

# CHESTERFIELD BASKETBALL LEAGUE

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## PLAYING RULES & PROVISIONS 2024 SEASON

10/12/2023

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XV. APPENDIX ..... Page 16

1. DEFINITIONS

- a. Ineligible Players
- b. Illegal Players
- c. Ineligible Coaches

195 **PLAYING RULES AND PROVISIONS**  
196 **2024 SEASON**  
197

198 Welcome to the Chesterfield Basketball League. The purpose of this League is to develop character and  
199 improve the physical well-being of Chesterfield Youth while they enjoy the game of basketball. The following  
200 codes of conduct, regulations and general rules have been enacted to achieve the goals established by the  
201 League and to provide organization, safety and security for participants and spectators.  
202

203 **I. CONDUCT - COACHES, PLAYERS, AND SPECTATORS:**

204 The League and Executive Board expects all players, coaches, parents, and spectators to exhibit a high  
205 standard of sportsmanship and to observe all published rules and regulations of the Chesterfield Basketball  
206 League as well as those of the Chesterfield County Parks & Recreation Department and the Chesterfield  
207 School Board. While not attempting to list all actions, which might be considered detrimental to a youth  
208 basketball program, it has become necessary to spell out some of them because of the conduct of some  
209 players, coaches, parents, and spectators during past seasons. Accordingly, the following actions will result  
210 in disciplinary measures being taken:  
211

- 212 1. **PROFANITY WILL NOT BE TOLERATED FROM PLAYERS, COACHES OR SPECTATORS AT ANY**  
213 **TIME. COACHES WILL BE RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS AND THEIR**  
214 **ASSOCIATION PARENTS AND FANS DURING ALL GAMES.**  
215
- 216 2. **ONE (1) COACH OR PLAYER TECHNICAL FOUL FOR UNSPORTSMANLIKE CONDUCT** will result in  
217 **automatic ejection from the game. The offending coach or player will be required to immediately**  
218 **leave the gymnasium area before play is resumed, will be suspended for the next regularly scheduled**  
219 **game, and will not be allowed to be present in any gym for any scheduled game until their suspension**  
220 **has expired. Failure to comply with this rule will be grounds for forfeiture of the game by the offender's**  
221 **team. TWO (2) bench technical and/or player technical fouls in one game will result in automatic**  
222 **forfeiture of the game. (This excludes technical fouls called because of playing rule violations (i.e.,**  
223 **illegal time-outs, minors pressing in the back court, incorrect number of players on the floor, etc.).**  
224 **Both coaches from each team must report any ejections for technical fouls to the league**  
225 **commissioner within 24 hours. Failure to do so will double the above penalty.**  
226
- 227 3. **Any team that loses TWO (2) games in any ONE (1) season due to forfeiture of the two games because**  
228 **of unsportsmanlike technical fouls will be suspended from further league play for the entire**  
229 **season. The record for the team will not be used to compute any post season standings.**
- 230 4. **All bench technical fouls will be charged to the offending individual if the offender can be determined**  
231 **by the referee. If the referee cannot determine the offender, the bench technical foul will be charged**  
232 **to the Head Coach.**  
233
- 234 5. **The REFEREE will warn the Head Coach when his TEAM FANS are displaying improper**  
235 **sportsmanship. The referee may impose a technical foul on the Head Coach if the fans continue**  
236 **improper behavior. These technical fouls will be bench technical fouls and will be charged to the**  
237 **Head Coach.**  
238
- 239 6. **Any Athletic Director, Commissioner or Officer of CBL, who also serves as a coach, or an assistant**  
240 **coach will exhibit the highest standard of sportsmanship. If a game must be forfeited because of**  
241 **technical fouls, or if there are three (3) technical fouls called against the Coach/Assistant**  
242 **Coach/Athletic Director/ Commissioner/Officer, during a season, he/she could forfeit his/her**  
243 **position with the CBL Board and/or as a Voting Representative.**  
244
- 245 7. **Should any player or coach participate in a fight, threaten, or challenge any referee or League Official,**  
246 **the offender will automatically be ejected from the game and placed on suspension. The Executive**

247 Board will review the incident and determine the appropriate penalty which could result in suspension  
248 from further League activities for the remainder of the year (including playoffs). Should a parent or  
249 fan threaten or challenge, in any manner, a referee, CBL and/or League Official or gym security  
250 Officer, before, during or after a game or participate in a fistfight, their child (if applicable) will be  
251 suspended for a minimum of **four (4)** games. The offender (player; coach; parent; fan) will be  
252 requested to leave the gymnasium area and/or the Chesterfield Police Department will be  
253 summoned. If the conduct of a team requires the League to provide Police security at a gym, the  
254 League will require the team's association to pay for the security officer.  
255

