

## NOVICE 1 & 2 RULES

LEAGUE PHILOSOPHY - The purpose of these levels of play are to teach fundamental basketball skills to all participants in such a manner that the child; 1) has fun, 2) feels good about himself, 3) gets to experience game situations and 4) improve his basketball skills. There are no records kept at these levels by the league or by the participating athletic associations. This is to instill the idea of developing each child who wishes to participate. Coaches of teams winning by large margins should do all they can to allow the other team to run their offense and learn the game.

1. PLAYING TIME RULES - All players must play a minimum of **five minutes in each half**. A player who is removed due to injury must be given the remainder of his time if he is able to play. Every player must sit out each half. If a team has 6 players no player may play the entire game. If a team has more than ten players, then the coach must make a schedule of substitutions that will result in equal playing time through the year. This coach must let the opposing coach know who these players will be before the start of the game. (10/2018)
2. DEFENSIVE RULES - Teams must play man - to - man defense. **Defensive players must remain behind the 3 – point arc until the offense crosses half court.** (10/2018)
3. GAME SCORE – No score will be kept at the novice 2 levels. A scorebook must be kept showing fouls & quarters played. At the novice 1 level the score will be reset to 0-0 at halftime.
4. LENGTH OF GAME - **2 twenty-minute running clock halves. Clock will stop on time outs, injuries, free-throw administration, substitutions, and during the last two minutes of each half.** (10/2018)
5. LENGTH OF HALF TIME – 5 minutes.
6. 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.
7. 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. The scorekeeper and timekeeper should consider themselves to be part of the officials of the game and should not argue calls or interact with either coach.
8. Each team is responsible for 1/2 of the officials fee.
9. All PIAA rules will be followed except for the following:
  - a. Foul shooter is permitted to go over the line **after** releasing the ball.
  - b. 5 seconds allowed in the key.
  - c. No pressing allowed. **The only exception to the rule is a fast break.** (10/2018)
  - d. 3-point shot not counted.
  - e. NO OVERTIME. Games are final, even if tied at the end of regulation.
  - f. The smaller 28.5 size ball will be used at the Novice 1 and Novice 2 levels.
10. The league does not recognize league winners at these levels. No program or coach is allowed to present trophies to players on these teams as league winners.
11. 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.
12. COACHES PENALTIES FOR VIOLATION OF PLAYING TIME RULES - 1st offense: warning to coach. 2nd offense: coach will be suspended for one game. 3rd offense: coach will be suspended for 2 weeks, including practices and games.
13. Any Coach removed from a game for any reason will receive a 2-week suspension. This will include all practices and games. 10/2004
14. 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