



Chicago Catholic Youth League

2024 - 2025 Rules & Regulation

4th – 8th Grade Boys and Girls

UNIFORMS: In the case both schools have the same color uniforms it will be the Home Team's responsibility to supply and wear a different jersey or pinny. All players in uniform are **not allowed** to wear jewelry of any kind while in a game or on the bench. The referees will enforce this rule.

ELIGIBILITY: See below for guidelines:

- 4th Grade players cannot be 11 prior to 11/30/24 and cannot be above the 4th Grade in school.
- 5th Grade players cannot be 12 prior to 11/30/24 and cannot be above the 5th Grade in school.
- 6th Grade players cannot be 13 prior to 11/30/24 and cannot be above the 6th Grade in school.
- 7th Grade players cannot be 14 prior to 11/30/24 and cannot be above the 7th Grade in school.
- 8th Grade players cannot be 15 prior to 11/30/24 and cannot be above the 8th Grade in school.

In the event a school must change a scheduled game, that school's Athletic Director must first notify their scheduled opponent and the league at least **48** hours in advance. For 7th and 8th grade games, it is the home team Athletic Director's responsibility to reschedule the game (regardless of who cancels the game) and notify the League Executive Board of the new date. It is strongly recommended that both teams try and reschedule this game at the time of the cancellation. For 4th/5th/6th Grade games, *ADs or COACHES ARE NOT ALLOWED TO CANCEL AND/OR RESCHEDULE GAMES ON THEIR OWN*. ADs should make an official request to CCYL Basketball Administrator for approval. If approved, he/she will then work with CCYL Scheduling/Standings Director to see if the change can be accommodated. 4-6th grade games that are canceled are not guaranteed a reschedule.

If a school cancels less than 24 hours in advance, the school that cancels the game is responsible for the



referee's fees for one game - \$80/\$70, no matter how many games are scheduled that day and canceled.

FORFEITS: There is a 15-minute forfeit time after the start of the scheduled game time, or 15 minutes after the previous game ends (discretion will be used in the case of bad weather). Also, if a school is unable to field a team with 5 eligible players, they must forfeit their game. A game can not begin with a team having less than 5 rostered players. All teams that forfeit will be assigned a loss in the standings.

If a team does forfeit a game, they will be responsible for paying the referees either the \$80.00 (for 7th/8th Grade) or \$70.00 (4th/5th/6th Grade) forfeit fee for the game. If a team does not show, or a coach does not have enough funds, the school is to send payment to CCYL Treasurer payable to the CCYL, which will go to cover the cost of referees. If the coach/AD does not have the fee at the time of the forfeit, he can pay the officials.

REFEREES: The CCYL Director of Officials, will schedule referees for all league games (4th – 8th Grade). Each referee should be wearing official clothing and be current on CCYL League Rules and current IHSA rules. If requested by either team, the league requires each official to sign the official scorer's book at the scorer's table at the start of the game. If any school has any issues with a referee or referees they are to contact the League Executive Board with the names of the referees listed in the book and the issue at hand.

Fees are to be paid by each school prior to the start of the game. This year's fees are \$ per game per team (7th/8th Grade) and \$ (4th/5th/6th Grade). In the event only one referee shows up, then that referee will be paid the minimum of \$30.00 per game per team.

PROTESTS: A team may wish to make the league aware of any rule infraction (not including judgment calls) that had an impact on the outcome of a game. The league must be notified in writing (including email), within 24 hours of the conclusion of the game. Both coaches and referees will then be required to submit a report to the league.