- 256 8. 8 Any player, or players who are on the bench and leave the bench during any altercation  
257 between players participating in the game, will be ejected from that game, and suspended for the  
258 next two games. This will also result in an automatic forfeiture of the game. If both teams have  
259 players who leave the benches, it will be a double forfeiture.  
260
- 261 9. **Any player who has been expelled or suspended from CHESTERFIELD COUNTY SCHOOLS cannot**  
262 **participate in any CBL practices or games during the suspension period.** The above ruling is in  
263 compliance with Chesterfield County School policy which requires that students who are on out of  
264 school suspension (OSS) **CANNOT** be on any school property during the suspension. CBL does not  
265 consider the suspension period to be completed until the participant has attended one day in school  
266 following the suspension period.  
267
- 268 10. All coaches, players, other participants, and spectators are additionally required to abide by the most  
269 current version of Chesterfield County Parks and Recreation Code of Conduct as published on the  
270 County website and the current County sports manual.  
271
- 272 11. Coaches, team personnel, sponsors, parents, fans, cheerleaders, or Associations found to be in  
273 violation of the above rules or who take any action which the Executive Board considers to be  
274 detrimental to the youth basketball program, are subject to swift and severe disciplinary action  
275 rendered by the Executive Board and/or Chesterfield County under provisions of the Code of  
276 Conduct. The Executive Board will rule on the merits of each individual case.  
277
- 278 12. If an offender refuses to abide by the above rules or penalties, CHESTERFIELD COUNTY POLICE WILL  
279 BE CALLED TO ESCORT OFFENDERS FROM THE CHESTERFIELD COUNTY SCHOOL PROPERTY. The  
280 Executive Board endorses the issuing of warrants for the arrest of offending parties, IF NECESSARY.  
281

## 282 II. ASSOCIATION REQUIREMENTS/RESPONSIBILITIES:

### 283 1. CONCUSSION POLICY

- 284 a. Effective July 1, 2014, the General Assembly of Virginia approved an amendment to Code of  
285 Virginia 22.1-271.5 regarding concussions. Chesterfield County now requires all cosponsored  
286 recreational programs to have a concussion policy which follows the guidelines outlined in 22.1-  
287 271.5. The Chesterfield Basketball League Executive Board has endorsed this requirement,  
288 effective July 1, 2014, and requires each association develop a policy and program to provide  
289 training to comply with the above law prior to the initiation of the 2024 season for practice and  
290 or games. Revised team registration forms will now have an area to indicate the coach has  
291 successfully passed the concussion training and the date the training was completed. It shall be  
292 the responsibility of each association to ensure this training was successfully completed or the  
293 individual applying for a coach's position (head coach or assistant) will be ineligible to coach. The  
294 Centers for Disease Control (CDC) offers information for concussion training and certification at  
295 [www.cdc.gov/Concussion](http://www.cdc.gov/Concussion).  
296  
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298

299 2. CHESTERFIELD COUNTY PUBLIC SCHOOLS SMOKING POLICY

- 300 b. Effective July 1, 2015, the School Board of the Chesterfield County Public Schools enacted School  
301 Board Regulation 4010-R **prohibiting the use of tobacco products and electronic cigarettes on all**  
302 **school division property.** School property is defined as the interior and exterior of all schools,  
303 athletic facilities including concession stands and restrooms, school grounds including lawn  
304 areas, sidewalks, driveways, parking lots, playgrounds, and bus loops. **It will be the responsibility**  
305 **of each individual association** to notify parents and spectators of this policy and request anyone  
306 observed violating the policy to safely discard the tobacco product that is in use. This will include  
307 any practice times at a school facility as well as games. If an individual refuses to comply with the  
308 policy, they will be asked to leave the premises in addition to other possible consequences.  
309 Assistance for your association when a person refuses to comply can be obtained through the  
310 Parks & Recreation hotline on **748-1624**. The entire policy is available on the Chesterfield County  
311 Public Schools website.

312  
313 III. COACHING REQUIREMENTS/RESPONSIBILITIES:

- 314 a. The CBL Executive Board must approve all coaches. All team and Association personnel must be  
315 of unquestionable moral character. The use of an ineligible coach, whether ineligible for CBL  
316 certification and/or County Background Check Policy, shall warrant forfeiture of the game and  
317 removal of the coach.
- 318 b. The Head Coach of each team must be at least **TWENTY-ONE (21)** years of age on/or before the  
319 first practice session except for the Senior Division. SENIOR DIVISION coaches must be at least  
320 **TWENTY-FIVE (25)** years of age. Assistant Coaches must be at least **EIGHTEEN (18)** years of age  
321 except for the Senior Division. SENIOR DIVISION assistant coaches must be at least **TWENTY-**  
322 **ONE (21)** years of age. At no time shall a team enter into competition with another team  
323 (scheduled League Games) without the supervision or coaching of a person at least **TWENTY-**  
324 **ONE (21)** years old. **The individual that is acting as Head Coach and/or any assistant coach**  
325 **that is listed on the roster must meet all requirements as established by the Chesterfield County**  
326 **Background Check Policy AND must be certified by the Chesterfield Basketball League.**
- 327 c. Each team shall have one (1) Head Coach and no more than TWO (2) Assistant Coaches on the  
328 team bench at any time. **Only 3 coaches are allowed on the bench during a game.**
- 329 d. **NO INDIVIDUALS, OTHER THAN THE 3 COACHES AND/OR PLAYERS LISTED ON THE ROSTER, WILL**  
330 **BE ALLOWED ON THE BENCH AT ANY TIME DURING A GAME.**
- 331 e. **All coaches must display** a valid Chesterfield County Background Check Card to be on a team  
332 bench and participate in coaching during a game.
- 333 f. **All first-year coaches** must attend a mandatory clinic on playing rules and requirements. All  
334 senior coaches must attend a mandatory clinic prior to the beginning of the season. Failure to  
335 attend these clinics will prohibit the coach from being approved by the league.
- 336 g. **Should a team have an illegal player on the roster and play THREE (3) or more games, the team**  
337 **will become ineligible for any post season participation regardless of their season record.** As  
338 indicated elsewhere in these rules, Head Coaches are responsible for team conduct, training,  
339 and eligibility. If an illegal player is confirmed by the Executive Board, the Head Coach will  
340 immediately be suspended from further participation in any League activities.

