

**RULES OF THE GAME
CORAL SPRINGS BASKETBALL CLUB
ALL DIVISIONS**

1. **BENCHES**: The only people allowed on the benches will be the Team, the Head Coach, and one assistant coach. All coaches and players must stay seated on the bench or stand behind the bench during the game.
2. **GAME CHANGES**: No changes will be made in scheduled or rescheduled games. There will be no agreements between the coaches as to when games will be scheduled. If a team cannot field enough players (see Rule 4 "Game Start") for a scheduled or rescheduled game, that team will forfeit the game. Games will only be called off by the AD of the league or a Board Member.
3. **RAIN**: During inclement weather, teams scheduled to play must come to the park unless the game is officially canceled by the AD of the league or a Board Member. The AD of the league will notify the coaches ASAP, and the coaches will contact their players if the game is canceled.
If the game is intended to be played after it stops raining, everyone must stay off the court until the court is determined to be ready for play by the referees and either the league AD or Board member. After the courts are ready, teams will be allowed five minutes to warm-up.
4. **GAME START**: A game may begin with a team having only four eligible players. A team has fifteen minutes from the start of a scheduled game time to field a team of at least four players. If after fifteen minutes a team fails to have four eligible players, the referee will declare a forfeit.
5. **CHECK-IN**: All players must check in at the scorer's table each quarter before entering the game and each time re-entering the game as a substitute.
6. **RAIN DELAYS**: Any game that has completed three full quarters of play and is canceled due to rain or lightning, with a 20 point difference in the score for JV and Varsity leagues and a 15 point difference in Trainee and Intermediate leagues, will not be made up. The team who is ahead at the time of the rain out under these conditions will be awarded the win.
7. **TIME-OUTS**: Each team is permitted four time-outs per game, to be used as the coach sees fit. One time out is added for each overtime period. On extremely hot days, referees will be permitted to call periodic time outs, at their discretion, in addition to the four time outs allotted per team.
8. **CLOCK AND SCOREBOOK**: Each team is responsible for having someone keep score in the book OR work the clock. The person doing the clock or book must be entering the 9th grade at a minimum. No children under the age of 14 will be allowed at the scorer's table.
9. **ADVANCE BALL FROM BACKCOURT**: The 10-second backcourt rule will not reset when a team calls a time out. The ball must be advanced past the half court line within 10 seconds, no matter how many time outs are called.

10. **PLAYER PARTICIPATION**: The basic player participation requirements are that each player plays in at least two full quarters and sits on the bench for at least one full quarter. A full quarter is from the ball being put into play at the beginning of the quarter until the final buzzer of the quarter.
- A. **Play Two Full Quarters**: Each team member must play two full quarters of every game. The quarters must be on each half for all divisions (except High School and older), but they must be complete quarters from start to finish. If a player arrives after the start of the 2nd quarter, a coach only has to play him/her for one full quarter. A player arriving after the start of the 3rd quarter is not eligible to play. If a team begins a game with four players, and a fifth player arrives after the start of the 3rd quarter, then the fifth player is eligible to play (unless the opposing team only has four players).
 - B. **Play Two Quarters Injury Exception**: Should a player have to come out because of injury or illness, that player will receive credit for playing the entire quarter. However, the substitute player will not receive credit for playing the entire quarter (See Rule C).
 - C. **Injury / Foul-Out Contingency**: If a player is forced to leave the game for fouling out (including Rule F "Four Foul Exception"), illness, or injury, a player from the bench must be sent in. The injured player will be credited for having played the full quarter.
 - i. **With more than 2 minutes remaining in the quarter**: If a replacement player goes in with more than 2 minutes remaining in the quarter, then the replacement player is credited with playing a partial quarter and must still sit another full quarter, beginning to end.
 - ii. **With 2 minutes or less in the quarter**: The replacement player will not be charged with a quarter played if he/she goes in with 2 minutes or less remaining in the quarter. The replacement player will be credited with having sat the entire quarter on the bench. (See Rule iv).
 - iii. **One possession injury**: If a player gets hurt and leaves for one possession (anytime during the game), he/she can be replaced by any other player and the replacement player will not be charged as having played in the quarter (the replacement player will be credited with sitting the whole quarter). For this rule, one possession is defined as beginning at the time of injury until the next whistle that stops play. During a possession, the control of the ball may switch between teams several times and several points may be scored. (See Rule iv).
 - iv. **Replacements**: A replacement player entering the game under Rule ii or iii will be the one that has played the least amount of time. If no remaining player on the bench has less playing time than another, then any player may be used as the replacement player.
 - D. **Sit One Quarter**: Each player must sit on the bench for at least ONE FULL QUARTER FROM START TO FINISH. If a team member plays any part of the quarter, no matter how little the time, he/she must still sit out one full quarter to fulfill the requirement, except as identified in Rules ii and iii.