GAMES: The home team will be required to supply the following for all home games:

1. *Game ball, which will be approved by the referees. Circumference 28.5 inches (4th/5th/6th Grade Boys and Girls, 7th/8th Grade Girls). Circumference 29.5 inches (7th/8th Grade Boys)*
1. *Time keeper who will be qualified to handle the clock and scoreboard.*
2. *Scorekeeper who will sit at the scorer's table with the official scorebook and a set of the CCYL current rules. This will be the only book the referees will be required to sign.*
3. *The school Athletic Director, or athletic representative that is responsible for the gym during the contests. This person needs to be visible and be able to work with the referees, visiting coaches and fans in the event of any distractions that take away from the contests.*
4. *A copy of the official CCYL prayer (as shown below).*
5. *Two practice balls for the visiting team.*



- 6. There is to be NO shooting, dribbling or play of any kind on the basketball court between games and durings games, halftime included. Only the competing teams are to be on the court.**

PREGAME PRAYER: Each CCYL matchup is to begin with a pregame prayer, organized by CCYL officials, before the start of each game. Teams are to meet at center court. Prayer is as follows:

Lord,

May I compete with respect for my teammates and for my opponents.

May I push myself to do my best.

Give me the strength, endurance, skills and sportsmanship to be the best athlete I can be.

And let me always remember that with faith in you, all things are possible.

Amen.

GAME TIMES: 4th/5th/6th Grade games will consist of four six (6) minute quarters – running time; except for the last three (3) minutes of each half (2nd quarter and 4th quarter). The clock will stop on all whistles during these last three minutes.

7th grade games will consist of four six (6) minute quarters with a five (5) minute half time intermission. The clock stops on all whistles.

The 8th grade games will consist of four seven (7) minute quarters and a five (5) minute half time intermission. At a minimum, there will also be a five (5) minute intermission between all games. The clock stops on all whistles.

Clock is to be stopped at any point, at all levels, during the game for time-outs, shooting fouls, injuries, and as otherwise directed by the officials.

JUMP BALLS: A jump-ball will occur at the start of each game. Alternate possession will be awarded thereafter. Each overtime period shall begin with a jump-ball.

SUBSTITUTIONS: All players must check-in with the scorer's table when subbing into a game, including during shooting fouls. Players may not enter a game until allowed in by scorer's table/referees. Substitutions



may be made between shots on shooting fouls and before the first shot on a 1-and-1.

OVERTIMES: 7th/8th grade level will be three (3) minute periods with a jump ball starting the overtime period. Press is allowed at all levels, with the exception of that level's press rules in place (see Press Rules).

4th-6th grade level will be one (3) minute period with a jump ball starting the overtime period. After the first 3-minute overtime period, the athletes in the game who finish the first over time will each shoot a free-throw. They will shoot on their basket. Each team will take a turn shooting. Whichever team makes the most free-throws wins. In 5-6th grade playoff games, however, there will be three (3) minute periods with a jump ball starting the overtime period until a winner is determined.

TIMEOUTS: For 4th/5th/6th Grade, each team will receive two (2) full timeouts and 1 30 second TO per game and these can be used at any point during the game. Each team will be given an additional timeout for each overtime period.

For 7th/8th Grade, each team will be allowed three (3) full (one minute) time-outs/ 1 30 second TO and these can be used at any time during the game. Each team will be given one extra full time-out per overtime period plus any time outs not used during the regulation game.

BONUS: For ALL Grades the bonus will be allowed on the 5th team foul in each quarter. After 5 team fouls in a quarter, the team is awarded two free throws for a common (non-shooting) foul. There is no super bonus.

Prior to that, all non-shooting fouls will be taken out of bounds at the spot closest to the infraction.

FREE THROWS:

- The Free Throw line will be two (2) feet shorter in the 4th Grade Boys Division, the 4th Grade Girls Division and 5th Grade Girls Division.
- During free throws, three (3) players are allowed on each side of the lane (slots closest to the end of the lines remain vacant).
- Everyone can move out of their designated spot on the release, except players outside the 3-point line and the shooter. No one can touch the shooter until the shot has ended or touches the ring. Violation and shooter gets additional shot. If you knock the shooter down and/or back, it's a foul and an additional shot.

3 POINT SHOT (7th and 8th Grade Only): Three points will be awarded to any shot made outside the three-point line which is 19.9 feet from the center of the basket. It is each school's responsibility to have their floor marked properly for this rule. Please make sure this is done prior to your first game of the season so as not to cause any confusion. If there is not a solid line on the court at both ends, the 3-point shot will not be



used.

