

(refer to Article 1: Vision, Mission, and Values)

[Sport Guidelines](#)  
[Articles & Appendices](#)

1. **OFFICIAL RULE BOOK**

[Official FIBA website](#)

[Fiba Rule Differences Explained](#)

[Playing Regulations | Ontario Federation of School Athletic Associations](#)

The rules shall be those published by the International Basketball Federation (FIBA) and adopted by Canada Basketball and the Ontario Basketball Association.

Additionally:

a) Protests

It is the policy of the National Basketball Committee of the United States and Canada that it does not recognise protests.

b) Game Modifications

U11, U12

- i. Use equal play rules including grid system for tracking – [See Page 33-36](#) OBA guidelines and **Addendum 2: U12 and below equal play grid example**
- ii. u12 foul line moved 2 feet (61 cm) closer to the basket.
- iii. U11 foul line moved 3 feet (91.45) closer to the basket.
- iv. The regulation sized three-second area will be in effect for u11-u12.
- v. A full court person to person press is allowed. It must be terminated when a team leads by 15 or more points.
- vi. If a losing team gains player control (holding or dribbling) in its back court when losing by 15 points or more, the winning team must immediately retreat to its back court. The losing team must be allowed to advance the ball to the front-court unimpeded.
- vii. Defenses: No zone defenses or zone presses are permitted. There will be no full court defense during the first half. As soon as the defense gains possession, whether from a steal, rebound or inbound ball, the new defensive team must retreat beyond the 8-second line.
- viii. U12 and U11 play 5 on 5  
U10 where it is 4 on 4.

U13

- i. u13 foul line moved 2 feet (61 cm) closer to the basket.
- ii. The regulation sized three-second area will be in effect for u13.
- iii. A full court person to person press is allowed. It must be terminated when

- a team leads by 15 or more points.
- iv. If a losing team gains player control (holding or dribbling) in its back court when losing by 15 points or more, the winning team must immediately retreat to its back court. The losing team must be allowed to advance the ball to the front-court unimpeded.
- v. Defenses: No zone defenses or zone presses are permitted. There will be no full court defense during the first half. As soon as the defense gains possession, whether from a steal, rebound or inbound ball, the new defensive team must retreat beyond the 8-second line.

#### U14

Defenses: No zone defenses or zone presses are permitted. There will be no full court defense during the first half. As soon as the defense gains possession, whether from a steal, rebound or inbound ball, the new defensive team must retreat beyond the 8-second line.

#### SENIOR & JUNIOR

Defenses:

Teams are always allowed to play zone defenses in their own end at any point of any game. Zone or man presses may be employed at any time. The Full Court zone press must be taken off when the point spread is fifteen or greater. This applies to all age groups except Senior Division 1.

#### SHOT CLOCK

- i. A 30 second shot clock will be used. Full reset on foul shot attempts and shots off the rim.
- ii. Fouls and Offensive rebounds would result in a 30 second reset.
- iii. Federation lines will be used even when FIBA lines are available
- iv. No dunking in the warm-up will be permitted (technical foul (s) assessed to player (s))
- v. Federation time out procedure will be used.

- c) Zone Defence  
(see **Addendum 1: Person-to-Person Rules**)

Concerns regarding the use of zone defences should be directed to the convenor who will contact the appropriate Athletic Director.

The expectation is placed on each coach to teach and employ the principles of man-to-man defence as prescribed by the National Coaches Certification Programme.

The expectation is placed on each coach to understand the differences between zone and man-to-man defences. Zone defence is defined as playing man-to-man defence with the player who enters your assigned area. This is not acceptable and Under 14 and below.

The expectation is placed on each coach to assign each player one player to cover, and to assure that the player applies the principles of man-to-man defence while defending this player.

At the beginning of each game, coaches may request the referees to assist them in assuring players are playing man-to-man defence. The officials may be reluctant.

d) **THREE-POINT Shot**

The three-point shot will be in effect for Senior, Junior, Under 14 and Under 13 Levels only.

## 2. **OFFICIALS**

a) **Major Officials**

- i. Every effort must be made to arrange two officials for all games at and above the under 13 level.
- ii. At least one certified referee must be present for all league games.
- iii. If no official is present, the game may be played as a league game on mutual consent of both coaches prior to the start of the game. If the game is to be rescheduled by the AD's of the involved schools, the location will be determined by the visiting school.
- iv. At all levels, a competent staff member may officiate the game, if both officials fail to arrive and both coaches agree.

b) **Minor Officials**

A single timer and a single scorer may be used if they are **TRAINED** and **ACCEPTABLE** to the referee. The same timer and scorer should be employed throughout the game. These minor officials shall be located at the scorers and timers table on the side of the court.

c) **The Convenor or Toronto Area Referee Assignor arranges for all referees required for Toronto games, based on the schedule provided at the pre-season AD meeting. Schools outside of Metro Toronto must arrange for their own referees.**

d) **The HOME school pays the cost of the referees, unless it is a tournament or mini meet, when the home school will bill the other schools for their portion of the referees.**

e) **The Convenor requires 3 days notice of a game change or cancellation (agreed upon by both AD's/coaches), otherwise the referee must be paid by the team requiring the change.**

f) **If a referee arrives at a school for a game that was changed but the Convenor was not given notice/sufficient notice of, the school(s) involved must pay the referee**

costs

### 3. **LENGTH OF GAME**

- a) Junior and Senior
  - i. Federation game length will be used (including overtime)
  - ii. Four quarters of eight minutes stop time will be played at all levels
- b) U13 and U14
  - i. Four quarters of eight minutes stop time will be played at all levels
- c) Under 12 and below
  - i. For a single game, 8 periods of 4 minutes stop time will be played

### 4. **STANDINGS & TIE BREAKERS**

(refer to Article 17: CISAA Tie Breakers)  
 (refer to Article 15: Forfeits and Cancellations)

- a) League standings will be calculated as follows;
  - i. Win 2 points
  - Loss 0 points
  - \*\*Tie 1 point

\*\*Tie games are may occur only at the U13 level and below after one overtime period. One point will be awarded for the tie.