- E. **Six Player Exception:** If at the start of the 2nd quarter, one team has only six eligible players or less, Rule D is void for BOTH teams FOR THAT GAME ONLY. If more than six players are present, but only six or less are playing (because of injury etc.), the coach has the responsibility to notify the other coach and the referee that they will be playing under the Six Player Exception rule.
- F. **Four Foul Exception:** Any player who commits four fouls in his or her first quarter of play may be taken out of the game before the end of the quarter and that quarter will count as a full quarter played by that particular player. The replacement player is credited for playing the quarter as identified in Rule C.
- G. **Must Play With Five:** At no time will a coach use fewer than five players on the court if five players are available. This rule, including the injury/foul out contingencies, in no way circumvents the league's requirement that all players play two full quarters from start to finish and that all players sit on the bench for one full quarter.
- H. **Begin with Four Players Exception:** If a team begins the game with four players, and only four players are present through the first two quarters, if a fifth player arrives after the beginning of the third quarter, the fifth player shall enter the game. The sixth, seventh and eighth players are not eligible to play if arriving after the beginning of the third quarter.

If a team fails to comply with the Player Participation Rule, the game will be played out to the completion. If a coach believes that the other team failed to comply with this rule, a protest can be filed after the game (see Rule 18 "Protests"). The Board will review this protest, which may result in the offending team forfeiting the game.

11. **Code of Conduct:**

- A. Coaches or players ejected from a game by the referees, for any reason, are out for that game and the next game. The ejected coach must attend the next game to fulfill this requirement, sit in the bleachers, and refrain from coaching from the bleachers. The ejected player must attend the next game and sit on the bench to fulfill this requirement.
- B. Flagrant Technical are any "unsportsmanlike act", such as disrespectfully addressing or contacting an official; gesturing in such a manner as to cause embarrassment to other players, coaches, and spectators; using profanity; baiting an opponent; undercutting a player; or intentionally acting in any manner that is likely to result in another player, coach, official, or spectator being injured. The coach or player will be ejected from the game.
- C. Two Flagrant Technical in the same season results in the expulsion of that player or coach from the league. No refund will be given.
- D. Any player, coach, or club member who verbally threatens or physically assaults a referee at any time will be automatically ejected from the league.
- E. Any club member who participates in a fight will be automatically ejected from the game and must sit in the bleachers the next game. The club member must attend the next game to fulfill this requirement.
- F. A coach, with the approval of the League AD and Club AD, can suspend a player for one game as a result of unsportsmanlike conduct during a practice, before, during or after a game, and for unexcused absences from scheduled practices.

