

## 2023-2024 BASKETBALL (GIRLS AND BOYS SEASONS)

### BY-LAWS, PROCEDURES AND GAMES

REVISED ON 10-2-2023

**I. The Classic League** consists of member schools. The number of member schools in the League may be increased or decreased if a majority of the current members vote for approval. The total number of schools should be no more than 12 unless agreed upon by the majority of the schools. The League consists of 5th, 6th, 7th and 8th grade boys and girl's teams. Member schools may only enter one team per grade level unless approved by the majority of league schools. No new member school can be accepted into the league until the post season meeting of the previous year. Applications for new members must be presented at that meeting. After their presentation and departure members schools must vote. It will be recommended that a new school that enters the league brings in 4 teams and participates in all Classic League sports.

**II. Administrative functions** will be handled by all member schools or a designee and will be responsible for assisting with one of the following positions when possible: Co-Coordinators, Treasurer, Secretary, Ordering Trophies, Ordering Allstar shirts, Keeping Standings, Making Playoff Brackets, Making All-Star Program, and Assisting with Admission / Scoring Table at Playoff games, etc.

Rule Interpretation / Protest: League President, other board members, and two other senior athletic directors from member schools decided on at the scheduling meeting for that given season. If your school holds a board spot (Coordinator, Treasurer, or Secretary), you can not also be on the protest committee.

League meetings will be held when necessary. All member schools are responsible for having a representative at each meeting. That representative may vote on any policy decisions. Schools not represented at league meetings shall abide by any decision resultant from aforementioned league meetings. No proxy votes are allowed. Motions made and seconded require a vote at that same meeting.

### III. Rosters

**To enter a team in The Classic League at any level, a roster must be included and have a minimum of five (5) players on that roster.** Roster forms are to be completed for each team at each level that must include the player's name, uniform number, date of birth, and grade. Please ensure that the Coach, Athletic Director, School Principal validates each completed roster by signature. The CCD Director and Pastor should also validate the roster if CCD players are being used to assist with the roster. (see roster form)

- 1) No player may be entered as a player on more than one roster or play for more than 1 school.
- 2) Players may move to a higher level and play in 6 quarters (any appearance in that quarter constitutes a full, complete quarter) of two games per night, and only if the UPPER LEVEL TEAM DOES NOT HAVE SEVEN ROSTERED PLAYERS AVAILABLE. Only enough players may move up to complete a bench to the EIGHTH spot and only if they normally have 8 or more players on their roster. The lower level coach must let the scorer's table know at the beginning of their game that a player will be playing up. In the event it is a last minute decision, it will be assumed the player being brought up has already played 4 quarters.
- 3) CCD Players will be allowed for schools at a maximum of 2 players per team to assist in making a team of 7 players at that level. If you already have 7 spots filled, no CCD players will be allowed on that team. If you are rostered on your public school team, you are not allowed to play as a CCD team member.
- 4) Rosters must be submitted before the first game of the season is played so that they can be distributed to all the other schools. Any changes to the roster should be revealed to the league. If a player enters the school after the first month of the season opening date, the player can play in the regular season, but not in the playoffs.
- 5) All home teams should wear a white in color jersey or have pinnies available in a light color for all players on each team. Road teams should wear a dark jersey when away. If schools have two different color jerseys, bring both to all games.
- 6) There shall be a limit of 1 head coach and 2 assistant coaches that are allowed to be seated on the bench with the team.

#### **IV. Financials/ League Fees**

Referee fee is \$40.00 per referee per game at the Junior Varsity and Varsity levels, \$55.00 for single games at either level. The referees will be paid on the court at the start of every game unless other arrangements have been made prior to the referees by the Athletic Director or Coaches. All games played, including playoffs, will be paid by the teams on the floor.

All money is due by the playoff scheduling meeting. A partial payment is due at the halfway point of the season. Any additional fees or make-up games must be paid prior to the playoffs, otherwise your schools will not be allowed to participate in the playoffs. The league has the power and right to cancel or forfeit games during the season if no money is received. If a payment plan is needed, speak to the treasurer. **ALL FEES PAYABLE TO: THE CLASSIC LEAGUE**

Referee assignor fee \$35.00 per team.

League Co-Coordinator fee \$10.00 per team.

