

ARTICLE 17:
Basketball

17.1 GENERAL INFORMATION

17.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Basketball Rules and Regulations. These rules shall govern unless noted below.

17.1.2 Any discrepancies will be ruled upon by the league director and/or CAA Executive Board.

17.1.4 A team that plays in a non-CAA game without written approval during the season, will be subjected to sanctions under Article 9.

17.2 COACHING - Refer to Article 4

17.3 HOME TEAM RESPONSIBILITIES

17.3.1 The home team is responsible for providing the following for ALL home games:

17.3.1.1 Scoreboard Operator

17.3.1.2 Official Scorebook/Scorekeeper

17.3.1.2.1 High school level: All of the above must be an adult, over eighteen.

17.3.1.2.2 Junior High level: All of the above must be an adult, or teenager over sixteen.

17.3.1.2.3 Any home team that cannot provide qualified individuals to perform these activities, must allow the away team to be the official book or per agreement of both teams, allow acceptable individuals to perform these activities.

17.3.2 Enter forfeit result as 2-0. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 2-0 in its favor.

17.3.3 Enter game scores within 24 hours upon completion.

17.4 EQUIPMENT, FIELD AND UNIFORM GUIDELINES

17.4.1 OFFICIAL BALL. Wilson is the preferred official game ball and should be used. If neither team has a Wilson ball, then a ball meeting NFHS standards shall be used.

17.4.2 UNIFORMS

17.4.2.1 All undershirts must be the same color of the dominant color of the jersey (NFHS Rule)

17.4.2.2 Home team MUST wear white undershirts.

Away team can wear BLACK undershirt or dominant color of the jersey but all players must match

17.4.2.2 Home team jersey color is WHITE.

17.4.2.3 Away team jersey color must be DARK. -

17.4.2.4 SHORTS. All shorts shall be the same color and same design and contain no pockets or belt loops

17.5 GAME MANAGEMENT AND LATE ARRIVALS

17.5.1 Warm up time - Mandatory 10-minute warm-up time

17.5.2 10 minute grace period from posted game time

17.5.2.1 Communication between member schools who may be late should begin no later than 30 minutes from posted game time. Failure to communicate may lead to penalties under Article 10.

17.5.3 **High School** games are scheduled for four (4) 8:00 minute quarters.

17.5.3.1 High School - Halftime will be 10 minutes in length.

17.5.3.2 High School - Overtime periods will be 4 minutes.

17.5.4 **Junior High** games are scheduled for four (4) 6:00 minute quarters.

17.5.4.1 Junior High - Halftime will be 5 minutes in length.

17.5.4.2 Junior High - Overtime periods will be 3 minutes.

17.5.5 Games will be stopped clock timing.

17.5.6 Time-Outs per game (3 = 60-second, 2= 30-second)

17.5.7 **Elementary** games are scheduled for (2) 20:00 Minute running halves

17.5.7.1 Timing will go to stop clock timing at the last minute of half and game.

17.5.8 CAA has the following Mercy Rule in effect:

17.5.8.1 After half-time, if a team has a lead of 30+ points, the clock will become a running clock until the other team either ties or takes the lead.

17.5.8.2 The clock will only stop for:

17.5.8.2.1 Time outs

17.5.8.2.2. Any injury

17.5.8.2.3 Technical foul

17.5.8.3 The clock will stop during the last minute of the game.

17.5.8.3.1 The clock will NOT stop in the last minute of the game.

17.5.9 Sportsmanship Rule (Junior High and Elementary level)

17.5.9.1 Junior High or Elementary - Sportsmanship rule - any team up by 20 points may not full-court press.

17.5.9.2 Elementary - Full court press is allowed only during the last 2 minutes of half and game.

17.10 GAME MANDATES

17.10.1 Five players must be on the court to start an official game.

17.11 SPORTSMANSHIP AND EJECTIONS: Review Article 12

