

CHARTER SCHOOL ATHLETIC ASSOCIATION

JUNIOR HIGH SCHOOL BASKETBALL

General Rules

1. Two (2) 16 minute halves running time (CLOCK RUNS ON FOUL LINE)
2. 1 minute stop time at the end of the first and 2 minute stop time at the end of the second half
3. After 5 team fouls of each half begins the 1 and 1 bonus
4. After 7 team fouls of each half begins the 2 shot double bonus
5. Clock doesn't stop during free throws
6. 5 personnel fouls will result in a player fouling out of the game
7. All tech fouls will count as a personal foul
8. Each team must arrive a ½ hour before the scheduled game time.
9. Each team must be dressed 15 minutes before scheduled game time
10. Players must sign themselves in at the scorer's table before each game
 - A team will not be allowed to warm up until the whole team is signed into the book
11. Each team will be given 5 times-outs (3 full) & (2 30-second) per game
12. Half time is 3 minutes before the game whistle blows.
13. There is a 15 minute grace period before forfeit takes place.
14. A team can be given 5 extra minutes if the opposing team agrees to a game with two 13 minute halves.
15. A game can start with 5 players.
16. If a team is winning by 20 or more points, the winning team cannot full court press.
17. If both teams agree the scoreboard will be erased if a team is losing by 20 or more points.

Fouls/Techs

18. Each player is allowed 5 fouls
19. All break-away fouls are two-shots and the ball
20. If a team has 5 eligible players left and the fifth player receives 5 fouls the opponent will receive 2 shots and the ball every time that player commits a foul
21. No player is allowed to argue a foul with a referee, the referee can give a two shot technical at his discretion
22. All flagrant fouls are 2 shots and the ball
23. All flagrant fouls are considered technical fouls
24. 2 technical fouls result in automatic ejection even if it is the 5th and last eligible player (ejection can be 1 tech and 1 flagrant)
25. Any action that seems harmful to the league and other players will be taken to the commissioner for possible multi-game suspension or expulsion from the league
26. Technical fouls are given to players that sign into the book after the game has started and go into the game
27. Technical fouls are given to players that are not signed-in the book but are in the game.

Other Penalties

28. 5 second possession rule
29. Line infractions
30. 10 seconds to reach half-court

Possessions

31. Game starts on a jump ball, alternate possession after that

Players

- 32. No taunting or staring down opponents (tech)

Overtime period

- 33. The first overtime session is 3 minutes (1 extra time-out) if a team has time-out left from regulation they may use those time-outs during the first overtime period
- 34. The second and third O.T is 2 minutes (1 time-outs)
- 35. Game ends in a tie after the 3rd overtime unless it's the playoff
- 36. 1 minute stop time in each over-time period

Uniform

- 37. All teams must have matching top and bottom uniforms.
- 38. If undershirts are worn under uniform tops, the shirts must match uniform tops.
- 39. If the jerseys are not reversible coaches must have either pinnies or practice shirts.
- 40. All socks must be visible over the players sneakers or the player will not be allowed to play
- 41. Numbers must be visible on the back of the jersey with a minimum of 6 inches digits
- 42. No head gear unless it's for religious reasons (sweatbands and sweat wristbands are allowed)
- 43. No jewelry (including but not limited to earrings, necklaces, bracelets, etc)
- 44. Hair dues are not allowed unless the game supervisor finds it not a hazard

Cheerleaders

- 45. Cheerleaders are an extension of the team and must be accommodated
- 46. Cheerleaders cannot be charged admissions
- 47. If a visiting team cheerleader must sit so does the home team's cheerleaders
- 48. Each team will have time to perform during half time
- 49. Cheerleaders can only cheer under their basket or their side line.
- 50. They cannot cheer when the opposite team is shooting foul shots.
- 51. Cheerleaders are held to the same standard as any other team can be suspend for their actions.