

2020 CYB Elite League Basketball Program Game Rules

Rules: The CYB Elite League Basketball Program will use National Federation of High School Association's (NFHS) basketball rules except for:

Game Time: Each game consists of four six-minute, stop-clock quarters with the clock stopping on all dead balls. However, if in the last two minutes of the fourth quarter, if the score differential is 15 or more points, the clock will not stop unless a time-out or injury occurs.

Time-outs: Each team will have two full time-outs per half. Unused time-outs do not carry over into the second half, overtime or sudden death. All time-outs are full time-outs; there will be no 30-second time-outs.

Halftime: Halftime will consist of four minutes. Teams playing in the next game may use this time to warm-up when current game teams are not using the floor.

Overtime: When a game ends with a tie score, teams will play one two-minute overtime period, with the clock stopping on all dead balls. Each team will have one time-out in the overtime period. If the score is tied after one overtime period, an additional two-minute overtime period will be played with the same rules. If the score is still tied after the two overtime periods, the game will go to sudden death with the following guidelines: after a jump ball at center court, the first team to score any combination of two points will be the winner. Each team will have one time-out in the sudden death overtime period. Note: In playoff scenario there will be no 'Sudden Death'. All playoff games will continue to play two-minute overtime periods until a winner is decided.

Warm-up: There will be a maximum of four minutes to warm-up before games begin, except for the first game if time allows.

Backcourt Press Rule: Teams that are ahead by 20 or more points in the second half will not be allowed to press in their opponent's backcourt. After one warning, additional violations of this rule will result in a technical foul called on the coach.

Scorekeeping: Each team must provide one person to keep the clock or scorebook for their game. A minimum of two people is required for each game.

Game Ball: Molten USA and Gold Crown will provide game balls for league and tournament games. 6th – 8th grade boys will use the Size 7 standard ball. 8th grade girls will use the Size 6 (28.5) ball.

Uniforms: If two teams have similar uniform colors, the officials will determine which team will switch to a different color or who will wear pullover jerseys to differentiate the teams.

Facility Usage: All players and spectators are to remain in the gym except when using the nearest available restrooms, locker rooms, or when entering and exiting the building. Players and spectators are not allowed on the court when their team is not playing, i.e. between games, during time-outs, etc.

Bench Warning: Officials should not permit certain behavior by the head coach or any personnel on the bench who engages in spontaneous reactions to officiating calls and no-calls. **At the official's discretion, repeated spontaneous reactions or unsportsmanlike behavior by the head coach, bench personnel, players on the bench and/or spectators from the stands may result in a warning with subsequent incidents resulting in a technical foul(s).**

Bench Decorum: The head coach of each team is responsible for the conduct and behavior of their players, parents and spectators. **If any coach, parent, player or spectator is ejected from a game, they MUST sit out of their next game. NO EXCEPTIONS.** The person who was ejected from the game will receive written notification from Gold Crown Program Directors. If any coach, parent, player or spectator is ejected from two games, then they are not allowed to attend any games for the remainder of the Gold Crown season. This applies to both league and tournament play. For more details, visit our Bench Decorum Page under Important Documents.