Treasurer fee \$5.00 per team.

Standings fee \$5.00 per team.

Master Scheduler fee \$5.00 per team

Allstar fee \$25.00 per team (price can vary slightly based on how many teams enter the league)

Trophy / Awards fee \$40.00 per team (price can vary slightly based on how many teams enter the league)

#### **V. Member Home Game Responsibilities**

- 1) Admission for games is allowed. There will be a 10 minute forfeit time from start time listed on the Master Schedule.
- 2) There must be an **Adult** at the Scorer's table at all games. If an adult can not be there, a competent and knowledgeable person preferably over the age of 15 may assist with keeping score. A copy of the league rules must be available at the Scorer's table for every game. A backup time and score keeping system should be available if possible.
- 3) Have first aid kits and ice available for injuries.
- 4) An **Adult** must be available at all Home Games to supervise "crowd control" and any other situation that may occur during a game. Only players, coaches, and referees should be allowed on the court during game play and should be enforced by the home team. Only exceptions will be administrative events (shoot for money, pack the gym events, etc).
- 5) It is your responsibility to ensure the safety of all people in the gym (players, coaches, referees, and fans). Call the police if necessary. Any serious events should be reported to the league president.
- 6) Officials must sign the scorebook after the game. Call Referee Assignor immediately if referees do not show up or you have any complaints. If there are any complaints, send an email with details about the incident after contacting the referee assignor.
- 7) The results must be reported to the Scorekeeper within 48 hours of the game being played.
- 8) All games must be completed by the official last day of league play which is determined at the scheduling meeting. A concerted effort must be made by the team requesting a rescheduled game to meet this deadline; even if it means playing at the opponent's gym. Any game(s) not completed by the aforementioned deadlines will be considered a loss for the canceling teams.
- 9) Procedure for postponing a game to avoid a forfeit fee & loss
  - A) Contact opposing team at least 48 hours prior to game start time and
  - B) Contact Referee Assignor 48 hours prior to game so that referees are notified and
  - C) Contact League Coordinator so the master schedule can be updated. Try to reschedule the games as soon as possible with the new date
- 10) Any protest must be submitted to the League President within 48 hours of the scheduled starting time of the game in question. Protests will only be considered for this reason: Interpretation of the rules by an official and / or eligibility infractions. Protests will not be heard for any other reasons.
- 11) Hosting schools shall have gym access available to both teams no less than 15 minutes prior to game time which will be available for warming up. Visiting schools should not expect a gym to be open any earlier than 15 minutes prior to game time.

## **VI. Trophies / Awards**

The Classic League awards team trophies for 1st places for the regular season finishers, at the 5th, 6th, 7th and 8th levels. Post season team awards will be presented to the 1st through 3rd place team in form of trophies. (15) t-shirts to the League Champions will also be awarded at each level. Member schools will be billed appropriately if extra items are needed.

## **VII. Playoffs**

All teams make the playoffs, being seeded based on their regular season records. In the event of a tie; the tie breaking procedures will be: 1) head to head result (win-loss), 2) then records against higher seeded teams, 3) then a coin flip. A coin flip cannot cost a team its individual trophies. The tied teams will have to pay to provide the additional trophies should this occur. Only gyms equipped with a three point line and have a standard floor length and do not have special "house" rules when playing on that court will be eligible to host playoff games.

## **VIII. All-Star Games**

The All Star Game will be played at the 6, 7, 8th grade levels. Each school is allowed atleast two representatives to the All Star Game. The league will try to have at least 20 players per grade (10 on a side). Shirts will be provided by the league for each player. Coaches who finished at 1st and 2nd place of the regular season will be asked to coach the all star games. The 8<sup>th</sup> grade game will be played first, then the 6<sup>th</sup>, and then the 7<sup>th</sup>. The MVP Award will be handed out at halftime of the 8th grade All-Star game.

## **IX. Players / Coaches / Parents Suspension**

1st Ejection of the season = 1 game suspension for next scheduled league game (even if its a playoff game).

2nd Ejection of the season = next 2 scheduled league games (even if its a playoff game),

3rd Ejection of the season = Removed for rest of season & playoffs.

Any ejection of a player / coach / or fan must be called into the League President by both school's Athletic Directors or coaches. The referees will notify their assignor as well. Any continuous violation of the rules will result in the school being placed on probation. Any violations while on probation can lead to the school being released from the Classic League.

