

Church Basketball for Christ League Rules

Revised 9/17/2023

1 General Rules

1.1 Base Rules

The league uses the NFHS Basketball rules, with exceptions/additions listed below.

1.2 League Divisions

See the Quick Rule Sheet for Division Specific Rules

1.2.1 Youth Divisions

The Youth League is comprised of the following:

- * K4/K5 Coed
- * 1st/2nd Coed
- * 3rd/4th Boys
- * 3rd/4th/5th Girls
- * 5th/6th Boys
- * 6th/7th/8th Girls
- * 7th/8th Boys
- * 9th/10th Boys
- * 9th/10th/11th/12th Girls
- * 11th/12th Boys

* 1st graders are allowed to play down based on skill level and approval of their church director *

1.2.2 Adult Divisions

The Adult League is comprised of the following:

- * Men

In order for a church to field a Men's team they must also field atleast one (1) kids/youth team.

- * Women

1.3 Player Age Cut-Off Date

The cut-off date for a player's age is **September 1st** before the season start.

If any players age is called into question, the church director for the player in question must provide the League Director with a copy of the players birth certificate.

PENALTY: If the player is found to be too old, it will result in the the team **FORFEITING EVERY** game that player played in and be ineligible for the rest of the season and tournament.

While divisions are grade based, there is a maximum age for each division. This means that even if a player is in that particular grade, if that player is older than the max age for the division, the player **MUST** play up to an older division. There is also a minimum age for a player to play in the league. A player **MUST** be at least 4 years old by the cut-off date.

Divison	Minimum Age	Maximum Age
K4/K5 Coed	4	7
1st/2nd Coed	N/A	9
3rd/4th Boys	N/A	11
3rd/4th/5th Girls	N/A	13
5th/6th Boys	N/A	13
6th/7th/8th Girls	N/A	15
7th/8th Boys	N/A	15
9th/10th Boys	N/A	17
9th/10th/11th/12th Girls	N/A	19
11th/12th Boys	N/A	19

1.4 Roster Change Cut-Off Date

Each church is required to have their individual team rosters entered on the Hoops4Christ webiste (<https://www.hoops4christ.com>) before the first game of the season.

1.5 Season Start Date

The first games of the season are played on the first weekend of December

1.6 Start of Game Procedures

- * Each team will be given a 5 minute warm-up.
- * Both teams will gather at the half court circle for prayer.
- * The home team will pray before the start of the game. They also have the option to do a 5 minute devotion.
- * Fans will be asked to be respectful and quiet during prayer.

1.7 Forfeit Procedures

- * Game time is forfeit time; **NO EXCEPTIONS.**
- * A team can start play with (4) players.
- * The referee's **ARE NOT REQUIRED** to call a scrimmage.
- * If a team forfeits twice in the season, the team is **NOT** eligible for the tournament.
- * If a team is aware of an upcoming forfeit, the coach or church director should notify the league as soon as possible to allow for rescheduling and possibly avoid the forfeit penalty.

1.8 Game Information

All players **ARE REQUIRED** to play in each half unless noted by the coach prior to the start of the game, or due to injury. As a Christian League, fair play rules should come before competitiveness.

Only game personnel (referees/players/coaches) are allowed on the court of play during the game (includes half-time and timeouts).

1.9 Gym Directors Responsibilities

- * Prepare the gym for games
- * Provide time and score keepers
- * Read Pre-game rules to fans before each game
- * Ensure silence during team prayer
- * Introduce himself/herself to the referees
- * Check each teams jerseys to ensure legality
- * Introduce team captains to referees
- * Defend time and score keepers
- * Warn fans on the request of the referees
- * Escort any person/player from the gym on the request of the referees
- * Email game results to the league after each days games
- * Report games in which one team dominates and doesn't show mercy

1.9.1 Gym Director Pre-game Welcome

Prior to the start of each game, the gym director should introduce the teams and their fans to the game. Along with any general remarks the gym director may make, he/she **MUST** read the following statement on behalf of the league:

" On behalf of the Church Basketball for Christ League and our church, I would like to welcome you to our gym. The League request that you remember this is a Christian League and good sportsmanship should be on display at all times. Cheer for your team but don't direct any negative comments to **anyone** in this gym. Any concerns about the game should be taken up with your coach and your coach only. Please show a good Christian example for our youth.

1.10 Technical Foul Rules

- * If a player/coach receives two (2) technical fouls in a season, the player/coach **MUST** sit the rest of the game in which he/she received the 2nd tech and the following game.
- * If a player/coach receives a 3rd technical foul, the player/coach is **DISQUALIFIED** for the rest of the season and tournament.
- * Receiving a intentional foul is equivalent to a technical foul.
- * Receiving a flagrant foul is equivalent to receiving two (2) technical fouls.
- * Taking the Lord's name in vain is equivalent to receiving three (3) technical fouls.

1.11 Coaches Conduct

- * If requested by Referee/Gym Director, a coach **MUST** warn their fans of improper conduct.
- * As a representative of the league, all coaches **SHOULD** display Christ-Like actions at all times. Failure to do so may result in league action.
- * Any coach **DISQUALIFIED** from the league for any reason, **MUST** come before the league board prior to any future participation in the league.