There are no 3-point shots in the 4th/5th/6th grade levels.

DEFENSE/PRESS RULES: See below for each level:

- 4th Grade Boys/Girls and 5th Grade Boys/Girls Divisions –Full court press is only allowed in the last three (3) minutes of each half (2nd quarter and 4th quarter). A team may not press if up by ten (10) points or more. A warning is issued for the first violation of this rule; each subsequent violation is an indirect technical to the head coach.
- 6th Grade Boys/Girls – Full court press is allowed until a team is ahead by ten (10) points or more. The defense then must be behind half court until the difference goes below ten (10) points. A warning is issued for the first violation of this rule; each subsequent violation is an indirect technical to the head coach.
- 7th Grade Boys and Girls Divisions Lakefront Divisions – Full court press is allowed until a team is ahead by fifteen (15) points or more. The defense then must be behind half court until the difference goes below fifteen (15) points. A warning is issued for the first violation of this rule; each subsequent violation is an indirect technical to the head coach.
- 8th Grade Boys and Girls Lakefront Divisions - Full court press is allowed until a team is ahead by twenty (20) points or more. The defense then must be behind half court until the difference goes below 20 points. A warning is to be issued for the first violation of this rule; each subsequent violation is an indirect technical to the head coach.
- 7th/8th Boys/Girls Skyline Divisions – Full court press is only allowed in the last three (3) minutes of each half (2nd quarter and 4th quarter). A team may not press if up by ten (10) points or more. A warning is to be issued for the first violation of this rule; each subsequent violation is an indirect technical to the head coach.

LANE VIOLATIONS: The three (3) second rule is utilized at all levels.

SCORING ON THE WRONG BASKET: In the 4th Grade Boys/Girls and 5th Grade Boys/Girls Divisions, if an athlete scores on the wrong basket, the points will not count. It will be treated as a turn over.

INBOUNDING: A full five (5) seconds is allowed to a player inbounding the ball. A ball is deemed to be inbounded upon the release of the inbounding player. A total of ten (10) seconds is allowed to get the ball over the half court.

MERCY RULE (For 7th/8th Grade Only): If there is a 25-point differential at the end of the first half or any time after, the game will be continued with a running clock. Please keep in mind we play the first half to completion with regular timing. If the differential is 25 points or more at half-time, the running clock procedures will be used.

Beginning with the ensuing possession when the 25-point differential becomes effective, the following changes, and only these changes, will be made regarding rules determining when the clock will and will not



be stopped. The clock will run continuously except for the following situations when it will be stopped:

- 1. Anytime a time-out is charged to a team*
- 2. Intermission between third and fourth quarter*
- 3. Anytime a technical foul is called*
- 4. Once an official beckons or bench personnel come onto the floor to attend to an injured player, the clock will be stopped until play is started again*
- 5. Once an official informs the Head Coach that a player has been disqualified from further participation in the game, the clock will be stopped until play is started again*
- 6. Anytime officials determine it is necessary for safety reasons or to allow for multiple substitutions*

After the Mercy Rule is in effect and if the score gap closes below 25 points, the clock still continues to run. If the “Mercy Rule” is being used, the score will be kept in the scorebook and on the scoreboard.

TECHNICAL FOULS:

Administrative: Adding player to roster after the start of a game, the team is not ready to start the half, not occupying a team’s assigned bench, more than five players on the court, excess time-out, a violation after team warning for delay of game, all players not returning at same time after time-out or intermission, playing a disqualified player, not replacing a player as required in 30 seconds.

Action:

- (2) points awarded to the opponent, possession of the ball given to the opponent and considered a team foul.

Player: Face guarding, delaying return, grasping basket, slapping backboard, delaying game, unsporting act/conduct, goaltending on free throw, reaching through plane to touch or dislodge ball during an inbound play/dead ball, contact opponent, fighting.

Action:

- First technical foul results (2) points awarded to the opponent, possession of the ball given to the opponent and considered a personal and team foul. Player removed from game for minimum 2 minutes of game time.



