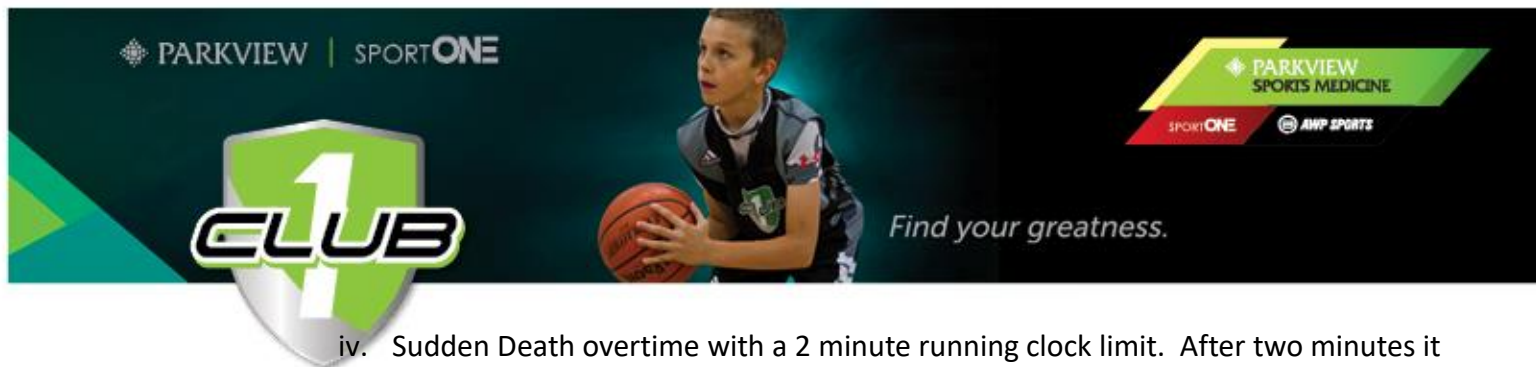




## **Club1 North Central School Team League Rules**

- I. Team Requirements
  - a. Players must attend the same school or a school which feeds into the same high school-
  - b. Registration-All registration will be done online this year. Teams can pay online or mail in a check. Registration is due 10 days before the 1<sup>st</sup> league date.
  - c. It is your team's responsibility to play all Club1 games. Any cancellations or no shows by any Club1 team will eliminate team from end of the year tournament.
  - d. If games are cancelled due to weather, we will attempt to make games up but there is no guarantee that they will and there will be no refunds.
  
- II. League Dates
  - a. Games will be played on Saturdays or Sundays with each team playing two games.
  - b. League Dates-Two weeks in December depending on where Christmas falls and four weeks in January.
  
- III. Club1 Roster and Roster Fees
  - a. Roster Fees-\$85 per team for all players, and up to three coaches and/or bench personnel. This is a one-time fee each year. It should be collected and paid in full by the coach either online with registration fee or by check. Rosters should be completed online by coaches after registration.
  - b. A link will be sent to coaches when the schedule is sent out for them to then send to parents to electronically sign the Club1 waiver.
  - c. All members of the team including coaches must register at this online link and electronically sign the waiver prior to the Friday before the first league game or practice in order to be covered under our policy.
  - d. No one will be allowed to play or coach without a Club1 waiver and roster. NO EXCEPTIONS!!!
  - e. Roster changes may be made during the season but new players must be Club1 members. Contact Club1.
  - f. Club1 membership provides liability and accident insurance for Club1 and Club1 teams for all practices, games, and tournaments associated with Club1.
  
- I. Games
  - a. IHSA Rules with the following exceptions:
    - i. 3-5 minute Warm-up.
    - ii. 10 minute running clock quarters. Clock will stop the last minute of the 4<sup>th</sup> quarter unless the lead is more than 112 points.
    - iii. One minute between quarters and three minute halftime (may be shortened if agreed upon by coaches).



