

**TOY BOWL ASSOCIATION**  
**RULES OF BASKETBALL**  
*Revised November 17, 2013*

ELIGIBILITY OF PLAYERS.....2

CLASSIFICATION OF DIVISIONS.....2

EQUIPMENT/COURT SPECIFICATIONS.....3

UNIFORMS.....3

GAME PLAY

    NUMBER OF PLAYERS.....4

    CLOCK OPERATION.....4

    DEFENSIVE RULES.....5

    COACHING.....6

RULES GOVERNING SUBSTANTIAL LEADS.....7

EJECTIONS.....7

PROTESTS.....8

STANDINGS.....8

CHEERLEADING.....9

Any rules not specifically covered by Toy Bowl rules as stated herein shall be covered by the Rules of Basketball as set forth by the Alabama High School Athletic Association (ASHAA).

## **ELIGIBILITY OF PLAYERS**

- 1: Any player participating in a Toy Bowl sanctioned game must be listed on the official roster of his/her team prior to the start of the season.
- 1-a: A player may be added to the roster once the season has started by submitting a revised roster to the league. Any player added after the season has begun must sit out the next game following submission of the revised roster.
- 1-a-1: Any team which adds a player after the start of the season, but does not sit out the player as stated in Rule 1-a will forfeit each game the player participates in prior to compliance with Rule 1-a.
- 1-a-2: No players may be added after the second game in January.
  
- 2: All players participating in Toy Bowl Association athletic competition must meet one of the following criteria for eligibility:
  - Player must be currently enrolled in Catholic school, or
  - Player must be currently enrolled in and regularly attending religious education/CCD classes in his/her parish.
- 2-a: A player meeting the criteria stated in Rule 2 must play for the school or parish in which he/she is enrolled, unless that parish or school does not offer a team in the division to which the player would be assigned.
- 2-b: A player whose parish/school does not offer a team in the division to which the player would be assigned may play for any other parish/school in Toy Bowl. This includes players from Catholic parishes/schools not active in the Toy Bowl Association.
- 2-c: A player attending a Catholic school while registered as a member of another Catholic parish may choose to play for either, but can only play for one.
- 2-c-1: A player attending a Catholic school without a parish must play for his/her school, except by vote of the Toy Bowl Council.
- 2-d: A Middle School player participating in a sport for his/her Public School, Private School or the combined John Carroll Catholic Middle School program, may NOT play in a Toy Bowl sanctioned athletic competition in the same sport, during the same academic year. Participating will be defined as "on the official School roster for one or more sanctioned games". In addition, any team/coach that knowingly violates this rule will be forced to forfeit each of their previously played games, and their remaining scheduled games will be cancelled, with a 2-0 victory awarded to the opposing team.

## **CLASSIFICATION OF DIVISIONS**

- 3: Toy Bowl Association athletic competitions are divided into four divisions: Starters, Fleas, Juniors and Seniors
- 3-a: The Starter Division shall consist of teams comprised of 1<sup>st</sup> and 2<sup>nd</sup> graders, although kindergarteners may also participate in the Starter Division.

- 3-a-1: A second grader reaching his/her 9<sup>th</sup> birthday prior to September 1<sup>st</sup> of the current year may not participate in the Starter Division.
- 3-b: The Flea Division shall consist of teams comprised of 3<sup>rd</sup> and 4<sup>th</sup> graders, although younger players may play up in this division.
- 3-b-1: A fourth grader reaching his/her 11<sup>th</sup> birthday prior to September 1<sup>st</sup> of the current year may not participate in the Flea Division.
- 3-c: The Junior Division shall consist of teams comprised of 5<sup>th</sup> and 6<sup>th</sup> graders, although younger players may play up in this division.
- 3-c-1: A sixth grader reaching his/her 13<sup>th</sup> birthday prior to September 1<sup>st</sup> of the current year may not participate in the Junior Division.
- 3-d: The Senior Division shall consist of teams comprised of 7<sup>th</sup> and 8<sup>th</sup> graders, although younger players may play up in this division.
- 3-d-1: An eighth grader reaching his/her 15<sup>th</sup> birthday prior to September 1<sup>st</sup> of the current year may not participate in the Senior Division.