- G. The Board of Directors reserves the right to suspend any player or coach whose overall conduct is found to be unacceptable according to the standards and By-Laws of the Club.
12. **BASKETBALLS IN GYM**: The CSBC will provide two basketballs per game for use in the Gym. No other basketballs are permitted inside the Coral Springs Gym for CSBC scheduled games, including basketballs for pregame warm-ups and use on open courts. Coaches, players, parents or other spectators will not be allowed to bring basketballs into the Gym for games.
 13. **COURT USAGE BETWEEN PERIODS/GAMES**: No one is allowed on any court, inside or outside, between periods or during time outs. Teams waiting to play on the outside courts must remain outside the fence or sit in the stands.
 14. **MINI COURTS**: The City of Coral Springs has constructed mini courts with eight and nine-foot baskets. These courts are for the use of children under the age of 13 years old. These courts have been continuously abused by older children. The younger children in our community are being deprived of the use of these courts when the rims are damaged or destroyed as a result of abuse by the older children. Please instruct your older children to act responsibly and to use the full size courts only.
 15. **PROHIBITED SUBSTANCES**: There is no smoking or drinking of alcoholic beverages on the courts.
 16. **UNIFORMS**: Players must wear unaltered sponsor shirts to every game. A player may wear the coach's shirt or other club shirt of the same color without receiving a technical foul. Shirts must be tucked in at the start of each quarter and re-tucked during any stoppage of play during a quarter.
 17. **JEWELRY**: Jewelry is not permitted to be worn by players. Earrings must be removed, not covered with a Band-Aid or tape. Jewelry and earrings must be removed or the player will not be allowed to play. Players in violation are not considered eligible for play.
 18. **PROTESTS**: It is a head coach's responsibility to contact their League AD within 24 hours of the conclusion of a game if he or she wants to protest the game because they feel the opposing team broke a Club rule that gave the opposing team an unfair advantage. The Board of Directors will then vote on the protest. If a coach does not file a protest, the game stands as shown in the scorebook and there is no action taken by the board. This rule includes, but is not restricted to, (1) protests of the two-quarter playing ruling and (2) not sitting each player one full quarter if both teams start the 2nd quarter with seven or more players (3) not playing a quarter on each half. If the Board is going to rule on a protest, both coaches of the game being protested will be invited to speak to the Board.
 19. **INJURIES**: If a player gets hurt while participating in a CSBC activity and the player's parent is/are unavailable, you **MUST call 911. Do not attempt to move the player.**

PARK LIGHTNING POLICY (CITY OF CORAL SPRINGS)

1. When the Thor Guard Warning System (one 15 second horn blast) sounds, the following procedure should be followed: clear the outdoor facilities of all patrons and employees and give the patrons two choices:
 - A) Seek and remain in a protected building (a dugout is not considered a protected building).
 - B) Ask everyone to wait in their vehicles until the weather clears and the All Clear Signal sounds (three consecutive short horn blasts).
2. Once the park is clear, do a manual check of the Thor Guard System to assure that it is working properly.
3. If park patrons refuse to leave the facilities, they do so at their own risk.
4. If park patrons return to the facilities prior to the All Clear Signal, they do so at their own risk.
5. Allow activities to resume once the All Clear Signal sounds.
6. The Thor Guard System will be operable from 8:00 AM - 11:00 PM at Mullins and Cypress Parks and from 8:00 AM - 10:00 PM at the Sportsplex.
7. If the park is closed for any reason, the Thor Guard System will be turned off, so as not to disturb the park neighbors.
8. The policy will be handed out with all permits.

CSBC POLICY

- A Teams must wait in a safe location (a protected shelter or their vehicles) for the game to be officially canceled by the League AD. Standing outside the courts or in the parking lot is not considered safe.
- B. ADs and/or the game referees can stop play in a game even if the siren does not sound if they feel there is a real threat of lightning.

CLOCK RULES

Lower divisions use a Running Clock, upper divisions use a Stop Clock and middle divisions use a combination of the Running and Stop Clocks. See the special rules of the division to know which clock is used and which periods it is used.

RUNNING CLOCK RULES: The clock runs continuously during play after made baskets and during stoppages of play. The clock is only stopped under the following conditions:

1. **Shooting Fouls:** When a shooting foul is called, the clock stops on the whistle and remains stopped while the teams line up for the foul shot. The clock restarts when the free throw shooter is handed the ball by the referee on the first shot. It runs continuously through all foul shots and after when the ball is either inbounded or rebounded.
2. **Technical Fouls:** The clock stops on the referee whistle of technical fouls, remains stopped during the shot, and restarts when the referee hands the ball to the player to inbound the ball.
3. **Substitutes:** When a team wants to substitute players, the clock stops on the referee whistle and remains stopped until the referee hands the ball to a player to inbound the ball.
4. **Time Outs:** When the referee calls time out, the clock stops. If time out is called during a foul shot, the clock restarts when the referee hands the ball to the free thrower (see Rule A). If the ball is to be inbounded after the time out, the clock restarts when the ball is handed to the player to inbound the ball (as in Rule C).
5. **Other:** At any other time, only the referee(s) can have the clock stopped.

