

## VARSDTY, INTERMEDIATE 1 AND JUNIOR VARSITY RULES

LEAGUE PHILOSOPHY - These levels are competitive levels with trophies being presented to league winners at the Varsity & Junior Varsity level. At the Intermediate 1 & JV levels consideration should still be given to providing players an opportunity to improve through playing time and so playing time rules are enforced. **At all levels NO team should run up the score on an opposing team.**

1. PLAYING TIME RULES - All players at the JV level must play a minimum of one continuous quarter. This means a player must enter at the beginning of the quarter and stay in until the quarter is over. A player who is removed due to injury must be given the remainder of his time if he is able to play. At the Intermediate I level, each player must play a minimum of 5 minutes per half.
2. LENGTH OF GAME – Varsity & JV - 4 quarters, 6 minutes each. Overtime shall be 3 minutes. **Intermediate 1 – 2 twenty-minute running clock halves. Clock will stop on time outs, injuries, and during the last two minutes of each half. (10/2018)**
3. LENGTH OF HALF TIME - 5 minutes.
4. TIME OUTS - 3 full, 2 30seconds. Players must stay on the court for 30-second time outs. Teams must break huddle at first horn and be ready to play at second horn.
5. TIME BETWEEN QUARTERS - 1 minute.
6. Home team will provide 1 trained scorekeeper and 1 trained timekeeper. These personnel should be adults over the age of 18. The home book is the official book of the game. Scorekeepers and timekeepers should consider themselves to be officials of the game and should not argue calls or interact with either coach.
7. Each team is responsible for half of the officials' fees. Each team should pay an official.
8. Varsity games will follow all PIAA rules.
9. **Varsity, Intermediate 1 and Junior Varsity will follow all PIAA rules except for the following exceptions:**
  - a. **All teams can press until they are ahead by 20 points. After a 20 point lead the leading team must fall back to half court and play man to man defense. (No double teaming, no trapping, etc.)**
  - b. **Varsity & JV – If the winning team is ahead by more than 20 points going into the 4<sup>th</sup> quarter, the losing team cannot press to attempt to catch up.**
  - c. **Varsity & JV Mercy Rule – A running clock will be implemented at any point when one team gets ahead by 30 points in the second half. The clock will run continuously for the remainder of the game except for an officials timeout, a team-charged timeout, and at the end of a quarter. (10/2018)**
  - d. Playing time rules as listed above.
10. COACHES BENCH RULE - **All Coaches must be seated at all times.** The only exceptions to this are: 1) during time-out and 2) to help an injured player on the floor after an official calls you out. Violations will result in a Technical foul being called on the coach.
11. COACHES PENALTIES FOR VIOLATION OF PLAYING TIME RULES - 1st offense: warning to coach, game replayed if offending team wins. 2nd offense: coach will be suspended for one game, offending team forfeits the game. 3rd offense: coach will be suspended for 2 weeks, including practices and games. Offending team forfeits the game.

12. Any Coach removed from a game for any reason will receive a 2-week suspension. This will include all practices and games. 10/2004
13. Any parent removed from the gym for any reason or any parent fighting or using profane or defamatory language during or after a game, within the confines of the gym, will receive a week suspension from attending ANY CYO games. 10/2004
14. The head coach for each team is responsible for reporting scores to the president of the league. A form will be sent out to each coach. This form must be filled out and emailed no later than the Monday after games are played.