### **EQUIPMENT/COURT SPECIFICATIONS**

- 4-a: In Starter Division games, the goals shall be set to a height of eight feet, and the free throw line shall be set at a distance of ten feet from the basket. On foul shots, the first defensive player on each side of the lane will be positioned between the block and the basket.
- 4-b: In Flea Division games, the goals shall be set to a height of nine feet, and the free throw line shall be set at a distance of twelve feet from the basket. On foul shots, the first defensive player on each side of the lane will be positioned between the block and the basket.
- 4-c: In Junior and Senior Division games, the goals shall be set to a height of ten feet, and the free throw line shall be set at a distance of fifteen feet from the basket.
- 4-d: Starter and Flea Division games shall use a ball with a diameter of 27 inches.
- 4-e: Junior Division games shall use a ball with a diameter of 28.5 inches.
- 4-f: Girls games in the Senior Division shall use a ball with a diameter of 28.5 inches.
- 4-g: Boys games in the Senior Division shall use a ball with a diameter of 30 inches.
- 4-h: In the Starter Division, a successful field goal attempt shall be awarded two points, regardless of distance from the basket.
- 4-h-1: In the Flea, Junior & Senior Divisions, a successful field goal attempt from beyond the three-point arc shall be awarded three points.

### **UNIFORMS**

- 5-a: Players participating in Toy Bowl sanctioned games are not allowed to wear any jewelry that may result in injury to themselves or another player. This includes earrings, necklaces, watches, rings, and metallic or hard plastic hair accessories. Players required to wear a medical bracelet may

- do so, but it must be taped in a way so that it will not injure another player.
- 5-b: Players must wear matching uniforms with numerals on both front and back of jersey. Uniform numbers should be a minimum of 4" in height on the front of the jersey, and 6" in height on the back of the jersey.
  - 5-c: Players may not have duplicate uniform numbers on the same team.
  - 5-d: Uniform numbers may not contain the numerals 6, 7, 8 or 9.
  - 5-e: Violations of Rules 5-c and 5-d will result in a technical foul.
  - 5-f: In a Toy Bowl sanctioned basketball game, the team designated as the home team has the responsibility of wearing the light-colored jersey. If there is a conflict, it is the responsibility of the home team to change jerseys, unless the home team has non-reversible jerseys.
  - 5-g: If T-shirts are worn under the jerseys, it must be the primary color of the jersey or white, and each player must wear the same color.

## **GAME PLAY**

### **NUMBER OF PLAYERS**

- 6: A team participating in a Toy Bowl sanctioned basketball game shall have no fewer than four players present at game time.
- 6-a: A team with fewer than four players present at game time shall forfeit.
- 6-a1: A maximum of 2 players may Guest Play from a Younger "Division" for regular season games only. Any guest players playing up can only get your game day roster for the game to 5 players for Basketball. The Guest Play rule is ONLY in effect to keep from forfeiting a game.
- 6-a2: Guest players become ineligible to play the remainder of a game if regular rostered players become available to play.
- 6-b: At the discretion of the gym manager and referees, a game can be delayed for a maximum of five minutes to allow a sufficient number of players to arrive before calling a forfeit.
- 6-c: Any player arriving after the game has begun must have been entered into the official scorebook prior to the start of the game. Failure to do so will result in a technical foul if the player participates in the game.
- 6-d: Once the game begins, there is no minimum number of players that must be on the floor. However, if a team is reduced to three or fewer players due to injury or foul-out, the referees may, at their discretion, stop the game if there is a perceived danger of physical harm to the players.
- 6-e: A coach opposing a team with less than five players is under no obligation to reduce the number of players from his/her team on the floor to match that of the opposing team, but may do so voluntarily.

### **CLOCK OPERATION**

- 7: Toy Bowl sanctioned basketball games shall be divided into four equal quarters as follows:

Starter Division	6 minutes
Flea Division	6 minutes
Junior Division	7 minutes
Senior Division	8 minutes

- 7-a: In the Starter Division, the clock shall run continuously, stopping only during time-outs and free throw attempts. Refer to Rule 8-a-5 for the one exception.
- 7-b: In the Flea, Junior and Senior Divisions, the clock shall stop during time-outs, free throw attempts, and alternating possessions. The clock shall stop on all dead ball situations during the final two minutes of each half, as well as any overtime period(s). In all other cases, the clock shall run continuously.
- 7-c: Overtime periods in all divisions shall be 3 minutes in length.

