CIYC Basketball Youth League Rules

CIYC SUGGESTED PRICING – Max \$3 per person; discount for Seniors and Children IESA Rules will be used with the following exceptions

Be ready to play 20 minutes before your game time.

We will start games early if possible.

All divisions:

- 1. Four 6-minute quarters using standard timing procedures (Clock stops on all whistles).
- 2. Overtime is two minutes long. 2nd overtime will be sudden death.
- 3. Each team given (1) full-time out and (2) two 30-second time outs per game. Time outs do not carry over into overtime. Each team gets one (1) additional 30-second time out in overtime.
- 4. 20-point running clock will be in effect in the second half if a team is up by 20 or more.
- 5. A technical foul on a player, coach, or fan will result in 2 points and the ball awarded to the team that received the 2 points.
- 6. Three pointers will count for all divisions.
- 7. Both teams may full court press in the final minute of all four quarters unless score differential is 20+ points, then neither team can full court press. During overtime full court press allowed for entirety.
- 8. All divisions will use 28.5 balls except for 5th grade and 6th grade boys that will use 29.5 standard ball.
- 9. 3rd and 4th graders may jump over line shooting free throws but must start behind line.
- 10. 3rd grade boys and girls can shoot free throws from the 1st hash mark inside the FT line.
- 11. A player fouls out of game after receiving his/her 5th foul.
- 12. Reminder 5 team fouls and more each quarter results in double bonus free throws. Team fouls reset every quarter.