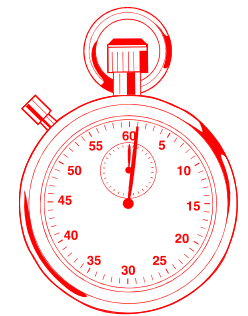


2006-2007
CYO
BASKETBALL
SCOREKEEPER
AND
TIMER



**SUPPLEMENTAL RULES TO THE
NATIONAL HIGH SCHOOL FEDERATION**

5. If at anytime a coach, player, spectator, or official is rude or abusive to you, the scorekeeper or timer, it should be reported to the CYO Office.
6. Only the scorekeeper, timer, and a representative from each team are allowed at the scorer's table during the game.
7. **ALWAYS HAVE WITH YOU AT ALL GAMES A COPY OF THE CYO RULES FOR BASKET BALL, AND THE SCOREKEEPERS HAND BOOK.**

CATHOLIC YOUTH ORGANIZATION

Rules and Regulations

SCORERS AND TIMERS

THIS IS A SUPPLEMENT TO THE CYO ATHLETIC HANDBOOK. IT IS AN ABSOLUTE NECESSITY FOR ALL SCORERS AND TIMERS TO THOROUGHLY REVIEW THE HANDBOOK.

CYO SCOREKEEPER AND TIMER SUPPLEMENT RULES FOR 2006—2007

BEFORE THE GAME

- A. Ask both COACHES TO ENTER their lineup in the book fifteen (15) minutes before the start of their game. This will help speed up the start of the next game.
- B. For all leagues, except Mid-Atlantic, both coaches should provide a sheet that indicates their intended player rotation for fulfilling each league's playing time requirements.
- C. Have the book ready to be checked by the officials prior to the start of the game. Be sure the book is **COMPLETED** before the game starts.
- D. The book should be completed as follows:
 1. The player's **full last name and first initial** along with his/her uniform number.
 2. Name of both teams
 3. Have the official(s) and the coaches check the book before the start of the game.

MARKING THE SCORE BOOK

The Running score of both teams across the top of the score book **is the most important part of score-keeping. It is the official score of the game.** Who the points are credited to are not of major importance. The running score across the top of the score book is official.

A. TWO POINT BASKET:

FIRST: Mark a slash in the running score at the top of the page.

SECOND: Mark a two (2) on the line of the player who scored, in the correct quarter/half.

B. FREE THROW/FOUL SHOT:

Mark a **0** for a shot taken but not made. Mark a filled in **0 (0)** for a shot taken and made.

C. FOULS:

1. FIRST HALF - Mark a **slash** across the number in the individual player's foul box area for all first half fouls committed by any player. Also mark a **slash** across the number in the team foul box area for all first half fouls committed by any player.
2. SECOND HALF - Mark an **X** across the number in the individual player's foul box area for all second half fouls committed by any player. Also mark an **X** across the number in the team foul box area for all second half fouls committed by any player.
3. ANY player obtaining a **TOTAL** of FIVE (5) **personal and technical** fouls is immediately disqualified from the remainder of the game
4. All technical fouls called on players will count towards disqualification [five (5)] and towards the team bonus [seven (7)] and [ten (10)].
5. WHETHER THE GAME IS SCORED BY QUARTERS **or** HALVES - The bonus is still in effect **ON** the seventh (7th) team foul (personal fouls and technical fouls). The double bonus is in effect on the tenth (10th) team foul.

D. TECHNICAL FOULS:

If it is called on a player, mark a **T** in the individual players foul box area. Also mark a **T** in the team foul box area. If it is called on the coach, mark "**T on coach**" at the top of the page. **Technical fouls are team fouls and personal fouls when called against players**, but not when they are called against non-players.

E. PLAYERS ENTERING THE GAME:

When a player enters the game mark a slash (/) in the quarter/half he/she goes onto the playing surface. In leagues and games where a player must play one (1) quarter. The scorekeeper should note if a player leaves the floor without completing their quarter, if they have not fulfilled that requirement.