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342  
343 IV. GENERAL LEAGUE PROVISIONS:

- 344 a. Basketball sponsored by the CHESTERFIELD BASKETBALL LEAGUE (CBL) is for participants aged  
345 **six (6) years (ROOKIE DIVISION ONLY) through eighteen (18) years.**
- 346 b. A division is decided on age as of December 31, 2023
- 347 c. Eighteen (18) year old players **CANNOT** participate if they reach the age of nineteen (19) prior to  
348 **the end of the Senior Division season.** Six (6) year old players **MUST** be seven prior to December  
349 31, 2024.

- 350 d. SENIORS: All eighteen (18) year old players must be enrolled in High School as a current student  
351 or in an approved Home School Program.  
352  
353

## 354 V. PLAYER ELIGIBILITY:

- 355 a. Any player shall be eligible to play who has reached the age of Six (6) by December 31, 2023, and  
356 has not reached the age of NINETEEN (19) prior to the end of the Senior Division Season.  
357 b. Children in Home School Programs are eligible to participate providing they are not a member of  
358 an official home school team as indicated in paragraph 3.  
359 c. **If a player has been listed on the roster of any official high school basketball team, whether public,  
360 private, or parochial, during the current school year, the player will be considered an illegal player  
361 on any team roster at any Division level with the following exception:**  
362 d. **All Middle School Team players will be allowed to participate but must play on “A” level teams  
363 only or a level up on a B team. These players must also participate in the appropriate age division  
364 bracket as indicated on Page 10 of these rules.**  
365 e. All players must have a Registration Form (permission slip) filled out and signed by their parent  
366 or legal guardian **prior to the first practice** which should be turned in to their appropriate  
367 association representative to be filed with the official team roster with the League. Registration  
368 Forms are available on the League website.  
369 f. All players must present a copy of their birth certificate or RealID at the time and place designated  
370 by the DIVISION COMMISSIONER if they have not previously registered to participate with  
371 Chesterfield Basketball.  
372 g. The use of an **ineligible player** in a game shall warrant forfeiture of that game. Ineligible players  
373 contained on the **COMMISSIONER’S** roster shall cause forfeiture of all prior games until the  
374 name is removed whether they participate or not. **Protests concerning ineligible players must be**  
375 **filed no later than two weeks from the beginning date of the season. NO PROTESTS FOR**  
376 **INELIGIBLE PLAYERS WILL BE ACCEPTED AFTER THIS DATE.**  
377 h. All players must play with the association in the Elementary School District in which he resides  
378 and would normally attend as of December 31 of the playing year with the following exceptions:  
379 I. Those players who live in an Elementary School District that has no organized athletic  
380 association may, with Executive Board approval, participate with **any** other Association.  
381 II. If an Association located in the player’s Elementary School Boundary does not field a team  
382 in his age group, these players do not need a written release but **will be** counted as **free**  
383 **agents**. They will be allowed to play in any association.  
384 III. Elementary school players who have been approved to attend a school other than their  
385 home school may participate with the school’s association of which they are attending  
386 without a release from their home association. These players will be considered **free**  
387 **agents**.  
388 IV. Those players who are cut or released from an Association team shall be allowed to  
389 participate with another Association, providing a release is obtained from the home  
390 Association and is signed by the President or Athletic Director of that Association and  
391 approved by the appropriate **DIVISION COMMISSIONER or LEAGUE COMMISSIONER**.  
392 V. Those children of parents who served as a Head Coach, Assistant Coach, or a member of  
393 an Association Board of Directors the previous year for an association that is not in the  
394 participant’s Elementary School boundary may, with Executive Board approval, participate  
395 in that Association provided his or her parent serves as Head Coach, Assistant Coach, or  
396 member of that Association Board of Directors.  
397 VI. All waivers must be signed by the home association Athletic Director **prior** to the final team  
398 turn-in. After that date, **players** not desiring to play for their home association will be  
399 assigned to teams by the League Commissioner.  
400 VII. Those players who live in an Elementary School District that has been re-districted by the  
401 School Board and have been assigned to a new school district may participate with the



402 association they participated with during the previous year. A written release will not be  
403 required for these players.  
404

