



JUNIOR HIGH BASKETBALL RULES - Section 22

Updated June 2018

22.1 GENERAL INFORMATION

- 22.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Basketball Rules Book. **These rules shall govern unless noted below.**
- 22.1.2 Any discrepancies will be ruled upon by the by the Leagues Staff and/or Executive Board.
- 22.1.3 VIDEO TAPING ANOTHER SCHOOL'S GAME. It shall be an ethical violation to tape another school's game, meet or contest without their permission. Further it may be a violation of the laws governing copyrights. Each school owns the copyrights to their games, meets and contests. Taping another schools game without permission could constitute a violation of the copyright law.

22.2 COACHING

- 22.2.1 Coaches who are not certified, team will forfeit all games coached.

22.3 HOME TEAM RESPONSIBILITIES

- 22.3.1 The home team is responsible for providing the following for ALL home games:
 - 22.3.1.1 Scoreboard Operator
 - 22.3.1.2 Official Scorebook/Scorekeeper
 - 22.3.1.2.1 All of the above must be an adult (20+) or a well-qualified HS student.
 - 22.3.1.2.2 Any home team that cannot provide qualified individuals to perform these activities, must allow the away team to be the official book or per agreement of both teams, allow acceptable individuals to perform these activities. (2016)
 - 22.3.1.3 Officials – teams outside of the Phoenix Metropolitan area and as identified by the CAA Director are responsible for assigning their own game officials.
- 22.3.2 Enter forfeit results as 2-0.
- 22.3.3 Enter game scores within 24 hours upon completion of match. Failure to do so will result in a \$25.00 fine.

22.4 EQUIPMENT, FIELD AND UNIFORM GUIDELINES

- 22.4.1 OFFICIAL BALL. **Regulation size** for boys, 28.5 for girls. Under Armour is the preferred official game ball (UA 595 or UA 695) and should be used if possible. If neither team has an Under Armour ball, then a ball meeting NFHS standards shall be used.
- 22.4.2 UNIFORMS. **(All jerseys, shorts and undershirts must match) (2018)**
 - All undershirts must be the same color of the dominant color of the jersey (NFHS Rule)
 - Home team uniform color is WHITE.
 - Away team uniform color must be dark.
 - NFHS Uniform numbering will NOT be enforced (*Illegal numbers are allowed*).
 - Numbers must be on the front AND the back of each jersey.
 - No duplicate numbers allowed.
 - SHORTS. All shorts shall be the same color.

22.5 GAME TIME AND LATE ARRIVAL

- 22.5.1. **A 10-minute grace period will be granted before a forfeit is declared. (2018)**
- 22.5.2 Games are scheduled for four (4) 6:00 minute quarters.
 - Games will be stopped clock.
 - Halftime will be 5 minutes in length.
 - Overtime will be 3 minutes (stopped clock)
- 22.5.3 Mandatory 10-minute warm-up time.

22.5.4 The CAA has the following **Mercy Rules** in effect:

22.5.4.1 After half-time, if a team has a lead of 30+ points, the clock will become a running clock until the other team either ties or takes the lead until the final buzzer.

22.5.4.2 The clock will only stop for:

- Time outs
- Any injury (clock stopped by official)
- Technical foul

22.5.4.3 The clock will NOT stop during the last minute of the game.

22.5.5 5 Time-Outs per game (3 = 60-second, 2= 30-second)

22.6 GAME MANDATES

22.6.1 5 Players must be on the court to start an official game.

22.6.2 No full court press is allowed after a **20-point lead** is gained by a team. As long as the spread is **20** points or greater, no full court press is allowed.

22.6.2.1 Officials will issue a bench warning for the 1st violation.

22.6.2.2 After 1st violation, team will be given a Bench Technical foul for each violation.

- 3 Bench Technical fouls and the head coach is ejected (NFHS Rule)

22.7 SPORTSMANSHIP AND EJECTION

22.7.1 Players who are ejected must immediately leave the bench area if supervised by an adult. If no supervision is available, student-athlete must stay in the bench and have excellent sportsmanship.

22.7.1.1 A player ejected from a contest for any reason shall be subject to the disciplinary action under the Sportsmanship Rule (7.4) under the CAA Constitution.

22.7.2 Coach who is ejected must immediately go to the locker room or leave the confines of the competition venue. If there are no certified coach/school personnel to continue coaching the team, the game will be declared a forfeit with the score of 2-0.

22.7.2.1 A coach ejected from a contest for any reason shall be subject to the disciplinary action under the Sportsmanship Rule per the CAA Constitution.

22.7.3 The school's AD or administrator must submit a CAA Ejection Report form to the CAA Executive Director within 24 hours after completion of the game for any player or coach who was ejected.

22.8 POST-SEASON INFORMATION

22.8.1 Tournament brackets will be created according to standings from power rankings.

22.8.2 Game time is forfeit time.

22.8.3 Under Armour is the official league game ball and will be used for all CAA tournament games.

ELEMENTARY LEAGUE RULES

❖ **OFFICIAL BALL** – Under Armour – 28.5

❖ **NO FULL COURT PRESS** until last 2 minutes of half/game & score is within 20pts.

- 1st violation = WARNING
- 2nd Violation = BENCH TECHNICAL.

❖ **UNIFORMS** – Jerseys/T-shirts allowed. Number on Front and Back required.

❖ **TIMING** – 6-minute regulation timing. 5-minute half-time.

- The CAA has the following **Mercy Rules** in effect:
 - After half-time, if a team has a lead of 30+ points, the clock will become a running clock until the other team either ties or takes the lead until the final buzzer.
 - The clock will only stop for:
 - ❖ Time outs
 - ❖ Any injury (clock stopped by official)
 - ❖ Technical foul
 - The clock will NOT stop during the last minute of the game.