

2021 Rules

“Sportsmanship and Respect is key”

CSA Hoops is a developmental basketball program designed to teach players how to play basketball the right way. The youth basketball sports level need to be handled in a professional manner. Our mission is to provide an opportunity for youth to participate in a basketball program one step away from travel or AAU basketball. Our rules are based on the skill set and teaching ability for players to learn the game.



CSA Game Rules Rookie Level

1. **“Teaching First, Winning Second”.** Respect for all players, coaches, referees and parents. Have FUN!! Rookie Level is a teaching basketball group. The violations are not strictly enforced so that the game will flow.
2. **Game Ball size 27.5**
3. **Games will consist of 2 halves lasting 12 minutes with no overtime. There will be 2 minutes for half time. The clock will run continuously and stop only for time-outs, free throws and injuries. On the last 2 minutes of the 2nd half the clock will be stopped for all appropriate game clock time outs (according to official scholastic rules).**
4. **Each team is allowed (3) three 30 second time-outs per game.**
5. **Each player has 6 fouls and will be out of the game on the 6 foul, except a team playing with only 5 players, in which case a two-minute penalty will be issued to the player.**
6. **Teams may begin with 4 players but must play with 5 for a minimum of 1 complete half and end game with 5 (except for injuries & 2 minute penalty rule), otherwise the game is forfeited.**
7. **Teams will not be able to apply defensive pressure until the offense brings the ball across the half court.**
8. **All defensive play must be man to man only double team is not allowed. Stealing is allowed from passes and loose balls only. No reaching for the ball on the dribble. Defense can switch for help defense purposes only.**
9. **Each player must play a minimum of 1 half. Violation of playing time rules may result in a forfeit.**
10. **Violations such as double dribble, traveling and carrying the basketball will be called, but referees will not strictly enforce violations. Rookie division is a teachable level of basketball. Any player committing a violation in the act of scoring it should be called by the referee.**
11. **Coaches must submit the score sheets which details the mandatory playing time for each player before game time.**

Respect Referees!!!

CSA Game Rules Sophomore Level

- 1. Games will consist of halves lasting 12 minutes each. 3 minutes for half time. A game ending in a tie will go into one 2 minute overtime period with 1 timeout. Double overtime coach will choose a player to shoot free throws. All standard violations will be called according to scholastic rules.**
- 2. The clock will run continuously and will only be stopped for time-outs, free throws and injuries. Last 2 minutes of game clock will stop on dead balls.**
- 3. Each team is allowed (3) three 20 second time-outs per game. In overtime play each team will have one 20 second time out. Time outs do not carry over.**
- 4. Each player has five fouls and will be out of the game on the fifth foul.**
- 5. Teams may begin with 4 players but must play with 5 for a minimum of 1 complete half.**
- 6. Teams will not be able to apply full court defensive press until the 2nd half of the game.**
- 7. Each player must play a minimum of one full half (12 minutes). Each player must rest a minimum of 4 minutes. For this purpose, a substitution is made available at the 6-minute mark in the 2nd half. Otherwise, substitutions can only be made at the beginning of each quarter or in the event of an injury. Abuse of playing time may result in a forfeit of game.**
- 8. Team fouls will be tracked, but we will only shoot the double bonus at the on the 10th team foul per half.**
- 9. Game ball 28.5.**
- 10. When a team has a 20 point lead the defense will be restricted to only play defense from half court.**
- 11. Coaches must submit the leagues play chart which details the mandatory playing time for each player before game time.**

CSA Game Rules Veteran Level

- 1.** Games will consist of 2 halves lasting 14 minutes each. 3 minutes for half time. A game ending in a tie will go into a 2 minute overtime period with 1 time out. Double overtime coach will choose a player to shoot free throws. All standard violations will be called according to scholastic rules.
- 2.** Each player must play a minimum of 7 minutes in the first half and enter the game at least once in the second half. Playing time is at the discretion of the coach for that game.
- 3.** The clock will run continuously and will only be stopped for time-outs, free throws and injuries. On the last 2 minutes of the 2nd half and overtime the clock will be stopped for all appropriate game clock time outs (according to official scholastic rules).
- 4.** Each team is allowed (3) 20 second timeouts for the game. In overtime play each team will have one 20-second timeout. Time outs do not carry over into the OT period.
- 5.** Each player has six fouls and will be out of the game on the sixth foul.
- 6.** Team fouls will be tracked, but we will only shoot the double bonus at the on the 10th team foul per half.
- 7.** When a team has a 20-point lead in the first half, the defense will be restricted to only play defense from half court.
- 8.** Coaches are encouraged to allow every player to start at least one game.
- 9.** Game ball size 28.5