### **DEFENSIVE RULES**

- 8-a: In the Starter Division, the team on defense must remain inside the three-point arc until the ball breaks the vertical plane of the arc.
- 8-a-1: Repeated violations of Rule 8-a will result in a warning, then a technical foul for each subsequent violation.
- 8-a-2: Once the ball has broken the vertical plane of the three-point arc, defensive players may move beyond the arc, even if the ball handler retreats outside the arc.
- 8-a-3: If the ball is knocked out of bounds by the defensive team after the ball has crossed the three-point arc, the defensive team may continue to play outside the arc once the ball is put back into play by the offensive team.
- 8-a-4: Once the offensive team has moved the ball across half-court, they have fifteen (15) seconds to move the ball inside the three-point arc. Failure to cross the arc within fifteen seconds will result in a turnover.
- 8-a-5: If the offensive team calls a timeout prior to crossing the three-point arc, the fifteen second time limit DOES NOT reset upon resumption of play.  
Example: If the offensive team calls timeout thirteen seconds after crossing half-court, coming out of the timeout they will have two seconds to cross the three-point arc; upon resumption of play, if the ball is inbounded back-court, the game clock will not resume until the ball again crosses half-court, at which time the fifteen second time limit will then resume.
- 8-b: In the Starter and Flea Divisions, defense is not allowed in the back-court until the final minute of the game, and the duration of any subsequent overtime period(s).
- 8-b-1: A Starter Division team with a lead of at least five (5) points or a Flea Division team with a lead of at least ten (10) points may not play defense in the back-court under any circumstances.
- 8-b-2: Repeated violations of Rules 8-b & 8-b-1 will result in a warning, then a technical foul for each subsequent violation.

- 8-c: In the Junior Division and Senior Divisions, full-court defense is allowed during the entire game, except as stated herein:
- 8-c-1: In the Junior Girls division, defense is allowed in the back-court only during the final quarter, and the duration of any subsequent overtime period(s).
- 8-c-2: In Junior Boys and Girls, as well as Senior Girls, a team leading by 10 points or more may not play defense in the back-court under any circumstances.
- 8-c-3: In the Senior Boys Division, a team leading by 15 points or more may not play defense in the back-court under any circumstances.
- 8-c-4: Repeated violations of Rules 8-c, 8-c-1, 8-c-2 & 8-c-3 will result in a warning, then a technical foul for each subsequent violation.

## **COACHING**

- 9-a: Each team participating in a Toy Bowl sanctioned basketball game shall have no more than two coaches on the bench during the game.
- 9-a-1: Head Coach must be at least 21 years of age, must attend Youth Protection One training conducted by the Diocese of Birmingham, and must sign the Coaches' Code of Conduct prior to the start of the season.
- 9-a-2: A third person may be present on the bench to serve as a stat keeper for the team. This person must be clearly performing this function and not assisting in the coaching of the team. Failure to comply with this rule will result in the person being removed from the bench.
- 9-b: The head coach is responsible for providing the scorer's table with a complete roster prior to game time, including full names of all players and jersey numbers. Failure to do so will result in a technical foul.
- 9-c: During game play, only one coach per team may stand up off the bench. The other coach must remain seated.
- 9-c-1: A coach charged with a technical foul is required to remain seated on the bench for the duration of the game.
- 9-c-2: The designated stat keeper, as described in Rule 9-a-2, has the option to sit at or near the scorer's table as long as he/she is not a hindrance to the official scorers.
- 9-c-3: In the event of a discrepancy between the official scorebook and either team's scorebook, as well as the scoreboard, the official scorebook shall prevail. If the official scorebook and the scoreboard do not match, the scoreboard shall be changed to reflect the official book.
- 9-d: Each team is allowed a maximum of four timeouts during a game. An additional timeout is awarded to each team per overtime period.
- 9-e: A coach is not allowed to approach the scorer's table except during timeouts and breaks between periods to verify fouls, timeouts, etc. Any coach doing so will be considered out of the coaches' box and subject to a technical foul.
- 9-e-1: Clock operators and official score keepers are not to be verbally harassed by coaches, players or spectators. Violation of this rule will result in a technical foul on the head coach.

- 9-f: Upon completion of the game, the coach is required to line up his/her players and shake hands with the opposing team. Failure to comply with this rule will be deemed to be unsportsmanlike conduct and subject to disciplinary action by the League.
- 9-g: Teams will pray together at center-court prior to the start of all Toy Bowl sanctioned basketball games.

