

## Chowan County Church Basketball League Playing Rules

- 1) The League will play by NC High School Rules except where local rules take precedence (see below).
- 2) Each player **must be active** in the Church for which they are playing. This can be done by being a member of the Church, a member of the Sunday School, a member of the Missions or Music organization, or the organized Youth Group. To be eligible to play, all players **MUST** attend a minimum of (2) times a month on a year round basis. Churches may adopt stricter playing rules for their individual teams.

- 3) The League can accommodate a maximum of 8 teams. Age groups of each team will be as follows:

**Team 1** -Boys and girls - grades K-2

**Team 2** -Boys – grades 3-5

Girls- grades 3-6

**Team 3** -Boys - grades 6-8

**Team 4** -Girls - grades 7-12

**Team 5** -Boys - grades 9-12

An eligible Church **MUST** field teams in at least (4) of the five age groups. Two or more Churches may combine to field all the eligible teams if the numbers are needed.

- 4) The Home Team is listed first on the schedule and is responsible for the following at each Home game:
  - a) Providing game balls
  - b) Operating concessions
  - c) Providing official scorekeeper and clock operator
  - d) Beginning each game with prayer
  - e) Making sure the facility is left clean

The visiting team is encouraged to assist with clean up, as well.

- 5) Each Church is responsible for providing one (1) Adult referee for each game they play at 4:30.  
Paid referees will be used for the games for boys and girls, grades 3-5; girls, grades; boys, grades 6-8; and boys, grades 9-12.
- 6) The K-2 teams will play two (10) minute halves with no score kept on the game clock.  
The 3-6 grade teams\* will play four (6) minute quarters- (6<sup>th</sup> grade girls only, 6<sup>th</sup> grade boys play with the 6-8 grade boys team)  
All other teams will play four (8) minute quarters.
- 7) Running clock rules will apply for all games. The clock will stop only during shooting fouls, jump balls and time outs except during the last two (2) minutes of the game when it stops on every whistle.
- 8) Full court pressing is **NOT** allowed except during the last (2) minutes of the game. Half court pressing is allowed in all quarters. **EXCEPTION – in the K-2 League, there is no defense allowed outside the 3-point line.**  
Two warnings (for the game) will be given to the defense for pressing when not allowed; afterwards, violations will result in technical fouls. A technical foul is awarded two foul shots and ball possession.

- 9) **15 Point Rule** – If at any time during a game, one team’s score is 15 points ahead, then no pressing defense of any kind is allowed. All defensive players must position themselves inside the 3-point line. **Penalty:** two warnings given for the game, then any subsequent infraction will draw a technical foul. A technical called for pressing does not count as a personal foul.
- 10- In case of a tie game, there will be a two (2) minute overtime. If at the end of two overtime periods the game is still tied, the game will go into “sudden victory” with the first team to score, winning. Each overtime period shall begin with a jump ball and new change of the possession arrow. The press rules still apply.
- 11- Coaches **MUST** make a conscious effort to play each player present during each half, with as equal amount of playing time for all players as possible. This goes back to the purpose of the League, with winning taking a second place to participation.
- 12- Dunking is **NOT** allowed in any of the Church League games. This applies to any pre-game and post-game activity. Violation of this rule will automatically result in the immediate ejection of the offending player(s) and suspension from the team’s following game. A second dunk by a player during the season will result in that player’s ineligibility for the remainder of the season. (This can carry over to the next season.) It should be noted that dunking can be dangerous and seen as taunting. It is also important to know that the Church League is playing in rented facilities and any broken or damaged rims or backboards will have expensive and long-lasting consequences. An **ATTEMPTED DUNK** (so judged by the referee) will bring the same punishment.
- 13- Foul shots will be taken from the regulation foul line in the boys 6-8, girls 7-12, and boys 9-12 grade leagues. Foul shots will be taken from anywhere behind the bottom of the jump circle (appx. 10 feet from the backboard) in the K-2 and 3-6 grade leagues.
- 14- The K-2, 3-6, and the girls 7-12 grade leagues will use the intermediate (women’s) size ball. The boys 6-8 and 9-12 grade leagues will use an official ball. The HOME team is responsible for providing the game balls.
- 15- Regarding basketballs, **no personal balls are to be brought to the gym during games.** The only balls to be brought are supplied by the churches/coaches. It is very important that coaches and parents follow this policy to avoid injuries, distractions and loss of personal balls during the games.
- 16- If a Church is short-handed in a particular age group, a player(s) can move up to fill a vacancy(ies). **For example:** a 6-8 grade team only has 5 players. Two 5<sup>th</sup> grade boys played in an earlier game and are moved up to play in the 6-8 grade game. They may not take the place of any boy on the 6-8 grade team and can only play as subs on an as needed basis. It is not the intention to take away playing time from anyone that is on the roster of the 6-8 grade team. Also, players who have the ability to do so, can move up. **For example:** an 8<sup>th</sup> grade boy can choose to play for the 9-12 grade boys team rather than the 6-8 grade team, but he may play for only one team unless a team is shorthanded as described above.
- 17- K-2 and 3-6 grades will play on 8’ 4” goal height.
- 18- **Ejection:**
- a) If a player is ejected from a game, he/she must sit out the next 2 games on his/her schedule.
  - b) If a player is, he/she will **NOT** be required to leave the gym as long as they are not completely out of control.