## 405 VI. LEAGUE ROSTERS AND AGE BRACKETS

- 406 1. Every Association must present a roster for each team they plan to participate in, for each age  
407 bracket. Rosters are due when requested by the League. Failure to provide team rosters when  
408 required may preclude the team from being a participant in the League playing schedule. **ONE (1)**  
409 **typewritten** copy of the certified team roster with the players listed in alphabetical order must be  
410 turned in to the Executive Board on the specified due date. The team roster will include the  
411 Association name, Team Name, Head Coach, Assistant Coaches, Coach's background check  
412 numbers and expiration, player's names, birth date, age, address, and telephone number. **The rosters**  
413 **must be signed by the Head Coach and Athletic Director.** The Head Coach's / Athletic Director's  
414 signatures on the roster certifies that he/she and all assistants have reviewed and agree to abide by  
415 all League rules, certify all information is accurate and all players reside in their Association area or  
416 have a valid release. **The roster must also include the e-mail address for the head coach.**  
417
- 418 2. After team rosters have been submitted to the DIVISION COMMISSIONER, a Coach must have **written**  
419 approval from the DIVISION COMMISSIONER to either replace or add additional players and a player  
420 shall not be cut from or prevented from being a member of any team, if the player abides by the rules  
421 established by the League and Association of which they are a member. The ideal team structure  
422 would be to have TEN (10) player rosters. Once team rosters have been submitted to the respective  
423 commissioner, **no** additional players may be added if the team has TEN (10) or more players. Players  
424 may be added after January 1 only **if** the team roster falls below TEN (10) players. Once the team  
425 roster has been submitted, players may NOT change teams (laterally, backward, or upward) within  
426 the Association or change Associations without the Division Commissioner's approval. If a team roster  
427 is changed, a revised copy of the roster shall be submitted to the **DIVISION COMMISSIONER. No**  
428 **roster shall be amended for POST SEASON PLAY.** For a player to participate in POST SEASON PLAY,  
429 the player must have been on an active CBL roster for at least 25% of the regular scheduled games.  
430 **EXCEPTION:** If a team folds during the season, players on that team roster will become free agents  
431 and may be added to rosters having **less than TEN (10) players.**  
432
- 433 3. Division Eligibility - Age brackets are as follows:
  - 434 A. Rookie – 6, 7 or 8 years.
  - 435 B. Tigers – 8 years old and under, 6-year-old players ineligible for this Division.
  - 436 C. Cub - 9 Years and under.
  - 437 D. Bear – 10 Years and under.
  - 438 E. Minor - 11 Years and under.
  - 439 F. Nets – 12 Years and under
  - 440 G. Intermediate - 13 Years and under.
  - 441 H. Junior - 15 Years and under.
  - 442 I. Senior - 18 Years and under. (Must not turn 19 before the end of the season)

## 445 VII. PRACTICE

- 446 1. CBL will act as liaison between the Associations and the Chesterfield County Parks &  
447 Recreation Department in scheduling practice times in those facilities which the Parks  
448 & Recreation Department has obtained and for which they are responsible. A practice  
449 schedule will be distributed by the League to each Association indicating the facility, the  
450 date, and the times at which they will have practice. **The Associations will be**  
451 **responsible to provide a schedule to their coaches for individual team practices using**  
452 **the assigned times and facilities provided by the League.**  
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## VIII. LEAGUE SCHEDULES

### 1. REGULAR SEASON PLAY:

- a. Senior – Tiger Divisions: Each conference will be provided with a 10-game schedule whereas each Association will play all other Associations in that conference.
- b. Rookie Divisions: The League will schedule clinics for the first four Saturdays of the season and then an 8-game playing schedule.
- c. Home Team is the first team listed on schedule and shall sit on the clock keepers right.
- d. Conference Champions will be decided by conference games won. Conference games will be determined by the League. When playing a team twice, the first game is a conference game.
- e. In the event of a tie for positions in the standings, the order of finish shall be decided under the following:
  - I. First - Result of head-to-head competition.
  - II. Second - Toss of a coin.

### 2. POST SEASON PLAY:

- a. A postseason tournament will be determined by the Executive Board.
- b. The Executive Board will provide a schedule for all **POST SEASON GAMES**.

## IX. GENERAL GAME PROVISIONS (Rookie Division – Senior Divisions)

1. All games shall be governed by High School Federation Rules, except where these rules have been amended by the Chesterfield Basketball League Playing Rules & Provisions.
2. Coaches or Teams **may not waive** any League rule or provision by mutual agreement. **If done, a double loss will occur.**
3. Tie Games will be decided by the High School Federation Rules.
4. A Supervising League Official **may** attend each scheduled game and wear League **Identification**. They will introduce themselves to the Head Coach of each team and the referee officials prior to the beginning of each game.
5. **A CLOCK OPERATOR**, who must be at least a freshman in High School. If a clock operator is not available, the home team will be responsible for finding a clock keeper.
6. All League games will start at the time listed on the schedule. **There is no grace period on starting a game.** However, if prior to a scheduled game time, both teams and coaches are present, the game **MAY START FIFTEEN (15) MINUTES** ahead of the scheduled game time if **both coaches agree. PLEASE BE PROMPT.**
7. All players and coaches are to be at the gym **ONE HALF HOUR** prior to a scheduled game time. **Coaches should exchange rosters and have score books completed no later than ten (10) minutes prior to scheduled game start time.**
8. Teams must be present with a minimum of **FIVE (5) players** and a **certified coach** at scheduled game time. Failure to provide the minimum number of players at the scheduled game time will result in forfeiture by the offending team.
9. Each team shall supply a scorekeeper of at least **SIXTEEN (16) years of age**, with the **home team being the Official Scorekeeper**. In the event of a discrepancy, the home team book will settle disputes.
10. Only official coaches (who display a valid Background Check Card) and players that are listed on the team roster will be allowed to sit on a team bench. No spectators or other individuals will be allowed to sit on the team bench. All players must remain seated on the bench and will not be allowed to leave the bench except for purposes of substitution, official time out for coaches' meetings, end of quarter and/or half time breaks or spontaneous reactions to a play.  
Penalty -TWO (2) SHOT TECHNICAL FOUL CHARGED AS A BENCH TECH TO THE HEAD COACH.