### **RULES GOVERNING SUBSTANTIAL LEADS**

This section covers the implementation of certain rules when one team builds up a substantial lead over another. These rules will be referred to as the “mercy rule”

- 10-a: The mercy rule shall not be implemented before the 3<sup>rd</sup> quarter of the game.
- 10-b: The mercy rule shall take effect when the leading team takes a lead over the trailing team as follows:

Starter Division – 20 points  
Flea Division – 25 points  
Junior Division – 30 points  
Senior Division – 35 points

- 10-b-1: If the lead falls below the thresholds listed in Rule 10-b, the mercy rule will be suspended, and normal play will resume until the threshold is reached again. At that point, the mercy rule will once again be in effect.
- 10-c: When the mercy rule is in effect, the game clock will run continuously, except for time-outs, free-throws or player injuries. Specifically, the clock will not stop for dead balls, jump balls or during the final two minutes of the half.
- 10-d: When the mercy rule is in effect, the leading team must play defense inside the 3-point arc, until the ball crosses the plane of the 3-point arc. Refer to Rules 8-a-1 through 8-a-5 for full explanation.
- 10-e: Implementation of the mercy rule is mandatory. Exceptions may only be made by an Officer of the Toy Bowl Board or Diocesan liaison to the Board, and will only be made under extraordinary circumstances.
- 10-f: When the mercy rule is implemented, the trailing team shall not be subjected to unsportsmanlike conduct of any kind by players or coaches from the leading team, or anyone associated with the leading team. Violations of this rule are punishable by forfeit of game and discipline of coaches as outlined by the Code of Conduct and/or Toy Bowl Constitution.

### **EJECTIONS**

- 11-a: A player or coach ejected from a Toy Bowl sanctioned basketball game shall be suspended for the next game following the ejection.

- 11-a-1: It is the responsibility of the head coach to report ejection of players to the league. Failure to do so will result in suspension of the head coach for one game and forfeiture of any games played with the player in question as stated in rule 11-c.
- 11-b: A player or coach ejected from two games in the same season shall be suspended for the remainder of the season. A coach suspended for the season will be required to petition the Toy Bowl Board for reinstatement for the next season.
- 11-c: Failure of an ejected player or coach to sit out the following game shall result in a forfeit of that game.

## **PROTESTS**

- 12-a: A protest of a Toy Bowl sanctioned basketball game may only be filed by the Head Coach or Athletic Director.
- 12-b: Protests must be submitted to the Commissioner within 24 hours of the completion of the game in question.
- 12-c: A protest may only be filed based on the outcome of the game being affected by a violation of Toy Bowl rules as stated herein.
- 12-d: Once a protest is received by the Commissioner, it will be reviewed by the Toy Bowl Council and a decision will be made within 48 hours of receipt of protest. The review process will include statements from each coach, game officials, and gym managers.
- 12-e: If a protest is ruled to be valid, a decision will be made based on the nature of the infraction either to replay the game, or overturn the outcome.
- 12-f: The ruling of the Council will be final and not subject to appeal.

## **STANDINGS**

- 13-a: Standings in Toy Bowl sports are based on number of losses, with the team(s) having the fewest losses ranked highest in the standings.
- 13-b: At the end of the season, the team with the fewest number of losses shall be declared regular season champions.
- 13-b-1: In the event that two or more teams are tied with the fewest number of losses, there will be no tiebreak and the teams in question will be considered co-champions.
- 13-b-2: Rule 13-b-1 also applies to second and third place awards.
- 13-c: Seeding for post-season tournaments shall be determined by number of losses, with the fewest number of losses receiving the highest seed.
- 13-d: In the event that two or more teams have an equal number of losses, ties for tournament seed shall be broken as follows:

- 1: Head to head record
- 2: Strength of schedule
- 3: Coin flip



## **CHEERLEADING**

- 14-a: A cheerleading squad representing a Toy Bowl basketball team at a Toy Bowl sanctioned event is governed by the same rules as the players on the court.
- 14-b: Cheerleaders may use artificial or electronic noise generating devices only during warm-ups, timeouts, or intermissions. This includes all music players.
- 14-c: Cheerleaders may not make any attempt to distract opposing free throw shooters. This includes audible cheers as well as physical distractions, such as arm waiving, shaking pom-poms, kicking bleachers, etc.
- 14-c-1: If a cheerleading squad is deemed by the game officials to be causing a distraction during free throw attempts, a warning will be issued to the coach of the team represented by the cheerleaders. Further violations of this rule will result in a technical foul being assessed against the head coach.