

CRUSADER BASKETBALL TOURNAMENT RULES

Revised 2/15/2011

The National Federation Rule Book used by the Idaho High School Sports Athletic Association with the following amendments will govern play.

RULE 1 ~ ELIGIBILITY OF PLAYERS

- A. All players must be enrolled in either the 4th, 5th, or 6th grade. Players must be students of an invited Catholic school, or registered Catholic in their parish and participating in their parish religious education program. Coaches are responsible to see that these requirements are met. **Discovery of ineligible players will result in their dismissal from the tournament.**
1. A limited number of 3rd grade players may be used to complete a 4th grade team, by approval from the tournament director.
 2. Players in the 5th or 6th grade will play in the *Senior Division* and players in the 4th grade will play in the *Junior Division*.
- B. Players **must** remain on the same team for the entire tournament. Players can play up but not down.

RULE 2 ~ TIMING OF THE GAME

- A. The game consists of four, eight-minute quarters of running clock play. The **clock will always stop** for any of the following:
1. Player injury.
 2. Technical foul of any kind.
 3. Official's timeout.
 4. All whistles during the last three minutes of the 4th quarter.
 5. All whistles during the entire overtime.
- B. Overtime periods are three minutes long. If the game is tied at the end of two overtimes, the third overtime will be sudden death with the first team to score off a jump ball declared the winner.
- C. Timeouts are twenty seconds long. Coaches and players can call timeouts. Each team will receive two timeouts per half (not to be cumulative). Each team will receive one additional timeout per overtime.
- D. Injury timeouts are granted to allow the injured player to be assisted by the coach, parent, or medical personnel. Any player requiring an injury timeout must be taken out of the game until the next substitution break.

RULE 3 ~ BALL SIZES

- A. 4th grade boys and all girls ball size = 28.5 “
- B. 5th and 6th grade boys ball size = 29.5”

RULE 4 ~ DEFENSE AND OFFENSE

First Three Quarters

- A. All recognized offensive and defensive schemes, including zone scheme, will be permitted except for the following:
1. The defense must play half court for the first three quarters (no backcourt).
 2. In the fourth quarter, full court defense may be employed.
- B. Double and triple teaming are permitted under the following conditions in the first three quarters:
1. Players may double team a player in possession of the ball only within the three point arc.
 2. Players may triple team a player in possession of the ball only within the key.
 3. The definition of a double or triple team is: Two or more defensive players within six feet of a single offensive

player. If the offensive player travels into an area occupied by two defensive players no violation occurs.

C. Penalty for a violation of any of the above will be one warning. Subsequent violations will be assessed a technical foul.

1. Technical fouls will be considered team technical fouls and will not impact the eligibility of any player or coach, and will be counted in the team foul count.

Fourth Quarter

A. The entire fourth quarter will be played under high school rules (except for those rules addressed elsewhere in this Document).

1. Full court defense may be employed.
2. All traps, double teams, triple teams, etc., may be utilized regardless of the position on the floor.

NOTE: All whistles during the last three minutes of the 4th quarter stop the clock.

Overtime Play

Overtime periods are three minutes long. If the game is tied at the end of two overtimes, the third overtime will be sudden death with the first team to score off a jump ball the winner.

Mercy Rule

If a team is losing by 25 points at any point after the end of three quarters, the game is over.

RULE 5 ~ SUBSTITUTIONS

A. Free substitutions will be allowed the entire game. Players must check in at the scorer's table and wait for an official referee to signal them to enter the game.

1. No restrictions are placed on playing time, but coaches are encouraged to involve all participants in the game.

RULE 6 ~ FOULS, FREE THROWS, PENALTIES, THREE POINT SHOT

A. Fouls occurring during continuous clock time, before the final three minutes of the game, will be enforced as follows:

1. Non-shooting fouls charged to the defense result in the continued possession of the ball by the offense.
2. Fouls charged to the offense result in the loss of the ball to the defense.
3. Shooting fouls charged to the defense on a missed basket try result in one point and retained possession of the ball for the offense.
4. A successful try results in the value of the basket plus one point, and possession of the ball to the defense.

B. All shooting fouls occurring during the final three minutes of the 4th quarter and the entire overtime period will be awarded two shots.

1. The *Junior Division* will shoot from a line two feet closer to the rim of the basket.

C. Free throws will be shot from the beginning of the last two minutes of play in the 4th quarter, and throughout an entire overtime period or periods.

Exception: All flagrant, intentional, or technical fouls will be shot whenever they occur during the game. The clock will be stopped during this free throw time.

D. Team fouls will reset at half-time. If in the second half a team commits 7 personal fouls, the opposing team will shoot "one and one" free throws, and after 10 personal fouls, the opposing team will "shoot two" free throws (bonus). Foul shooting will not start until three minutes remain in the 4th quarter, and will continue through any overtime, regardless of when in the second half that the bonus was reached.

E. The entire overtime period will be played under the same rules as the final three minutes of the 4th quarter.

RULE 7 ~ TECHNICAL FOULS AND PENALTIES

- A. Technical fouls are personal fouls and also count as team fouls. The penalty for a technical foul has the offended team receiving two free throws and possession of the ball. Technical fouls on bench personnel are charged to the head coach.
- B. The first technical foul on any player requires that player to sit out a minimum of two minutes.
- C. Two technical fouls on a player or coach in one game will disqualify that player or coach from further participation in that game.
- D. Fan harassment of referees is unsportsmanlike, and will not be tolerated. If your fans are unruly, and disrespectful toward game officials, a technical foul will be charged to the bench.
- E. None of the above will apply to violations of the defensive play rules.