- 504 11. **ONE** coach may stand in front of their bench area only to instruct or coach their team or  
505 player(s). Coaches, **while standing**, may not question or comment to any official. Violation of  
506 this rule will result in an automatic technical foul on the bench.
- 507 12. Players are not permitted to bring personal basketballs to the gyms on the day of the  
508 scheduled game or practices. Coaches are not permitted to issue a basketball to a player until  
509 it is time for his team to take the court for warm-up. **Penalty - TWO (2) SHOT TECHNICAL FOUL.**
- 510 13. After a **SENIOR** Team has a **TWENTY-FIVE (25)** point lead, or a **JUNIOR** Team has a **TWENTY**  
511 **(20)** point lead, or an **INTERMEDIATE, NETS** or **MINOR A TEAM** has a **FIFTEEN (15)** point lead,  
512 the **TEAM WITH THE ADVANTAGE MUST NOT PRESS** and must play a **ZONE** defense. The **ZONE**  
513 should be retained **BEHIND** the **THREE (3)** point line for **SENIOR** through **MINOR** Divisions. The  
514 **ZONE** defense **shall not be extended to the mid-court area** in gyms without **THREE (3)** point  
515 marking.

516 A. **MINOR B, BEAR, CUB, TIGERS & ROOKIE TEAMS ONLY:**

517 **When there is a Fifteen (15) point advantage, the team with the advantage must**  
518 **remain in the three-point line. No traps will be allowed after gaining the lead**  
519 **“advantage”. There will be NO DEFENSE allowed in the backcourt except for the last**  
520 **TWO (2) minutes of a regular game or the last ONE (1) minute of any overtime. Penalty**  
521 **- ALL DIVISIONS -TWO (2) SHOT TECHNICAL FOUL.** This foul does **not** count as an  
522 unsportsmanlike technical foul but does count toward total team fouls and technical  
523 fouls as a CBL rules violation. The obvious intent of this rule is to encourage  
524 sportsmanship by **ALL TEAMS.**

- 525
- 526 14. **CHEERLEADERS** will have Three (3) minutes for their presentations at half time. **PLEASE NOTE**  
527 **THAT NO PLAYERS ARE TO BE ON THE FLOOR OR BOUNCING BASKETBALLS DURING THE**  
528 **CHEERLEADER’S PRESENTATIONS. Penalty - TWO (2) SHOT TECHNICAL FOUL, which will count**  
529 **as a personal and team foul for the offending team.**
- 530 15. **Inclement Weather:** If games are postponed due to adverse weather conditions, Voting  
531 Representatives of each Association will be notified as soon as possible with the date/time for  
532 the game changes. Coaches should contact their Division Commissioner if they are in doubt and  
533 have not been notified. The League Commissioner will reschedule the date, time, and location  
534 of all postponed games.
- 535 16. **Complaints or protests:** if not specifically covered in the rules, must be presented in writing to  
536 the **Executive Board** for consideration. Intent to protest a game must be announced to the  
537 Referee, or League Official before the end of the protested game. Protests must be received in  
538 writing by the League Commissioner within **48** hours after the end of the game being  
539 protested. Each protest must be accompanied by a fee of **\$100.00** to warrant consideration by  
540 the League. Said fee will be refunded if the protest is upheld. Protests will not be considered for  
541 judgment calls. **Protests will be considered for violations of the rules only!**

542

543 X. **Uniforms & Equipment- Rookie-Senior Division**

544

- 545 1. Each team must have jerseys as described in the **High School Federation Rules.**
- 546 2. If used, undershirts **must follow the High School Federation Rules.**
- 547 3. All players must wear non-marking basketball shoes.
- 548 4. The **HOME** team shall be responsible to ensure that uniforms colors do not conflict at  
549 games. Each team uniform color will be placed on the playing schedule. Appeals concerning  
550 possible conflicts shall be made to the appropriate Division Commissioner, or the Head Coach or  
551 home team will be suspended one game for failure to comply. **If one team does not have**  
552 **reversible uniforms and the official has indicated a conflict exists, the team with the reversible**  
553 **uniform will change, regardless of their HOME team status.**

- 554 5. Jerseys will not be removed by any players on the bench until the game has been completed and  
555 both teams have left the playing floor. **Penalty** – a TWO (2) SHOT TECHNICAL FOUL CHARGED TO  
556 THE OFFENDER as an Unsportsmanlike Conduct Technical Foul.
- 557 6. All players must remove **ALL** jewelry prior to warm up. **Penalty** - TWO (2) SHOT TECHNICAL FOUL  
558 **PER PLAYER**, which also counts as personal and team foul. Any stoppage of game due to  
559 improper equipment will result in a **TWO (2) SHOT TECHNICAL FOUL for delay of the game. NO**  
560 **STOCKING HATS PERMITTED**. Headbands are permitted.