## **X. Coaches Clinic and Basketballs**

The league will provide a coaches clinic for all coaches every two years (Odd Years) if there are any major rule changes that need to be explained. If the funds are available, the league will provide each member school with a 28.5 and adult size basketball which should be kept in good condition for game play only. (Even Years)

## 2023-2024 CLASSIC BASKETBALL GAMES RULES (For Scoring Table)

**I.** All games played in The Classic League. will be governed by the I.H.S.A. rules for Basketball, unless otherwise specified herein. Only players, coaches, and referees will be allowed on the court during game play and between quarters.

**II.** The 5th, 6th, 7th and 8th grade games will feature: four 6 minutes' quarters, game clock stopping on all whistles and overtime periods of two minutes. There will be a five minute half and pre-game as dictated by the Home Team.

**III.** At the 5th and 6th grade levels (JV) for both boys and girls, pressing is only allowed during the last two minutes of each half and throughout any overtime period. Boys and Girls 7th and 8th grade levels (Varsity) can press anytime. At all levels, no pressing will be allowed for a team with a lead of 15 points or more. During a "No Press" situation, the defensive team must retreat behind half court.

**IV.** Each team will be allotted 3 full time outs and two 30 second time outs for each game. During each extra overtime period, each team will be awarded 1 full time out per overtime period played.

**V.** The 5th grade may shoot free throw(s) one foot closer to basket. The line must be either taped or painted. 5<sup>th</sup> grade also has a 5 second rule in the lane instead of 3 seconds.

**VI.** Should a school not have matching uniforms, duplicate numbers or no numbers, the coaches and referees should decide on the appropriate actions to be taken before the game begins. All jersey numbers should be legal numbers as defined by the IHSA handbook. Home team should have white jerseys a light colored jerseys or have pinnies available for all players.

**VII.** The three point line will be honored in gyms so equipped.

**VIII.** The One and One Bonus is no longer valid. The League will use the "NEW" bonus rule which establishes the bonus as two free throws awarded for a common foul beginning with the team's fifth foul in each quarter. This count resets the fouls at the end of each quarter.

**IX.** Players may move to a higher level and play in 6 quarters of two games per night, and only if the UPPER LEVEL TEAM DOES NOT HAVE SEVEN ROSTERED PLAYERS AVAILABLE. Only enough players may move up to complete a bench to the EIGHTH spot if that team normally has a roster of at least 8 players. The definition of "a quarter" is any appearance in that quarter, and will constitute a full, complete quarter. You must advise the opposing team if using this rule prior to the start of the first game in which the player appears. Assume the player played in 4 quarters if the scoring table was not notified.

**X.** Basketball size = All Girls and Boys 5<sup>th</sup> grade levels use the intermediate size ball (28.5), Boys 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> use official adult size basketball.

**XI.** Overtime rules = 5<sup>th</sup> grade is allowed only 1 overtime, 6<sup>th</sup> grade is allowed 2 overtimes, and 7<sup>th</sup> & 8<sup>th</sup> grades are allowed as many as needed. In case there is a tie on the 5<sup>th</sup> and 6<sup>th</sup>, the game will be recorded and called in as a tie. No sudden death at any level during the regular season and playoffs. During the playoffs, you will keep playing until there is a winner at all levels.

**XII.** Mercy Rule: If a team is up by 30 points or more at the start of the 4<sup>th</sup> quarter, a running clock will be utilized to start the 4<sup>th</sup> quarter once the ball is inbounded. The only stoppage of play will be if a timeout is called. If the difference of score is less than 30 points during the 4<sup>th</sup> quarter, the clock will continue to run until the end of the game unless a timeout is called. If for some reason the score becomes tied and goes into overtime, regular game play resumes and there is no running clock in any overtime period.

**XIII.** Concussion Rule. IHSA rules will be followed. Only exception: If a referee believes a player has suffered a concussion or shows signs consistent with a possible concussion and the coach/parents want the player to continue in game play, the referee has the power to remove the player from the game. Emergency personnel should be contacted by the home school for that player. If a player is removed, the referee will contact the league president and the league will follow up with the impacted school regarding the player's eligibility.