# CALVARY HOOPS

## League Guidelines & Expectations

## 9-10 Boys and Girls

**Revised 10-19-26**

### Player Participation

**A.** Every player is expected to play in each game. Coaches should make every effort to provide playing time unless illness, injury, or other extenuating circumstances prevent participation.

**B.** Playing time for any player who arrives after the second quarter begins is at the coach's discretion.

**C.** Scores are recorded in this league. A player is disqualified after committing **5 fouls**.

### Game Rules

**A.** Games are played 5-on-5 in four 8-minute quarters.

**B.** The clock runs continuously except during free throws and the final two minutes of the game. Regulation timing applies during the final two minutes.

**C.** Each team has three one-minute timeouts per game.

**D.** A tie at the end of regulation leads to a three-minute overtime that begins with a jump ball. The clock runs continuously for the first two minutes, then stops under regulation rules during the final minute. If the score remains tied, teams alternate free throws until one team makes its attempt and the other misses.

**E.** Each game begins with a jump ball at half court; possession alternates thereafter.

**F.** Full-court pressing is **prohibited** except during the final two minutes. Once a rebound is **securely controlled**, as determined by the referee, the opposing team must retreat to defense. During the final two minutes, a team may press unless it leads by 15 or more points. After one verbal warning, each additional violation may result in a technical foul.

**G.** Backcourt, 10-second, closely guarded, three-seconds-in-the-lane, traveling, double-dribble, and other violations will be called. The referee may explain a violation, but it results in a turnover. Enforcement will become more consistent as the season progresses, with officials using appropriate judgment.

**H.** Teams may play defense of their choice and double-team/trapping is allowed but **fouls will be enforced.**

**I.** Halftime lasts three minutes, and teams switch baskets for the second half.

**J.** Scores and league standings will be recorded. The home team keeps the official scorebook, and the visiting team operates the clock.

**K.** A player fouled while shooting receives free throws. A team enters the one-and-one bonus after its opponent commits seven fouls in a half and receives two free throws after the opponent commits 10 fouls in a half.

**L.** Jewelry is prohibited. Players who cannot remove pierced earrings must cover them with tape or a bandage.

**M**. Players must wear the league-provided jersey as their official game-day uniform.

**N.** If a team has only three available players at game time, coaches may mutually agree to play either 4-on-4 or 4-on-5. To ensure competitive integrity, this player configuration must be decided before the game starts and cannot be altered during play, regardless of the score.

## Coach & Player Standards

**A.** Coaches must remain in the bench area during play. They may respectfully ask referees to clarify a rule but may not dispute judgment calls.

**B.** Coaches should model Christ-like conduct for players, parents, and others, using their words and actions to point people to JESUS!

**C.** Coaches are responsible, to the extent possible, for promoting good conduct and sportsmanship among players and fans. They must clearly communicate expectations to players and parents, lead by example, and report inappropriate behavior to the Family Life Staff.

**D.** Fighting, profanity, excessive hard fouls intended to cause harm, or other serious misconduct will result in ejection and a two-game suspension.

**E.** Absolutely no gum is allowed in the gym by players!

**24-Hour Rule: Wait 24 hours after a game before submitting a grievance or complaint.**

## Lead Through Example

**THANK YOU for serving HIM by serving others!**