## 561 XI. PARTICIPATION:

- 562 B. **MINOR – JUNIOR DIVISION: ALL B DIVISION PLAYERS** must sit out at least **ONE (1)** full  
563 quarter, from start to finish, during each game. The **must sit rule** will also apply to all  
564 **Rookie, Tigers, Cubs and Bears Teams**. The intent of this rule is to encourage  
565 participation of all players in the League. The violation of the spirit of this rule will be  
566 reviewed by the League and/or Division Commissioner and may result in suspension or  
567 disciplinary action against the Coach or team. Violation of this rule will result in a **TWO**  
568 **(2) SHOT TECHNICAL FOUL per ineligible player**. The ineligible player or players must be  
569 removed from the game for that quarter. **ALL** illegal substitutions (based on substitution  
570 rules) must be protested before the end of that quarter. **TEAMS** may call an **OFFICIAL**  
571 timeout to question the substitution rule. This timeout **WILL NOT** be charged to either  
572 team. **There are no exceptions for injured players**. Every player must still sit a full  
573 quarter. Teams may play with less than 5 players other than the start of the game.
- 574 C. **TIGERS – SENIOR DIVISION: If a team has no more than 6 players present for a game,**  
575 **the association voting representative may elect to bring up players only for the**  
576 **scheduled game. No more than 8 Players can be on the bench if players are brought**  
577 **up. Players can move from B levels to A but cannot move from A levels to B. A player**  
578 **can only play one game a day and may not return to his original team to play another**  
579 **game on the same day. Every “moved” player must still sit a full quarter. The League**  
580 **Commissioner must be notified by e-mail and approve moving players prior to the game.**  
581 **The intent is to prevent possible forfeits.**

## 582 XII. PLAYING TIME (Rookie Division – Senior Divisions)

- 583 1. **PLAYING TIME – ROOKIE, TIGERS, CUBS AND BEARS:** 10-minute running clock for each  
584 quarter. The clock will only stop the last 2 minutes of each half and the last 2 minutes of each  
585 overtime. Clock will also stop on foul shots and time outs.
- 586 B. **PLAYING TIME – MINORS, NETS, and INTERMEDIATES:** **SIX** (6) minute quarters, stopping the  
587 clock each time the Official whistle blows. There will be Three **(3)** minutes between halves and  
588 **One (1)** minute between quarters. Time outs by High School Federation Rules.
- 589 C. **PLAYING TIME - JUNIORS:** **SEVEN** (7) minute quarters, stopping the clock each time  
590 the Official whistle blows. There will be Three **(3)** minutes between halves and **One (1)** minute  
591 between quarters. Time outs by High School Federation Rules.
- 592 D. **PLAYING TIME - SENIORS:** **EIGHT** (8) minute quarters, stopping the clock each time the Official  
593 whistle blows. There will be **Three (3)** minutes between halves and **One minute (1)** between  
594 quarters. Time outs by High School Federation Rules.
- 595 E. **All overtime will be Three (3) minutes.**

## 600 XIII. SCOREBOOKS & GAME ROSTERS

- 601 A. **Scorebooks** will be furnished by the League (ONE (1) per team).

- 605 B. Each team will provide a Roster to the opposing team's scorekeeper listing each  
606 player's name and uniform number in numerical order. Rosters can be returned once  
607 scorebooks are complete and do not have to be retained. Coaches will exchange rosters  
608 and sign the official scorebook prior to 10 minutes before the start of each game.  
609 Violation of this rule shall result in a TWO (2) shot technical foul.  
610 C. WINNING COACHES are responsible for reporting game scores by the link on the website  
611 within 24 hours. Failure to report the scores by the deadline will result in a loss being  
612 posted for both teams.  
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#### 615 XIV. PLAYING RULES & PROVISIONS PER DIVISION

##### 616 A. SENIOR A & B DIVISIONS

- 617 1. Senior A & B teams will use a regulation size basketball, **29.5 inches**.  
618 2. There is **no must sit rule** for the Senior Division.  
619 3. **Three (3)** point field goals will be allowed.  
620 4. There will be no pressing allowed in the back court by defensive players once a team has  
621 achieved a **twenty-five (25)** point advantage. Players on the "**advantage team**" must  
622 remain behind the three-point line once they achieve the **25-point advantage**. **This rule**  
623 **applies to both A & B levels**. Violation of this rule will result in a **TWO SHOT (2) technical**  
624 **foul**.  
625 5. Associations are encouraged to have a **minimum of EIGHT (8)** players and a **maximum of**  
626 **TWELVE (12)** players per team.  
627

##### 628 B. JUNIOR A & B DIVISIONS

- 629 1. Junior A & B teams will use a regulation size basketball, **29.5 inches**.  
630 2. The must-sit rule will apply to the **B** Division only.  
631 3. **Three (3)** point field goals will be allowed.  
632 4. There will be no pressing allowed in the back court by defensive players once a team has  
633 achieved a **twenty (20)** point advantage. Players on the "**advantage team**" must remain  
634 behind the three-point line once they achieve the **20-point advantage**. **This rule applies**  
635 **to both A & B levels**. Violation of this rule will result in a **TWO SHOT (2) technical foul**.  
636 5. **Junior B teams are not allowed to press in the backcourt on any inbound pass until the**  
637 **last TWO (2) minutes of the fourth quarter and the last One (1) minute of each**  
638 **subsequent overtime period. They may play defense in the backcourt after a rebound or**  
639 **a turnover**.  
640 6. Associations are encouraged to have a **minimum of EIGHT (8)** players and a **maximum of**  
641 **TWELVE (12)** players per team.  
642

