Cleveland Community League
2018-2019 Season

The following playing rules will be in effect for the CCL youth season. The purpose of these rules is to make the games run smoothly, ensure fair play for all players, and eliminate any controversies or disputes. The CCL and the league coordinator reserve the right to amend or add rules during the season as needed – proper notice of any such changes will be provided. Home teams are listed first on the schedule in each game.

1. Rules in effect:

   OHSAA rules will be in effect, except where specific league rules differ.

2. Timing of games:

   A. The game will consist of two eighteen (18) minute halves. The clock will stop for shooting fouls, and will restart when the referee hands the ball to the shooter for the final foul shot. The clock will stop on all whistles in the final one minute of the first half and the final two minutes of the second half or overtime, and restart in accordance with O.H.S.A.A. rules. If, however, a team has a 15-point or higher lead with less than 9 minutes remaining in the second half or later, the clock will not stop.

   B. There will be a four (4) minute halftime (subject to adjustment in the discretion of the referee or scorekeeper if a game is running late).

   C. If a game is tied at the end of two (2) halves, a two-minute overtime will be played. All fouls will be carried over. Each team will be awarded one (1) additional time out. If a game is tied at the end of the any overtime, a another two-minute overtime will be played. All fouls will be carried over. Each team will be awarded one (1) additional time out.

   D. The scorer’s time clock is official and final - the referee’s whistle at the conclusion of each

   E. The home team will provide a parent/adult to score keep. The scoreboard operator will be provided by the CCL.

3. Fouls:

   A. The CCL will follow the new OHSAA rule regarding foul shot alignment for players, which is: A maximum of 7 players may be aligned on the key for all foul shots; the shooter and 3 players on each side of the lane. All other players must be behind the foul line extended and outside of the 3-point circle.

   B. Boys in the 3rd grade and girls in 4th Grade will shoot from 12 Feet- can jump over but can not get rebound. 4th Grade boys will shoot from the regulation foul line and can jump over the line but can not get rebound. Grades 5 and 6 will shoot from the regulation foul line and can not jump over.

   C. A player will foul out after his/her fifth foul in a game.

   D. A “one-and-one” rule will be in effect beginning with the seventh foul of each half. Double bonus will begin at 10 Fouls

   E. Fouls in the second half carry over to overtime.

   F. The scorer’s tabulation of individual and team fouls is official and final.
Cleveland Community League
2018-2019 Season

4. Timeouts:
   A. Each team will receive three 45-second timeouts per game. Unused timeouts do not carry over to overtime.

   B. Each team will receive one 45-second timeout in overtime.

   C. The scorer’s tabulation of timeouts is official and final – the scorer will also time the length of each timeout.

5. Defenses:
   A. For 4th, 5th and 6th grade: only “man-to-man” defenses are permitted in the first half. Players are required to be within the proximity of the person they are guarding. Help defense is allowable when the defender is 2 or more passes away. No zone defenses – (a zone defense is defined as an obvious attempt by a player to defend an area rather than his/her player). In “man-to-man” defense a player must play at least halfway between his/her player and the basket. A player may leave his/her person to:
      • Defend against another player driving to the basket, but then must recover
      • Stop a break away

   B. Full court pressing is not permitted in the first half for 5th & 6th grade, first 27 minutes for the 4th grade – teams must pull back beyond the half court line immediately after each basket or change of possession and must allow the other team to cross the center line. Repeated violations will result in a technical foul. (Note: Under high school rules, a technical foul is also a charged personal foul on the violator.)

   Pressing will be permitted in the second half for 5th & 6th grade, last 9 minutes for 4th grade, and overtime. Any team with a 15-point or more lead cannot press under any circumstances.

   C. Rules limiting double-teaming may be added if necessary to promote better play and encourage skill development. (No swarming.) Technical fouls may be issued if abuse of this rule is continues.

   D. 3rd Grade will only be allowed to play man to man defense the entire game. Man to man press is allowed in the last minute of the 2nd half.