STOP CLOCK RULES: The clock stops on all referee whistles and restarts as follows:

1. **Inbound Play:** Restart the clock when the player on the court touches ball (not like the running clock when referee hands the ball to a player to inbound the ball).
2. **Foul Shots:** Restart the clock after foul shooting is complete and ball is back in play:
 - a. If the final shot is good, wait and restart clock on an inbound play.
 - b. If the final shot does not hit the rim, wait and restart the clock as on inbound play.
 - c. If the final shot bounces off the rim and is not good, restart clock when ball is touched by a rebounding player.

Note: During Stop Clock play, the clock does not stop after made baskets unless the referee blows the whistle.

**TRAINEE 1 BOYS
TRAINEE 2 BOYS
TRAINEE GIRLS
SPECIAL RULES OF THE DIVISION**

1. **HS RULES**: High school rules apply unless specified to the contrary by the following rules.
2. **BALL**: Games will be played with a junior size basketball.
3. **COURT**: Games will be played on a mini-court with eight-foot baskets.
4. **FOUL SHOTS**: Foul shots will be shot from a line that is 24-inches in from the regular foul line. The referee has the authority to move any player in closer if necessary.
5. **CLOCK**: A seven-minute running clock will apply, see Running Clock Rules.
6. **SCORE**: There will be no score kept during game or standings kept for the season.
7. **BACKCOURT GUARDING**: Backcourt defenses are prohibited. Defensive players cannot pressure the offensive player after he or she has gained possession of the ball in his or her backcourt. The defense will allow the offense to bring the ball up to the 3-point Line/the top of the key before putting any pressure on the ball. Unintentional backcourt guarding should not be called.
8. **DEFENSE**: All players must play "man to man" defense. Double-teaming is prohibited except when the offensive player in control of the ball is in the "lane".
9. **ZONE DEFENSE**: Zone defense is prohibited.
10. **DEFENSE VIOLATIONS**: During any violations of Rules 7, 8 or 9 above, the referee will stop the game and award the ball to the offensive team out of bounds.
11. **POSITION PLAY**: All players MUST play one full quarter at the guard position.
12. **PLAYER PARTICIPATION**: No player can play in four quarters before all players have played in three quarters.

**TRAINEE 3 BOYS
TRAINEE 4 BOYS
INTERMEDIATE GIRLS
SENIOR INTERMEDIATE GIRLS
SPECIAL RULES OF THE DIVISION**

1. **HS RULES**: High school rules apply unless specified to the contrary by the following rules.
2. **BALL**: Games will be played with a 285-size basketball.
3. **COURT**: Games will be played on a mini-court with nine-foot baskets.
4. **FOUL SHOTS**: Foul shots for Trainee 3 and Intermediate-Senior Intermediate Girls will be shot from a line that is 24-inches in from the regular foul line. Trainee 4 will shoot foul shots from the regular foul line.
5. **CLOCK**: Eight-minute running clock per quarter. The clock will stop on the referee's whistle the last two minutes of each half. See Clock Rules.
6. **OVERTIME**: A game cannot end in a tie. Overtime periods, if necessary, will be three minutes long. The first minute will be played with a Running Clock and the last two minutes with a Stop Clock.
7. **SCORING**: All field goals count 2 points. No 3-point shots.
8. **BACKCOURT GUARDING**: Backcourt defenses are prohibited. Defensive players cannot pressure the offensive player after he or she has gained possession of the ball in his or her backcourt. The ball must cross into the frontcourt before the defensive player can pressure the ball. If the offensive team loses control of the ball in the backcourt, the defensive team cannot try to take possession of the ball until it crosses the half court line. Unintentional backcourt guarding should not be called.
9. **DEFENSE – T4 AND SIG DIVISIONS**: Teams may play either “man to man” or zone defense.
10. **DEFENSE - ALL OTHER DIVISIONS**: In all Divisions other than T4 and SIG, all players must play “man to man” defense. The defensive player must be within 3 feet of the offensive player he or she is guarding if the offensive player is inside the 3-point line. When an offensive player is outside the 3-point line, the defending player does not have to defend outside the 3-point line but the defending player must stay in line with the guarded offensive player and the basket.
11. **DOUBLE/TRIPLE-TEAMING**: The defensive team can double-team the ball once in the frontcourt. The second player to double team the ball does not have to guard his or her player first and then double team. An offensive player cannot be double teamed if he or she does not have the ball. The offensive player can be triple teamed in the lane only. A triple team outside the paint will not be called unless the third defender is actively trying to get the ball or impedes the ball handler.
12. **DEFENSE VIOLATIONS**: A warning will be given for illegal backcourt guarding, three on one guarding outside the paint, and zone defenses. The third cumulative warning will result in a two-shot technical foul with the offensive team keeping possession of the ball. Each successive warning, after the third, will also result in a two shot technical. Unintentional backcourt guarding should not be called.