##### 643 C. INTERMEDIATE A & B DIVISIONS

- 644 1. Intermediate A & B teams will use a regulation basketball, **29.5 inches**.  
645 2. Intermediate A & B teams will play by High School Federation Rules and **all** special League  
646 Rules and Provisions.  
647 3. The must-sit rule will apply to the **B** Division only.  
648 4. **Three (3)** point field goals will be allowed, **provided the gym has (3) point floor marking**.  
649 5. There will be **no pressing** allowed in the backcourt by defensive players once a team has  
650 achieved a **fifteen (15)** point advantage. Players on the "**advantage team**" must remain  
651 behind the three-point line once they achieve the **15-point advantage**. **Violation of this rule**  
652 **will result in a TWO SHOT (2) technical foul**.  
653 6. **For Intermediate B Teams only:** no pressing by defensive players will be allowed in the  
654 back court **on any inbound pass until the last two (2) minutes of the fourth quarter and**  
655 **the last ONE (1) minute of each subsequent overtime period**. The defensive players cannot  
656 press the offensive players until the player, or the ball has crossed half court. **Intermediate**

657 **B** players may press after a rebound and will be allowed to use a full court press on an  
658 inbound pass in the **last TWO (2) minutes of the fourth quarter and the last ONE (1) minute**  
659 **of each subsequent overtime period.**

- 660 7. Associations are encouraged to have a **minimum of EIGHT (8) players and a maximum of**  
661 **TWELVE (12) players per team.**

#### 662 **D. NETS A & B DIVISIONS**

- 663 1. Nets A & B teams will use a regulation basketball, **28.5 inches.**
- 664 2. Nets A & B teams will play by High School Federation Rules and **all** special League Rules  
665 and Provisions.
- 666 3. The must-sit rule will apply to the **B** Division only.
- 667 4. **Three (3) point field goals** will be allowed **provided the gym has (3) point floor marking.**
- 668 5. There will be **no** pressing allowed in the backcourt by defensive players once a team has  
669 achieved a **fifteen (15) point advantage**. Players on the **“advantage team”** must remain  
670 behind the three-point line once they achieve the **15-point advantage. This rule applies**  
671 **to both A & B levels. Violation of this rule will result in a TWO SHOT (2) technical foul.**
- 672 6. **For Nets B Teams only**, no pressing by defensive players will be allowed in the backcourt  
673 **on any inbound pass until the last two (2) minutes of the fourth quarter and the last ONE**  
674 **(1) minute of each subsequent overtime period.** The defensive players cannot press the  
675 offensive players until the player, or the ball has crossed half court. **Nets B** players may  
676 press after a rebound and will also be allowed to use a full court press on an inbound  
677 pass in the **last TWO (2) minutes of the fourth quarter and the last ONE (1) minute of each**  
678 **subsequent overtime period.**
- 679 7. Associations are encouraged to have a **minimum of EIGHT (8) players and a maximum of**  
680 **TWELVE (12) players per team.**

#### 681 **E. MINOR A & B DIVISIONS**

- 682 1. Minor A & B teams will use a 28.5-inch basketball
- 683 2. **Minor A & B teams will have players shoot from the regular foul line.** Only **three (3) players**  
684 may line up on each side of the lane for a foul shot.
- 685 3. Minor A & B teams will play by High School Federation Rules and **all** special League Rules  
686 and Provisions.
- 687 4. The must-sit rule will apply to the **B** Division only.
- 688 5. **Three (3) point field goals** will be allowed **provided the gym has (3) point floor marking.**
- 689 6. **Minor A:** players **only** may press after a rebound or turnover during the whole game. **All**  
690 **Teams** will be allowed to play defense in the backcourt the **last TWO (2) minutes of the**  
691 **fourth quarter and the last ONE (1) minute of each subsequent overtime period.** **Minor B**  
692 **players only: NO defense** will be allowed until the offensive player, with the ball, **completely**  
693 **crosses the mid-court line.**
- 694 7. There will be **no** pressing allowed in the backcourt by defensive players once a team has  
695 achieved a **fifteen (15) point advantage. The “advantage team” will remain behind the 3-**  
696 **point line once they achieve a 15-point lead. This rule applies to both A & B levels. Violation**  
697 **of this rule will result in a TWO SHOT (2) technical foul.**
- 698 8. Associations are encouraged to have a **minimum of EIGHT (8) players and a maximum of**  
699 **TWELVE (12) players per team.**

#### 700 **F. BEAR and CUB DIVISION**

- 701 1. Bear and Cub teams will use a youth basketball (28.5 inches).
- 702 2. The foul line will be moved to **three (3) feet** from the regular line. Only **three (3) players**  
703 may line up on each side of the lane for a foul shot.
- 704 3. Bear and Cub teams will play by High School Federation Rules and **all** special League Rules  
705 and Provisions.

4. The must-sit rule **will apply** to these Divisions.
5. There is **no three (3)**-point field goal allowed for the Bear or Cub Divisions.
6. **Defense will remain behind the foul line arc or the 3-point line if the gym is so marked.**
7. **All teams may play defense in the front court in the 4th quarter.**
8. **If a team is not actively trying to score, the defense may play defense in the frontcourt.**
9. **All Teams will be allowed to play defense in the backcourt the last TWO (2) minutes of the fourth quarter and the last ONE (1) minute of each subsequent overtime period.**
10. There will be **no** pressing allowed in the backcourt by defensive players once a team has achieved a **fifteen (15)** point advantage. **The “advantage team” will remain behind the top of the foul line arc once they achieve a 15-point lead. Violation of this rule will result in a TWO SHOT (2) technical foul.**
11. Associations are encouraged to have a **minimum of EIGHT (8)** players and a **maximum of TWELVE (12)** players per team.

