

CYO Basketball Rule Summary by Age Division

Boys: Can start with 5, but must have 6 by 3rd qtr. **Girls:** Only 5 required
NO OVER TIME IN REGULAR SEASON...ONLY PLAYOFFS

DIVISION	BALL SIZE	DEFENSE STARTS @	FREE THROW	In Last 2 Min... Clock Starts...
TOT 1 (CoEd)		Mini Ball	None	Once 3pt Arc is crossed
TOT 2 (CoEd)		Mini Ball	None	Once 3pt Arc is crossed
Tiny 1 Boys	Leather Rookie Gear 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
Tiny 2 Boys	Leather Rookie Gear 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
Tiny 1 Girls	Leather Rookie Gear 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
Tiny 2 Girls	Leather Rookie Gear 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
PeeWee 1 Boys	Jr. - 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
PeeWee 2 Boys	Jr. - 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
PeeWee 1 Girls	Jr. - 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
PeeWee 2 Girls	Jr. - 27.5"	Wait inside arc until ball crosses half court	24" shorter	Once Half Court Crossed
Mite 1 Boys	28.5"	Full Court	Regulation 15'	When touched by player
Mite 2 Boys	28.5"	Full Court	Regulation 15'	When touched by player
Mite 1 Girls	28.5"	Full Court	Regulation 15'	When touched by player
Mite 2 Girls	28.5"	Full Court	Regulation 15'	When touched by player
Cub Boys	29.5" Official	Full Court	Regulation 15'	When touched by player
Cub Girls	28.5"	Full Court	Regulation 15'	When touched by player
Junior boys	29.5" Official	Full Court	Regulation 15'	When touched by player
Junior Girls	28.5"	Full Court	Regulation 15'	When touched by player

8 min. quarters IN THE LAST 2 MIN. OF THE 4TH QUARTER...CLOCK STOPS ON THE WHISTLE!

THE REST OF THE GAME IS "RUNNING TIME"...CLOCK ONLY STOPS WHEN WHISTLE IS BLOWN FOR FOUL SHOTS* AND TIME OUTS. *(FOUL SHOTS: WHEN REF SHOWS 2 FINGERS WHILE BLOWING*

4 TIME OUTS
May be accumulated

Summary of Playing Rule Adjustments TOT thru Pee Wee Divisions

TOT 1 (Pre-K) and TOT 2 (Kinder)

1. No pressing in the back court.
2. Defense can NOT pick up a loose ball in the back court...Officials should not call a "turn over" in the back court.
3. Defense must be inside 3-point arc. Defense only starts when ball crosses the ARC
4. No double dribble will be called - player can dribble with 2 hands.
5. Traveling will ONLY be called inside the "paint" ...
Traveling: stop and restart the dribble / taking more than 2 steps w/out a dribble
6. Fouls will be called, but NO foul shots awarded
7. One coach allowed at baseline (but not under the basket), opposite their bench.
8. NO "3 second" rule.

Tiny 1 (1st grade) and Tiny 2 (2nd grade)

1. No pressing in the back court.
2. Defense can NOT pick up a loose ball in the back court...Officials should not call a "turn over" in the back court.
3. Defense must be inside 3-point arc, except on a fast break. Defense only starts when ball crosses Half-Court line.
4. No double dribble will be called - player can dribble with 2 hands.
5. Traveling will ONLY be called inside the "paint" ...
Traveling: stop and restart the dribble / taking more than 2 steps w/out a dribble
6. Foul line is 24" shorter
7. "3 second" rule extended to 5 seconds.

Pee Wee 1 (3rd grade) and Pee Wee 2 (4th grade)

1. No pressing in the back court.
2. Defense can NOT pick up a loose ball in the back court.
3. Defense must be inside 3-point arc, except on a fast break. Defense only starts when ball crosses Half-Court line.
4. Foul line is 24" shorter

Boys or Co-ed teams only...Need 5 players to start game, but must have 6 at start of the 3rd Qtr.
If no 6th player at 3rd...game is an official Forfeit, BUT officials will officiate remainder of the game with regulation time periods (8 min.)

Girls teams only needs 5 players for all 4 periods.

Regular basketball rules for MITE thru Cub age divisions