

**BASKETBALL BY-LAWS**

**1. OFFICIAL RULES**

Basketball games shall be played in accordance with the rules as defined in the current edition of the National Federation Rule Book.

**2. CLASSIFICATIONS**

Official competition shall be conducted in Boys and Girls Varsity, boys Frosh/Soph, girls Junior Varsity.

**3. GENERAL REGULATIONS**

1. Prior to the first preseason game, schedules shall be sent to each member school. (4-17-97)
2. The Board of Managers may grant permission for participation in post-season tournament.
3. There shall be at least 20 minutes for warm-ups between contests.
4. Home teams will provide game balls.

**4. GAME LIMITATIONS**

1. Varsity and feeder teams shall be limited to twenty-four (24) games, plus two (2) scrimmages and one (1) non-CIF contest. (10-17-96)
2. A tournament shall be counted as the total number of games played within the structure - not games guaranteed. (see CCS limitations) (03/05/09)

**5. PRACTICE DAYS**

CIF Rule #308, CIF Constitution

1. A player who participates in a Varsity League game may not return to a team of lower classification during the season.
2. Once League play begins teams shall be limited to three (3) practices per week, except on their "bye" week when they may have 4 practices. (4-20-99)
3. Saturday practices are allowed during the season. (11/20/07)

**6. OFFICIAL LEAGUE BASKETBALL**

The recommended League basketball shall be the same ball adopted by CCS.(4-20-99)

**7. GAME MANAGEMENT REGULATIONS**

1. Quarters shall be eight minutes for Varsity, Frosh/Soph, and JV (5-24-01)
2. There shall be two officials for all league games.
3. There is to be 1 adult to run the game clock for both Varsity & F/S - JV and an experienced person to run the shot clock. Failure to provide an adult could result in the visiting school protesting the game. (5-24-01)

**8. SHOT CLOCK - THIRTY & THIRTY FIVE SECOND CLOCK**

1. *The operator shall control a separate timing device.*
2. *The operator shall be provided with a horn with which to signal.*
3. *The operator shall start the timing device when a team initially gains possession of the ball.*
4. *The operator shall stop the timing device and reset when play continues:*
  - a. *when the team loses possession of the ball (the mere touching of a ball by an opponent does not start a new clock if the same team remains in control of the ball)*
  - b. *when a foul occurs*
  - c. *when a tie ball occurs*
  - d. *when a try for goal is attempted*
  - e. *when a violation occurs*
5. *Stop the timing device and continue time when play commences. A new clock period shall not be started when:*
  - a. *the ball is deflected out-of-bounds by a defensive player*
  - b. *the team in possession of the ball calls a time-out*
  - c. *a player becomes injured or loses a contact lens*

*The operator shall sound the horn at the expiration of shot clock. This, however, does not stop play unless recognized by the official's whistle.*

**9. RESCHEDULING GAMES**

If there is a need to reschedule a game, the home team must initiate the request. The game shall be played (in order of the schedule) within five school days. Any variation shall be approved by the League Commissioner.

**10. LEAGUE CHAMPION**

The League Champion shall be determined during the double round-robin regular season. The team with the most wins is the League Champion. In the event of a tie, it shall be a co-championship.

**11. C.C.S. PLAYOFFS**

1. All post-season play will go by the CCS Division playoff Regulations and CCS by-laws.

2. Automatic Qualifiers shall be determined as follows:  
four(4) for Mt. Hamilton, one (1) for Santa Teresa, & one (1) for West Valley.  
(3/08/07)

3. Requests to go on to CCS must be made to the Executive Board. (4/99)

**12. ALL LEAGUE SELECTIONS -**

All League awards will follow the guidelines established by the Chart of Awards found in the BVAL Constitution. For basketball it will be 7 - 1st team & 7 - 2nd team players. (4/99) 5 Special recognition for the Varsity. These awards will be: MVP, SR, JR, SOPH, FR of the year and Coach of the Year. (5/25/00)

**13. PEP BANDS -**

Pep bands shall remain on the home side of the gym at the end of the gym.  
(not behind the benches)

**14. SPIRIT SQUADS -**

Spirit squads are to remain in the stands during the game and may be on the court for half-time and time-outs. (5-29-03)

**15. SUPERVISION -**

It is mandatory that both schools provide supervision at all varsity boys basketball games both home and away and all home **varsity** girls games **unless requested otherwise by home site.** (12/04/09)