#### G. TIGER DIVISION

1. Tiger teams will use a youth basketball (27.5 inches).
2. The foul line will be moved to **three (3) feet** from the regular line. Only **three (3)** players may line up on each side of the lane for a foul shot.
3. Tiger teams will play by High School Federation Rules **and all** special League Rules and Provisions.
4. The must-sit rule **will apply** to this Division.
5. There is **no three (3)**-point field goal allowed for the Tiger Division.
6. **Defense will remain behind the foul line arc or the 3-point line if the gym is so marked.**
7. **All teams may play defense in the front court in the 4th quarter.**
8. **If a team is not actively trying to score, the defense may play defense in the frontcourt.**
9. **All Teams will be allowed to play defense in the backcourt the last TWO (2) minutes of the fourth quarter and the last ONE (1) minute of each subsequent overtime period.**
10. There will be **no** pressing allowed in the backcourt by defensive players once a team has achieved a **fifteen (15)** point advantage. **The “advantage team” will remain behind the top of the foul line arc once they achieve a 15-point lead. Violation of this rule will result in a TWO SHOT (2) technical foul.**
11. Associations are encouraged to have a **minimum of EIGHT (8)** players and a **maximum of TWELVE (12)** players per team.

#### F. ROOKIE DIVISION

1. The purpose of this division is to properly train and prepare players for regular league play. Coaches are encouraged to help correct mistakes and work with the referees to convey proper fundamentals of basketball to each player rather than solely focusing on winning. **The conduct and attitude of the coach is the most important factor for this age group. Coaches are reminded that young players are very impressionable, and their conduct must be exemplary. Coaches can make this a learning experience as well as a fun experience. It is suggested that coaches involve the parents as much as possible in practice and reinforce team achievements.**
2. Players must be age Six (6) by December 31, 2023. EIGHT (8) year old players may participate if this is their first year in organized basketball and with the permission of the League Commissioner.
3. Teams will be organized by Association boundary lines. Those Associations that **DO NOT** have enough players to form a team or who may have **too many** players for one team are encouraged to join with a neighbor Association to form a team or teams.
4. The must sit rule **will apply** to this Division.
5. Associations are encouraged to have a **minimum of EIGHT (8)** players and a **maximum of TWELVE (12)** players per team.

- 761 6. The League will schedule each team a clinic for the first four (4) Saturdays of the  
762 season. Directors will choose time for their Rookie clinics at roster turn in.  
763 7. The League will schedule eight (8) games following the completion of the Clinics.  
764 8. The League will provide two Referees and a clock keeper for these games.  
765 9. The GAMES will be played utilizing **Tiger** rules with exceptions as noted below:  
766 10. **No defense is allowed in the back court.**  
767 11. Defensive players will remain behind the foul line for the entire game **except for the last**  
768 **2 minutes of game.**  
769 12. **If a team is not actively trying to score, the defense may play defense in the front court.**  
770 13. Rookie teams will use a youth basketball that is **27.5 inches.**  
771 14. Coaches will be provided with scorebooks but DO NOT call in any SCORES as there WILL  
772 NOT be published standings or playoffs. There will be no overtime periods in the Rookie  
773 Division. This division will play **4 (each) 6-minute quarters.** Tie games will be allowed.  
774 15. **THIS DIVISION IS FOR INSTRUCTION AND TRAINING. IT IS INTENDED TO PROVIDE**  
775 **TRANSITION TO THE TIGER, CUB, BEAR AND MINOR BASKETBALL LEVEL.**  
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## 778 XV. APPENDIX

### 779 A. DEFINITIONS

#### 782 1. INELIGIBLE PLAYER

- 783 a. A player that does not live within the Association boundary where he is  
784 registered to play and has not been approved by the Division Commissioner  
785 is an **ineligible player.**  
786 b. The use of an **ineligible player** in a game shall warrant forfeiture of that  
787 game. Ineligible players contained on the **COMMISSIONER'S** roster shall  
788 cause forfeiture of all prior games until the name is removed whether they  
789 participate or not. **Protests concerning ineligible players must be filed no**  
790 **later than two (2) weeks from the beginning date of the season. NO**  
791 **PROTESTS FOR INELIGIBLE PLAYERS WILL BE ACCEPTED AFTER THIS DATE**  
792 c. A player that has been suspended from school and has not returned to  
793 classes prior to participating in a game is an **ineligible player.**  
794 d. A player that has participated in a game but not listed on a roster received  
795 and approved by the appropriate Division Commissioner is an **ineligible**  
796 **player.**  
797

#### 798 2. ILLEGAL PLAYER

- 799 a. A player who has played for or is playing for a school team during the current  
800 season.  
801 b. A player who is not a resident of Chesterfield County and not approved by the  
802 League Commissioner.  
803 c. A player who is participating in the incorrect age bracket.  
804

#### 805 3. INELIGIBLE COACH

- 806 a. A coach that does not have a current Chesterfield County Background Check  
807 number listed on each division roster.  
808 b. A coach that has not completed the appropriate association concussion  
809 training.  
810 c. A coach not listed on the team roster provided to the League during  
811 registration.  
812 d. A coach suspended by either the League or the appropriate association.



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