



Crosscheck Basketball Rules Overview - 2014-15

Age Division	Court Size	Basket Height	Ball Size	FT Distance	Time Length	Clock	3 point Goals	Jump Balls	Press Rule	Double Team	Defense	Mercy Rule	Technical Fouls-Direct	O.T.
1st Grade Boys	1/2	8.5'	27.5	9'	16 min. halves	Continuous*	No	Rotating Arrow**	NA	Lane Only, No Triple Team	1st Half- Man#; 2nd half- Coach's Choice	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	2 min. ##
2nd Grade Boys	1/2	8.5'	27.5	9'	16 min. halves	Continuous*	No	Rotating Arrow**	NA	Lane Only, No Triple Team	1st Half- Man#; 2nd half- Coach's Choice	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	2 min. ##
1st/2nd Grade Girls	1/2	8.5'	27.5	9'	16 min. halves	Continuous*	No	Rotating Arrow**	NA	Lane Only, No Triple Team	1st Half- Man#; 2nd half- Coach's Choice	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	2 min. ##
3rd Grade Boys	1/2	8.5'	28.5	12'	18 min. halves	Continuous*	No	Rotating Arrow**	Full-Court last 2 min game only***	Lane Only, No Triple Team	1st Half- Man#; 2nd half- Coach's Choice	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	3 min ##
4th Grade Boys	1/2	8.5'	28.5	12'	18 min. halves	Continuous*	No	Rotating Arrow**	Full-Court last 2 min game only***	Lane Only, No Triple Team	1st Half- Man#; 2nd half- Coach's Choice	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	3 min ##
3rd/4th Grade Girls	1/2	8.5'	28.5	12'	18 min. halves	Continuous*	No	Rotating Arrow**	Full-Court last 2 min game only***	Lane Only, No Triple Team	1st Half- Man#; 2nd half- Coach's Choice	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	3 min ##
5th Grade Boys	Reg	10'	28.5	15'	20 min. halves	Continuous*	No	Rotating Arrow**	Full-Court last 2 min each half***	No Triple Team	Half Court Man or Zone	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	4 min. ##
5th/6th Grade Girls	Reg	10'	28.5	15'	20 min. halves	Continuous*	No	Rotating Arrow**	Full-Court last 2 min each half***	No Triple Team	Half Court Man or Zone	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	4 min. ##
6th Grade Boys	Reg	10'	29.5	15'	20 min. halves	Continuous*	Yes	Rotating Arrow**	Any Time	No Triple Team	Half Court Man or Zone	>= 15 points, defense behind 15-ft line extended	3 shots and possession-Ejection\$	4 min. ##

Only **2 Coaches** allowed in the bench area and **only 1 can be standing** at a time during play. NO coaches or adults allowed under the goals.



* Runs continuously until **last minute of 1st half** and **last two minutes of 2nd half** at which point clock stops on dead ball. If greater than 15 point lead in the last 2 minutes of the game, clock runs continuously.

** Game begins with jump ball followed by rotating possessions from that point forward.

*** EXCEPTION: Not allowed when team is up by 15 or more points. And, **man-to-man press allowed.**

Two warnings per game for "zone" defense (including double-team outside of lane and triple-teaming) during required man-to-man 1st halves. Next violations results in 2 free throws and possession.

Zone defenses imply double-teaming; however, zones must be "pushed back" behind 15-foot line extended.

Technical fouls associated with "zone" defenses will not count against a player or coach. Help-side defense is permitted.

*## 2 overtimes allowed. If tie remains, all players on each team shoot 1 free throw. (Team with fewer players choose those who shoot again to even number.)
Team with most free throws made wins. Repeat until tie is broken.*

\$ Behavior problems (i.e. unChristlike) will NOT be tolerated and will be addressed strictly and according to the zero tolerance policy outlined in the CAA rules.

Technical foul on a player results in immediate ejection with reinstatement by Board necessary.

A coach may receive a direct technical foul due to his/her language/behavior or that of a spectator. The Coach or Spectator / offender will be asked to leave the building with reinstatement necessary by Board.

Any player or coach receiving 2 technical fouls during season will have participation revoked for remainder of that season.

Defense rules carry over into OT periods.

Reminders:

> **Each game will start with devotion and prayer.**

> Forfeit time is game time. Team must have 5 players present.

> 5 minutes will be allowed for warmup prior to game. CAA official may shorten due to extenuating circumstances.

> 5 minutes between halves.; 1 minute between overtime periods.

> Each team shall have 4 timeouts total for the game. **2 per half.** NO carry overs for regular play or OT. An additional timeout will be awarded per overtime period.

> All timeouts will be 1 minute in length.

> OT periods will begin with jump ball followed by rotating possession as described above.