division. A 6<sup>th</sup> grader may not play in the "A" Division.
  - b. A school considering a merger but reference the GRACEAC merger policy. The merger policy can be found on the GRACEAC website [www.graceac.com](http://www.graceac.com).
  - c. Schools shall not practice together prior to approval of their merger request by the league president. Violations shall be reported to the league president.
  - d. A principal or athletic director may request a merger. Coaches must seek approval through their school principal or athletic director for a merger request. Coaches may not request a merger.

### ***Practice***

9. Practices may begin on the Monday during the week of August 15th for girls and the week of November 15th for boys (\* Rule P)

10. All teams are limited, per week to:

Pre-Season

8 hours - 4 practice

Season

6 hours - 3 practices

Practice time shall be limited to two (2) hours per day. Coaches are encouraged to cut time for practice and number of practices when there is an opportunity. (\* Rule G)

### ***Game Eligibility and Minimum Playing Time***

11. Student athletes may play one grade up. (i.e-6th graders may play in the 7th grade league, but not in an 8th grade league or a 7th/8th grade combination league.

12. To insure total participation, it shall be mandatory that each student athlete participate the minimum time per game of four (4) minutes. Failure for a coach to adhere to this rule will result in a report to the Coordinator of Athletics for review.

13. When a player becomes injured during the course of a game and is deemed unable to continue, the minimum playing time for that player is not required.

14. Anytime a player is injured and returns to play, the playing time minimum must be met.

15. The score keepers shall notify each coach of the official playing times for their players during halftime and Quarter Breaks.

16. It is the responsibility of the Head Coach to make sure that each student athlete meets the required minimum playing time.

### ***Game Rules***

17. Each game shall consist of four quarters at six minutes each, with a five minute halftime.

18. Each team will receive three - sixty second timeouts and two - thirty second timeouts per game. A warning horn will sound at the 45 second and 20 second point of the time out. Both teams shall enter the floor on the warning horn and be prepared to play at the 60 second or 30 conclusion of the time out.

19. If there is a tie after four quarters, there will be an overtime of three minutes. Each team will receive one additional 60 second timeout to use during overtime.

20. If a team is up by 20 points or more, they may not press in the Back Court. In the Front Court they may not double

team or trap a player, with or without the ball. Each offensive player must be guarded by one defensive player only. The defense may collapse on an offensive player driving to the basket. The defense must immediately return to a man to man defense. When the score returns to less than 20, they may resume pressing, double teaming or trapping. Failure to comply with this rule will result in a bench warning. The second occurrence will result in a bench indirect technical foul. The opposing team will be awarded two free throws and possession of the ball.

21. When a team is ahead in the second half by 40 points, a running clock will be used. If the lead is reduced to 30 points, regular clock stoppages will be in affect. A running clock will run during free throws, but will stop during time outs, including injury time outs.

22. At least five minutes before the scheduled starting time, each team shall supply the scorers table the first name, last name, and number of each squad member who may participate. The list shall be in numerical order.

23. **Free throws** are from 15 feet. **Effective the 2003-2004 Season the new National Federation High school Free Throw rule will be in effect. Aside from the free throw shooter, the offence shall have 2 players in the lane; the defense will have 4 players. The two spaces closest to the free throw shooter shall be left unoccupied. The bottom spaces must be occupied by the defense.** No free throw shall be attempted after time has expired at the end of the 4th quarter or any extra period unless the point(s) will affect the outcome of the game. Bonus (1 and 1) will be given for common fouls on the 7th, 8th and 9th team fouls and two (2) free throws will be given beginning with the 10th team foul in each half.

24. A 28.5 basketball will be used for all girls' games and a full size ball will be used for boys' games...

25. The scorer's book at the scorers table is to be the official book of the game.

26. No jewelry may be worn during a game. Any unforgiving material (i.e.; plastic or metal) may not be worn during games. A technical will be charged to a team that does not conform to this rule.

27. Players wearing t-shirts under their basketball jerseys must be the same color as the most dominant color of the uniform. If a player wears shorts under their basketball uniform they must be compression shorts (spandex) above the knee and the same color as the dominant color of the uniform. If by some chance your uniform shirt and shorts are not the same color, the t-shirt must match the uniform shirt and the spandex must match the uniform shorts. Coaches will be responsible for the uniform compliance of all their players.

**28. 3 POINT RULE – Effective 2004-2005 the 3 point rule will be in effect in the A and B Divisions. All schools hosting A and B games must have a permanent marking for the 3 point line.**

29. Only players, coaches and cheerleaders may be on the court during the pre-game warm-ups, time-outs, quarter breaks, half time break, and the end of the game. All fans and spectators must be kept off the floor.

### ***Coaching Guidelines***

30. The coaching box shall be outlined outside the sideline of the court on which the team benches are located. The area shall be bound by a line two inches wide and shall be six feet long.

31. The bench may only be occupied by the Head Coach, 2 Assistant Coaches and the players.

32. The head coach is responsible for the conduct and behavior of substitutes, disqualified squad members, and all other bench personnel, including assistant coaches.

33. Coaches must remain seated on the bench at all times except to:

- A. Confer with bench personnel and players within the confines of the bench area during a charged time out or the intermission between quarters and extra periods.
- B. Rise and stand in front of their seat to signal players to request a time out or to call a time out.
- C. Confer with personnel at the scorers table to request a full length time out for a correctable error.
- D. Request a full time out from personnel at the scorers table in order to: prevent or rectify a timing mistake, scoring mistake, or an alternating possession mistake; to confirm playing time for players; time-outs remaining; or, fouls per player.
- E. Attend to an injured player when beckoned onto the court by an official.
- F. Replace or remove a disqualified or injured player directed to leave the game.
- G. Coaches may rise in front of their seats to respond to an outstanding play by a member of their team or to acknowledge a replaced player(s), but must immediately return to their seat.

34. Bench personnel shall not:

- A. Disrespectfully address an official.
- B. Object to an official's decision by rising from the bench or using gestures.\
- C. Incite undesirable crowd reactions.

35. Coaches may only approach the scorers table during a time-out.

### ***Player Safety and Injuries***

36. An unconscious or apparently unconscious player, as determined by the game officials, will be removed from the game by the official. The player may not return to *any game or practice*, without written authorization from a physician (M.D. or D.O.). This authorization must be given to:

- a. the game official prior to the player's return, if for the same game.
- b. the Athletic Director before practicing again.

37. A player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform must leave the game. The game official will stop the game and allow the coach one full minute to bring in a substitution. The affected player must sit out until the next time stoppage before returning to the game. Excessive bleeding or an excessive amount of blood is any amount on the uniform or skin that can be transferred to a player, opponent, or official. The player may not return until the bleeding has stopped, and if necessary, the affected area covered. If the player has an excessive amount of blood on the uniform, the uniform must be changed. Coaches are encouraged to have extra shorts, jerseys, socks, etc. for the player to change into. Inexpensive numbered t-shirts can be used as long as they are of a similar color as the game jersey.

### ***Inclement Weather***

38. Coaches will be notified of cancelled games due to inclement weather if decided prior to the end of the school day. If

school is cancelled, games may still be played. Coaches or athletic directors should call the GRACEAC hotline (456-9563) for further information regarding game status. If a game is cancelled due to inclement weather, the contest shall be played at a time and court mutually agreed on by the league president and coaches.