D. Score Reporting Procedures:

1. The number to call is 202-281-2464. When the menu comes on press number seven (7) on your touch tone phone. **Speak clearly and slowly.** The e-mail address is DigiovanniJ@adw.org
2. Always BE PREPARED when calling in the scores.
3. Give the names of the scorekeeper and timer. (If calling in more than one game worked by the same people, just give the names once.)
4. Give the location of where the games were played.
5. Give the name of the division. (I.e. Junior Varsity Boys Tournament)
6. Give the winning team and their score.
7. Give the losing team and their score.

MISCELLANEOUS

- A. As the CYO Scorekeeper, you are the CYO Office Representative at your gym. Besides keeping score you are also responsible for the following:
 1. Keeping everyone off the courts, before, during, between halves, and after the games. Only the teams playing and their coaches are allowed on the court. **THIS INCLUDES YOU, THE SCOREKEEPER AND TIMER.** Shooting baskets canNOT interfere with the job you are there to do.
 2. In all facilities, you must see to it that there is no running or ball playing in the halls. If there is a problem, contact one of the coaches.
 3. You should report any unsportsman-like conduct, whether it is players, coaches or fans, to the CYO Office.
 4. **Always cooperate with the official(s).** They will call the game as they see it, so there should be no comments from the scorer's table.

2. **Non-Tournament and Tournament Leagues:**

If the score is tied at the end of regulation time, there will be a two (2) minute overtime period. If the score is still tied after the first overtime period, there will be a sudden death period to last until either team scores, **OR** two (2) minutes have elapsed, whichever comes first. If the score is still tied at the end of sudden death over-time, the game is terminated and will stand as a tie.

THERE IS NO OVERTIME IN THE ROOKIE LEAGUE/DIVISION GAMES

Play-offs and Post-Season Tournament Games

1. Mid-Atlantic Leagues: All games will play as many two (2) minute overtime periods as necessary until a winner is decided.
2. Tournament Leagues: All games will play as many two (2) minute overtime periods as necessary until a winner is decided.

SCORING THE GAME

Rookie Non-Tournament Leagues

The score shall be erased at the conclusion of the first half of play (second [2nd] quarter) for all games in this league.

There is no overtime in this league/division

CALLING IN THE SCORE

- A. All scores must be called in or e-mailed before 11:00 PM on Sunday of the weekend of the games. This is necessary to properly update the different league standings.
- B. Scorekeepers will not be credited with games unless the scores are mailed into the CYO Office on the forms provided. **NO POSTCARDS - NO PAY!!!**
- C. **Scorekeepers not showing up for assigned games and not supplying a substitute will be fined one game's pay for every game not covered.**

PARTICIPATION

- A. Junior Varsity Non-Tournament, Junior Varsity Tournament, and Varsity Tournament **must have seven (7) players dressed and ready to play by the end of the second (2nd) quarter/half-time or the game will be forfeited.**
- B. Junior Varsity Non-Tournament, Junior Varsity Tournament and Varsity Tournament: **EACH PLAYER MUST START, PLAY CONTINUOUSLY, and FINISH ONE QUARTER.** If a player is removed from the game prior to completing their required one quarter, then he/she must still adhere to the above rule in the remaining time of the game. **EACH PLAYER MUST ALSO SIT OUT ONE FULL QUARTER, WITHOUT ENTERING THE GAME.**
- C. Rookie Non- Tournament
 1. Each team must have at least seven (7) players dressed in uniform on the team bench able to participate by the end of the second (2nd) quarter/half-time or they will be subject to a forfeit.
 2. Teams with 7-10 players: must play each player, who is dressed in uniform and on the team bench during the game, at least two (2) full quarters and must sit one (1) full quarter, from start to finish, without being substituted.
 3. Teams with 10 or more players: must play each player who is dressed in uniform and on the team bench during the game, at least one (1) full quarter, and must sit one (1) full quarter, from start to finish, without being substituted.

NO PLAYER MAY PLAY MORE THAN TWO (2) QUARTERS.