<table>
<thead>
<tr>
<th>Grade</th>
<th>1st Half</th>
<th>2nd Half</th>
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</thead>
<tbody>
<tr>
<td>5/6th Grade Boys and Girls</td>
<td>½ Court Man to Man only</td>
<td>Any Defense Full or ½ Court</td>
</tr>
<tr>
<td>4th Grade Boys and Girls</td>
<td>½ Court Man to Man only</td>
<td>- ½ Court Man to Man for the first 9 Minutes. - Any defense full or half court for the last 9 Minutes.</td>
</tr>
<tr>
<td>3rd Grade Boys</td>
<td>½ Court Man to Man only</td>
<td>Man to man press last minute</td>
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</tbody>
</table>

* No pressing when up 15 points or more at any time. Teams may only play man to man ½ court when up 15 points or more.
6. Eligibility:
   A. 3rd/4th/5th/6th Grades – players may not be in a grade higher than the grade of team.
   B. All Players must reside in the same city or attend the same public school district. Players that attend a parochial school not in their home address district will not be eligible to play for the school district where they attend school.
   C. Any team caught playing with an ineligible player will forfeit any and all games that he/she played in. The team will be allowed to play out their schedule of games, however every game played with illegal players will be considered a forfeit in regular season and playoffs.
   D. Teams are limited to 12 players. No additions to roster after games begin.
   E. A player may not play on two teams. The player must select the team they want to play on and will remain on that roster the balance of the year.

7. Playing time:
   All players must play at least 9 minutes (¼) of each game. This is not an average and applies to the playoffs.

8. Offense:
   Possession in the backcourt will be established when a defensive player has taken possession of the ball. Referees will determine possession on close calls in the backcourt. Once possession has been established in the backcourt, the defensive team must release full court pressure. (4th grade first 27 minutes, 5th & 6th grade first half only.) 1st offense, is a warning, 2nd offense is a technical, 3rd offense will result in 3 foul shots and the ball.

9. Bench conduct:
   A. Only members of the team and coaching staff (maximum of three coaches) shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
   B. Substitutions must be requested by a member of the coaching staff. Players about to enter the game shall be seated next to the scorer’s table and wait for the scorer or referee to signal them into the game.
   C. Coaches, parents and players shall focus their energies on player participation, team play, and sportsmanship. Coaches, parents and players shall not engage in unsportsmanlike conduct, especially towards referees and scorers.
   D. Any coach, player or parent who is ejected from a game may not attend that team’s next league game.

10. Responsibilities of coaches and parents:
Cleveland Community League  
2018-2019 Season

A. Any team forfeiting or canceling a game for any reason (other than weather situations) will be penalized by the league. The penalty will be $50.00.

B. It is the responsibility of the league to notify visiting teams of any cancellation due to weather or unforeseen circumstances.

C. It is our expectation that all coaches and parents will follow the guidelines and intent of our league rules. The playing rules have been established to promote and further the objectives stated therein – please abide by the rules and please do not try to twist them or use them to get a competitive advantage. Enjoy the season!

11. Grievance process:
   A. Although protests of games are not permitted, the league recognizes that issues may arise that need to be resolved.

   B. Grievances shall be limited to the following area:
      1. Player eligibility.
      2. Violation of league rules and policies.
      3. Unsportsmanlike or other improper conduct.

   C. The first step in the process shall be to contact CCL within 24 hours of the occurrence or discovery of the problem.

   D. If the issue cannot be resolved at that level, the matter will be turned over to the grievance committee. The aggrieved party shall submit a written report of the grievance to the committee members, along with a filing fee of $30.00. If the grievance is upheld the filing fee will be returned. If the grievance is declined the filing fee will go towards league operating expenses.

   E. The committee shall set up a meeting within one week of the request (sooner if mandated by the circumstances). It shall be held at a convenient site and time for all parties. All three committee members must be present.

   F. The committee shall hear and consider all evidence and witnesses. A written decision shall be delivered to all parties within one week (sooner, if mandated by the circumstances of the case).

   G. The decision of the grievance committee shall be final.

12. Tie-breakers – 1st, 2nd, 3rd, and 4th place:

   1st – Head-to-head competition
   2nd – Point differential for each game maximum
   Point differential per game equals 15
   3rd – Least points allowed.

   NOTE: Team position will be based on league standings as of the completion of the last weekend of the year and the tiebreaker above will be utilized.

13. Ball Size

   All games will use a 28.5 sized basketball provided by one of the teams and accepted by the officials.
Cleveland Community League
2018-2019 Season

14. Team Uniforms
   Each team shall provide their own uniform. Numbers shall be listed on the front and back. The team listed first will be the “Home Team” and will be responsible for wearing the alternate color in case of color conflict.

15. Forms
   All teams must submit a team roster form and each player must submit a waiver form.