- Second technical foul on the same player results in (2) points awarded to the opponent, possession of the ball given to the opponent and considered a personal and team foul. The player is ejected from the game and is suspended for the team's next 2 games.

Coach/Asst Coach: Unsporting act/conduct; off bench/outside coaching box (as designated by the host gym and referees).

Action:

- First technical foul results (2) points awarded to opponent, possession of the ball given to the opponent and considered a team foul. The coach suspended for the team's next game.
- Second technical foul on the same coach results in (2) points awarded to the opponent, possession of the ball given to the opponent and considered a team foul. The coach is ejected from the game and will be suspended a minimum of 1 additional game.
- Any coach receiving 2 or more technical fouls in their continuous tenure as a coach in CCYL is subject to a review of their behavior by the executive committee. This review can result in permanent removal as a coach for any CCYL member school.

BYLAW Language (including NFHS Sportsmanship video requirement) and applies to all CCYL events:

Any player, coach, or parent ejected from a CCYL contest by an official or school administrator is then subject to a mandatory 2 game suspension, the next two contests for that team. The individual must also view the NFHS Online Sportsmanship course and review related Play Like A Champion Today literature, before they can return. This must be cleared by the school AD.

All ejections from a contest are subject to a review by the executive committee. This review can result in additional games suspended or permanent suspension from attending any future CCYL basketball games

In addition, please be aware of Illinois state laws that protect referees from threatening behavior from coaches and fans. It is a Class A misdemeanor, punishable by up to a year in jail and a \$2,500 fine (and that's without physical contact).

<http://www.ilga.gov/legislation/ilcs/ilcs4.asp?ActID=1876&ChapterID=53&SeqEnd=23000000&SeqStart=21100000>

IHSA RULES: These rules will be used for all games where a CCYL rule does not exist.



RESULTS: The *HOME SCHOOL* must use the official CCYL score sheet and email a photo of the filled-out sheet to the CCYL Scheduling/Standings Director and CCYL website within 24 hours of the complete games.

ROSTERS

“In the event where a team has fewer than 8 players, that team may bring up players from the grade below to reach 8 players (players cannot play up two grade levels unless the school does not field a team in the grade level directly above)...Player(s) that are playing up may not start in a game... Lakefront teams can only borrow from Lakefront teams and Skyline teams can only borrow from Skyline teams in the 7th and 8th grade...”(ADs should refer to CCYL bylaws p7 for more details)

CCYL BYLAWS: All league bylaws are expected to be maintained and followed in CCYL competition. Any violation of the rules can lead to disciplinary action and/or suspension from future contests from the CCYL League Executive Board. All schools (Athletic Directors and Coaches) are expected to be familiar with rules and guidelines.

PLAYOFFS: 4th grade teams do not participate in the playoff tournament. All teams in 5th-8th grade make the playoffs.

Playoff seedings are determined by regular season standings. Regular season standings are determined by winning percentage.

Playoff seedings' tiebreakers are determined as follows::

1. Head to Group
2. SoS
3. Coin Toss

"Head-To-Group" Definition

The Head-To-Group TieBreaker is the same as the Head-To-Head Tie Breaker, except all teams must have played each other at least once for the Head-To-Group Tie Breaker to be used. This means if you choose to use the Head-To-Group Tie Breaker instead of the Head-To-Head Tie Breaker, the Dominant Team scenario will not be used since not all teams will have played each other at least once.

"Strength of Schedule" Definition

The Strength of Schedule TieBreaker ranks teams by the total strength of the teams they played against based on the total winning percentage of the teams played. To calculate the Strength of Schedule TieBreaker, first, list the teams who are tied. Second, for each tied team, total the wins and losses in order to calculate the winning percentage for the teams each tied team played against. (Example: Team A played 5 teams and the total wins and losses of those 5 teams is 6 wins and 3 losses for a winning percentage of .666. This means



the Team A Strength of Schedule winning percentage is .666.) The tied team that has the highest Strength of Schedule winning percentage wins.

If the tie breaker does not resolve the tie, then the next tie breaker in the TieBreaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