Violations will result in crediting the team with a loss.

The only exception to this rule is an injury serious enough to preclude further participation in the game. In this instance, the player must be removed from the immediate area of the bench. An injured player who must sit out until the next stoppage in play (or cost his/her team a time out)...will have fulfilled his/her continuous play requirement as long as he/she enters the game on the next available stoppage in play.

- D. In the Tournament League "**Unseeded Double Elimination Tournament Games and Seeded Guaranteed Two Game Tournaments Only**", the rule will be interpreted as follows: If team A has twelve (12) players and team B has ten (10) players, both teams must play ten (10) players for the eight (8) consecutive minutes as required. Team A must also play the other two (2) players a portion

of the game. A portion of the game is defined as that period in which the clock is running.

- E. In the MID-ATLANTIC LEAGUE, **every player must play a portion of the game**. A portion of the game is defined as that period in which the clock is running.

SUBSTITUTIONS

- A. When a team wants to substitute a player, the player must first report to the scorer's table. The player cannot enter the game until there is a dead ball whistle. (A dead ball whistle is a jump ball, foul, time-out, or anytime the official has the ball in his/her hand.) The official must be notified by the scorekeeper that there is a substitute and **THE OFFICIAL MUST SIGNAL** the player onto the playing surface. Players going into the game without permission from the official(s), may result in a technical foul.

TIME-OUTS

- A. Time-outs may be requested by a coach or any on court player. You stop the clock only when you are instructed by the official.
- B. After a time-out, the clock starts when the inbound pass touches **ANY** part of **ANY** player's body on the court.

TIMING

The first rule of timing is the B-B rule. B for ball, and B for body. Anytime the clock is not running, the contact of the ball with any part of anyone's body on the court from either team starts the clock.

1. **JUMP BALL:** Start the clock when the hand of either jumper touches the ball.
2. **FOUL:** Stop the clock as soon as the official raises his/her fist, designating that a foul has been committed. **REMEMBER EXCEPT IN THE LAST ONE (1) MINUTE OF THE FIRST HALF AND THE LAST TWO (2) MINUTES OF THE GAME OR OVERTIME IF IT IS A NON-SHOOTING FOUL THE CLOCK MUST CONTINUE TO RUN.**
3. **SHOOTING FOUL:** Start the clock when the ball touches ANY player on the court.

JUMP BALLS/CHANGE OF POSSESSION

In all CYO basketball leagues, a jump ball will occur only **at the beginning of the game and the beginning of any overtime period**. In all jump ball situations after the opening tap, teams shall alternate possessions so as to allow continuous play. The team losing the opening tap, will put the ball in play from out-of-bounds in the first jump ball situation of the game.

AS THE OFFICIAL SCORER, you MUST keep track of the alternating possessions in your score-book. If there is a display arrow, you must make sure it is always pointing in the proper direction.

TIMING PERIODS

- A. All ROOKIE, JUNIOR VARSITY NON-TOURNAMENT, JUNIOR VARSITY TOURNAMENT and VARSITY TOURNAMENT LEAGUES will play four (4), eight (8) minute quarters with running time.
- B. All MID-ATLANTIC LEAGUES (Varsity, Intermediates, and Seniors) will play sixteen (16) minute running time in halves.
1. Clocks will run except for time-outs, and all shooting fouls.
 2. The clock will stop on all whistles during the last one (1) minute of the first half (2nd quarter).
 3. The clock will stop on all whistles during the last two (2) minutes of the game, and on all whistles during all overtime periods.

OVERTIME PROCEDURES

Regular Season Games

1. Mid-Atlantic Leagues:
If the score is tied at the end of regulation time, there will be a two (2) minute overtime period. If the score is still tied after the first two-minute overtime period, there will be a **second** two (2) minute overtime period. If the score is still tied **after** the second overtime period, there will be a sudden death period to last until either team scores, **OR** two (2) minutes have elapsed, whichever comes first. If the score is still tied at the end of sudden death overtime, the game will stand as a tie.