1.12 Fan Conduct

- * **SHOULD** stay positive with cheering (i.e don't cheer other team's mistakes).
- * **MUST** not approach the scorers table at any point.
- * **MUST** not leave the designated area for the fans unless summoned by their coach or a referee.
- * Failure to abide by these rules may result in a technical foul being called against their team.
- * Multiple violations may result in the fans being asked to leave the gym.
- * If asked to leave the gym and refuses, their team **WILL FORFEIT** the game.
- * K4/K5 games: **ABSOLUTELY NO SCREAMING !!**
- * A church **SHOULD** have a representative (pastor, youth pastor, director) present at any championship game in which one of their teams is participating.

1.13 Grievance Procedure

ALL questions, concerns, and grievances **MUST** be brought to the church director **FIRST**. The church director will then notify the league.

2 Player Requirements

2.1 Church Definitions

2.1.1 Participating

A participating church has at least one youth team in the League. A church must have a youth team to participate in the Adult League.

2.1.2 Non-Participating

A non-participating church has no youth teams in the League.

2.2 Player Definitions

2.2.1 Active

A player is considered active if he/she attends services at least 2 weeks per month. A youth is considered active if the youth's parents are active.

2.2.2 Member

A player is considered a member of a church if he/she is on the church's membership roll or are a regular attendee not on another participating church's membership roll. A youth is also considered a member if the youth's parents are members.

2.2.3 Eligible

A player must be on the roster **BEFORE** the roster deadline to be eligible for the season.

A youth player is considered eligible if he/she is between 4 and 19 years of age on the cutoff date and has not graduated high school (or equivalent).

A player is **NOT** eligible if he/she plays for another team (at any point during the season) that competes against teams that are affiliated with an athletic conference/league (SCHSL, SCICA, etc.). This includes High School Varsity, JV and Middle School teams, as well as, Homeschool teams that compete against those teams.

A player is **NOT** eligible if he/she tried out for and made the final roster of any team listed in the above paragraph.

If a player is a member of one of the teams listed above and the team's season ends before the Church League season ends, the player is still **INELIGIBLE** to play in the church league.

A Adult player is considered eligible if he/she is at least 18 years old and is not in high school.

2.3 Player Classifications

- * Member
- * Non-Member/Outreach

3 Team Requirements

3.1 Coaching

The head coach must be at least 21 years of age. The head coach must also be a member (preferably active) of the church. Each team can have **AT MOST** one (1) assistant on the bench. Any extra non-players will be required to return to the stands.

Only one coach can stand during the game to address his/her players.

Adult teams **CANNOT** have a non-playing coach and can have **ONLY** players on the bench.

3.2 Player

A player is **DEEMED** eligible if they are a member of a participating church. Our league also allows non-members/outreach players to participate and play.

3.2.1 K4/K5 and 1st/2nd Grade Teams

- * Any number of member or non-member/outreach players are allowed.
- * **All teams in this age group are COED.**

3.2.2 3rd Grade thru 12th Grade Teams

Any number of members or non-member/outreach players, as long as the number of non-member/outreach **DOES NOT** exceed the number of members on any team.

3.2.3 Mens League

Any number of members, **MAXIMUM** three (3) non-members/outreach players per team

3.2.4 All Female Teams (Womens League/Kids & Youth)

Any number of members or non-member/outreach players are allowed.

3.2.5 Dual Team Players

Any member player can play on up to two (2) teams: one (1) within the players age group, and one(1) in the next older age group. These players do not have to be on the older teams roster.

3.2.6 Penalties

Any team caught using an ineligible player during the season will result in their team **FORFEIT** every game that player played. Also, the player is not allowed to continue to play.

Any team caught using an ineligible player during the tournament will result in **FORFEITING** the game, and the opposing team advancing.

3.3 Uniforms

3.3.1 Jersey

Each player must have a light and dark jersey. This can be two different jerseys or a single reversible jersey. All players **MUST** wear the same colored jersey.

PENALTY: If a player does **NOT** have a jersey, that player **CANNOT** play in the game.

PENALTY: If a player does **NOT** have a matching jersey, that player **CANNOT** play in the game.

3.3.2 Numbers

Each jersey **MUST** have high school eligible numbers on the front and back of the jersey (1 or 2 digits with each digit between 0 and 5)

The numbers **MUST** be screen-printed or heat applied. No tape or other temporary numbers.

A team may not have a 0 or 00 jersey numbers on the same team.

PENALTY: If a player does **NOT** have numbers on his/her jersey, that player **CANNOT** play in the game.

PENALTY: Any player with an illegal number **CANNOT** play in the game

3.3.3 Logos

If a jersey has a logo, it **MUST** be a logo of the church they are representing. A team can have a mix of jerseys with or without logos. A jersey **CANNOT** contain a sponsorship logo.

PENALTY: Any player with an illegal logo **CANNOT** play in the game.

3.3.4 Undershirts

There are no color restrictions on T-shirts worn under a jersey, unless the referee determines that there could be confusion with the opponents jersey color.

Players names and/or numbers are allowed on the sleeves of the T-shirt.

Females **MUST** wear an undershirt under their jersey.

3.3.5 Miscellaneous Uniform Rules

Females: Sports Bras/underclothes **CANNOT** be visible.

Shorts **MUST** be atleast one inch below the fingertip.

Females: If a female prefers to wear leggings they still **MUST** wear shorts over the leggings.

Earrings/Jewelry/Wrist Bands are **NOT** allowed.

Players who wear eyeglasses **MUST** use straps or athletic goggles.