13. **PLAYING WITH FOUR:** In divisions only allowing "man-to-man defense", if a team has to play with four players, the coach with five players must notify the referees which player will not have a specific player to guard. This player may play anywhere on the floor outside the paint and double-team the ball anywhere on the court. The player cannot play a zone inside the paint. A player cannot double-team another player who does not have the ball.
14. **INBOUNDING:** On all out of bounds plays, in the last 2 minutes of each half, where the ball is to be inbounded into the frontcourt, the offensive team cannot throw the ball into the backcourt to put the ball into play. The offensive team must inbound the ball into the frontcourt. If the ball is inbounded into the backcourt, "over and back" will be called.

**FRESHMAN INTERMEDIATE BOYS
SENIOR INTERMEDIATE BOYS
JV GIRLS
SPECIAL RULES OF THE DIVISION**

1. **HS RULES**: High school rules apply unless specified to the contrary by the following rules.
2. **BALL**: Games will be played with a 285-size basketball.
3. **COURT**: FI and SI Boys games will be played on a regular size court with ten-foot baskets.
JV Girls games will be played on a regular size court with ten-foot baskets.
4. **FOUL SHOT**: FI and JV Girls will take Foul shots from a line that is 24-inches in from the regular foul line. SI will take fouls shots from the regular foul line.
5. **CLOCK**: See Clock Rules
 - **Senior Intermediate**: Eight-minute Running Clock per quarter except for the last two minutes of each half, which will use a Stop Clock. Backcourt guarding is allowed in the last two minutes of each quarter.
 - **Freshman Intermediate**: Eight-minute Running Clock per quarter except for the last two minutes of each half, which will use a Stop Clock. Backcourt guarding is allowed in the last two minutes of each half.
 - **JV Girls**: Eight-minute Running Clock per quarter except for the last two minutes of each quarter, which will use a Stop Clock. Backcourt guarding is allowed at all times.
6. **OVERTIME**: A game cannot end in a tie. Overtime periods, if necessary, will be three minutes long. The first minute will be played with a Running Clock and the last two minutes with a Stop Clock.
7. **BACKCOURT GUARDING**: No guarding in the backcourt. Defensive players cannot pressure the offensive player after he or she has gained possession of the ball in his or her backcourt. Unintentional backcourt guarding should not be called.
8. **EXCEPTION** - Backcourt guarding is permitted when a Stop Clock is being used. It is the coaches' responsibility to be aware of the time.
9. **BACKCOURT WARNING**: A warning will be given for backcourt guarding. The third warning will result in a two-shot technical foul with the offensive team keeping possession of the ball. Each successive warning after the third will also result in a two-shot technical.
10. **DOUBLE/TRIPLE-TEAMING**: Double and triple teaming the ball is allowed anywhere on the court as long as Rule 9 "Backcourt Guarding" is adhered too.

**FRESHMAN JV BOYS
SENIOR JV BOYS
VARSITY BOYS
SENIOR JV-VARSITY GIRLS
SPECIAL RULES OF THE DIVISION**

1. **HS RULES**: High school rules apply unless specified to the contrary by the following rules.
2. **BALL**: Girls divisions will be played with a 285-size ball and boys divisions will use a regular size ball.
3. **TIME**: see Running Clock Rules.
Freshman JV Boys will play 6-minute quarters
Senior JV Boys will play 6-minute quarters
Varsity Boys will play 8-minute quarters
Senior JV-Varsity Girls will play 6-minute quarters
4. **OVERTIME**: A game can not end in a tie. Overtime periods, if necessary, will consist of a three-minute overtime period.
5. **FOUL SHOTS**: In all divisions, foul shots will be from the foul line.
6. **DEFENSE**: Man to man and zone defenses is permitted.
7. **BACKCOURT GUARDING**: Guarding in the backcourt is permitted at any time during the game.
8. **3-POINT SHOTS**: Three point field goals are permitted.