

California Home School Sports League

Basketball Rule Clarifications and Exceptions

1. We will be using High School National Federation Rules for all ages.
 2. Players may play above, but in no circumstance below, their respective age division.
 3. Levels of team/age division, age as of September 1st for the season's academic year
 - Varsity** 18 & under
 - JV** 18 & under* (subordinate to varsity)
*When entering one team in the 15-18 age division, field them as a varsity team. If you then have enough players after fielding a Varsity Team field a JV team at that point. (First year teams/programs may request to start at the JV level and that will be reviewed by the directors.)
 - Freshman** 14 & under
 - 12 & under**
 - 10 & under co-ed**
- Rule adaptation for tournament only (new rule implemented as of 2010 Tournament):
All teams in the 15-18 year range would be put in one division called Varsity, for seeding games and then broken into 2 or 3 divisions as needed and based on ability after the seeding games. Varsity and Division 1 would be the highest level. All teams will estimate what level they think is appropriate for their team prior to the start of the tournament. We will use season information, team request, and seeding games to make a final determination of what level each team is in.
4. Each team must have a pre-set roster for every game. If a team has less than 8 players, that team may "float" a player or players to his team, from a lower level team of their school, providing the player meets the age requirements of that division. A team that uses "floating players" may not have more than 8 players on their roster at any time. If a team uses a "floating player" each player must be identified as such on their roster, alerting the opposing coach and scorekeeper. The floating rule is only for the season, not the tournament.
 5. Coaches must turn in a game roster to the scorekeeper ten (10) minutes prior to game time.
 6. Eight (8) minute stop time will be used for all four (4) quarters for all teams. No shot clock.
In the case of a 25 point lead during the 4th Quarter, change to running clock for the remainder of the game, unless the score drops under a 25 point lead, then the stop clock will start again
 7. Three, one (1) minute & Two, thirty (30) second time outs are permitted per game. Overtime will be four (4) minutes with One, (1) additional full time out plus unused time-outs.
 8. All players on every team must be home-schooled at least 51% of the time.
 9. The closely guarded rule will be 1 pace/ 3 feet by the same defender for five (5) seconds.
 10. Body jewelry or head adornments (metal) are not permitted. All jewelry must be removed before warm-up and game time. Players in violation will be dismissed from the game until the problem is rectified. If the problem is rectified they may re-enter the game as a substitute at the next regular stopped ball All tattoo's must be covered. The covering must match the uniform color.
 11. Uniforms with pockets are not permitted.
 12. Shirts must be tucked in at all times. Shorts must be above the hips (no sagging pants). Players with a violation will be dismissed from the game until the problem is rectified.
 13. Ball sizes: All Girls divisions and U10 division use 28.5 – 29. All other ages use 29.5 – 30.
Ball Type: Leather or Synthetic Leather, Spalding TF-1000 or equivalent.
 14. Home team leads the prayer at center court before each game.
 15. Coaches are responsible for the behavior of their respective spectators and can be charged with a technical foul by the referee for any inappropriate conduct.
 16. During the regular season, coaches of the 10 & U and 12 & U teams must give playing time to every player in uniform for each game.
 17. 10 & U teams are not allowed to have back court defense.
 18. Scorekeepers, callers, timers at the official table must refrain from standing, cheering, and other distracting behavior. You will be subject to a technical foul called by the officials. No other persons are to be at or near the official table.
 19. A player, coach, parent, or spectator that is ejected from a game will have a mandatory suspension from the next scheduled game.