- iv. Sudden Death overtime with a 2 minute running clock limit. After two minutes it will be a tie.
- v. Free Throws will be shot as 1 shot for X amount of points depending upon whether it was a 2 pt or 3 pt shot attempt.
- vi. Free throws will be shot in their entirety for actual points when the clock is stopped in the last minute of each half.
- vii. Boys 3<sup>rd</sup>-4<sup>th</sup> grade and Girls 3<sup>rd</sup>-5<sup>th</sup> grade can shoot free throws from the 12 foot line and the rebounders will be moved to the old FT lineup (ie. Below the block). If the shooter is allowed to shoot from the 12 ft. line then they should not cross it before the ball hits the rim. If the shooter has to shoot from the 15 ft. line then they should not cross that line before the ball hits the rim.
- viii. Personal and team fouls will be kept and the Bonus will be used at the 7<sup>th</sup> team foul in both the first and second halves , but will be 1 shot for 2 points unless the clock is stopped.
- ix. Man-to-Man Defense will be played by all teams. These decisions are made by the high school coaches involved in our leagues and enforced by our officials.
- x. In Man-to-Man defenses, help defense and help on screens is allowed but once the primary defender recovers then the help defender should get back to their man. This may create a temporary double team and the officials will only stop play if they feel the double team was intentional and has a negative affect on the play.
- xi. In Man-to-Man Defense, defenders that are guarding someone on the weakside (side that the ball is not on) then they can play on the helpline in the paint provided they are 1-2 steps off the line from the ball to their man. If their man moves to the ball side or the ball moves to the side their man is on then the defense should shift to guard their man. This may not be a denial of their man as they can play in a gap to help on the drive but they should not remain in the paint unless their man is on the block.
- xii. There will be no full court press in the 3<sup>rd</sup> and 4<sup>th</sup> grade league except in the last minute with less than a 10 point margin.
- xiii. No full court press with 20 point lead. Once the lead gets to 20 points there will not be pressing allowed again until the lead is under 10 points.
- xiv. Each team will have 1 full time out in the first half and 2 full timeouts in the 2<sup>nd</sup> half.
- b. Games are to be played at scheduled times not before. Allow one hour per game. The game will be a forfeit if a team is not ready to play 5 minutes after the scheduled start time.



- c. Game Balls to be provided by the Home Team-4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> grades will use a women's size 28.5 ball. 7<sup>th</sup>-8<sup>th</sup> grade will use the Men's ball.
- d. Clock Operator to be supplied by VISITING TEAM. Scorekeeper by HOME TEAM.

## II. Tournament

- a. End of season Tournament will be single elimination. Teams will be seeded by order of finish in league. Depending on the number of teams in each age group, the tournament may be split into separate brackets based on competition level. See attachment for breakdown.
- b. Tie-breaker will be done by computer software based on head to head, total points allowed, and margin of victory with a 20 point cap per game.
- c. Please inform Club1 within a day of bracket release if seedings or brackets do not look correct. We will do our best to correct these within reasonable time but once the final bracket is released, it will not be edited.

## III. Uniforms

- a. We prefer all teams need to have reversible jerseys or 2 sets of uniforms with numbers. If a team has players with the same number please work with officials and official scorer.
- b. No player can play without his uniform. Please inform Club1 and the host site staff before the game.

## IV. Sportsmanship-Important please read this to ALL players AND parents.

- a. While the Varsity coach at each school is not required to be directly involved in the league, he is ultimately responsible for his school's teams' conduct and will help deal with issues.
- b. Each coach is responsible for the conduct of his or her assistant coaches, players, and parents.
- c. Any ejection of players or coaches is a one game suspension. Second ejection of player will result in dismissal from league. NO REFUNDS
- d. If any coach, assistant coach, or parent is ejected by an official in two games the team will be removed from the league. NO REFUNDS.

Club1 for 4<sup>th</sup>-6<sup>th</sup> and 7<sup>th</sup>-8<sup>th</sup> grade basketball teams has one sole purpose; the improvement and development of your program and the players involved. This is not a league intended to display individuals or teams that do not adhere to the overall goal of the league. Players, coaches, or parents will be expected to display good sportsmanship and respect for coaches, opponents, and officials. Poor behavior will not be tolerated. Please talk with your players and parents about this.



#### Tournament Bracket Addendum-10-1-12

Beginning with the 2012-2013 seasons Club1 will change the league tournament format to the format listed below. The guiding mission of our league has always been to do what is best for the development of the varsity programs in the area and for those kids and that is the case with this change. With the continued growth of our league this change was brought about because 1. We had teams playing 4-5 games on the tournament day and coaches felt as if that was too many. 2. The bottom teams in our leagues were not getting much out of the last week of the league when they faced a top seed.

Going forward if there are more than nine teams in a division we will separate them into multiple brackets based on the following numbers. T-shirts or awards will only be given to the Champions of each age group and not to the winners of a bottom bracket.



*Find your greatness.*



Total Teams in a Division	# teams in Gold Bracket	# teams in Silver Bracket	# Team in the Bronze Bracket	Teams allowed to move up to next bracket
10	6	4	X	No
11	7	4	X	No
12	8	4	X	No
13	8	5	X	1 teams can move up
14	8	6	X	2 teams can move up
15	8	7	X	2 teams can move up
16	8	8	X	2 teams can move up
17	8	9	X	2 teams can move up
18	8	10	X	2 teams can move up
19	8	11	X	2 teams can move up
20	8	8	4	2 teams can move up from Silver
21	8	8	5	2 Teams can move up from Silver and 1 from Copper
22	8	8	6	2 Teams can move up from Either Bracket
23	8	8	7	2 Teams can move up from Either Bracket
24	8	8	8	2 Teams can move up from Either Bracket
25	8	8	9	2 Teams can move up from Either Bracket
26	8	8	10	2 Teams can move up from Either Bracket
27	8	8	11	2 Teams can move up from Either Bracket