- b) Ties in league standings will be broken as follows;
  - i. result(s) of head to head competition between tied teams
  - ii. if still tied, point differential in head to head competition between tied teams
  - iii. if still tied, fewest points against in head to head competition between tied teams
  - iv. if still tied , point differential using all league games in that season
  - v. if still tied, fewest points against in all league games in that season

#### Process

- i. In the event that two or more teams are tied and the process is able to successfully rank the teams and no ties now exist, this ranking will be used to seed the teams.
- ii. If the process is only able to reduce the number of tied teams by one or more and a tie still exists;
  - \* the teams that are no longer tied will assume their new ranking

\* the process involving only the remaining tied teams shall commence again from the beginning with ‘a. i.’

- c) The maximum point differential in any single game will be 30 points

## 5. **ELIGIBILITY**

(refer to Article 13: Eligibility for Participation)

(refer to Appendix 2: OFSAA Participation)

- a) Eligibility Rosters must be sent in to the league convenor for all Senior teams that declared their intent for OFSAA participation before the first CISAA league game.
- b) Eligibility for U12: Players must be under 12 and may not be members of the U13 team.

## 6. **UNIFORMS**

If teams are able to have two sets of uniforms, the lighter colour should be worn during home games. If the uniforms are deemed to be of the same colour, the home team should wear the pinnies.

## 7. **EQUIPMENT & Safety**

(refer to Appendix 12: Emergency Action Plan)

(refer to section 11 in this document; OPHEA Safety Guidelines)

- a) Ball Size:        SR to u13     size 6  
                             U11 / U12     size 5
- b) Official score sheets and countdown clocks must be used.

## 8. **PLAYOFFS, CHAMPIONSHIPS & END OF SEASON EVENTS**

(refer to Article 18: Playoffs and Championships for general details)

- a) U11 / U12 End of Season Events
- i. Schools must schedule a minimum of four games with four different opponents to be eligible for the end of season event.
- ii. The Convenor will seed all of the teams based on regular season results. All teams will be included.

## 9. **CONVENOR, COACH & HOST RESPONSIBILITIES**

(refer to Article 3: Coed of Sportsmanship)

(refer to Appendix 5: Sport & League Convenor Responsibilities)

(refer to Article 19: Discipline)

- a) Game Management

- i. Running up the score is not acceptable. When the point spread reaches the age group maximum, game management strategies must be employed

U10-U13: when the maximum score difference reaches 15 points

U14: when the maximum score difference reaches 20 points

High School: when the maximum score difference reaches 30 points

coaches must make a strategy change: (i.e.)

- pass a minimum of 5x without calling out the passes
- discourage fast breaks and lay-ups
- play all team members
- don't overplay starters
- 

- ii. In the event of an unbalanced game, coaches are encouraged to discuss strategies at the end of each quarter.

- b) All game results must be reported to the Convenor by the coaches. League game results must be reported on the following school day and U12 scores could be reported on Friday mornings of each week.
- c) Any postponed or rescheduled game must be reported to the Convenor and updated on the website immediately. This is the responsibility of the team that initiated the change.
- d) Coaches must check the website to confirm that schedules are correct.

## 10. **AWARDS**

(refer to Appendix 19: CISAA Awards)

- a) CISAA plaques or trophies will be awarded to the champion at each level.

SR and JR Individuals on the championship and finalist teams will receive CISAA gold and silver medals.

## 11. **OPHEA SAFETY GUIDELINES**

All CISAA member schools are required to meet the safety standards set out by OPHEA as a minimum for participation in inter-school sport. The CISAA may, at its discretion, require additional safety standards.

See the OPHEA safety guidelines for BASKETBALL at the following link:

<https://safety.ophea.net/elementary/interschool/basketball>

<https://safety.ophea.net/secondary/interschool/basketball>

## **Addendum 1: Person-to-Person Rules**

**(required for U14 and below at all times; U16 in the half-court, first half of all names)**

CISAA / Ontario Basketball requires its member schools and coaches to have as one of their most important priorities, the development of long-term basketball skills. For this reason:

\*CISAA / Ontario Basketball believes that teaching person-to-person defensive skills is critical to children's overall skill development, enjoyment and success in the game of basketball.

\*CISAA member schools and coaches are required, therefore, to teach their players the necessary skills needed to use only person-to-person defense during Under 14 and all age levels below.

\*The spirit of the rule is to not encourage any athlete to stand in the key playing a one-man zone and to teach the athletes to help and recover to their offensive check.

### **Explanation of Terms**

**Legal Guarding Position:** The position of a defensive player who is guarding the offensive player with the ball. The defender must be attempting to stay within an arm's length of his or her check and separation as defined below has not occurred.

**Gapping:** Where a defensive player is within one stride away from what would be legal guarding position of his or her check if that check passed the ball.

**Help Situation:** Where there is separation and a defender (the Help Defender) leaves his or her check to defend the offensive player who has caused the separation to occur.

**Help Position:** As per the Ontario Basketball young player rule modification, a defensive position which is not guarding the ball and is outside the three-second area. In this position the defensive player should have no feet inside the three-second area, unless the person who is guarding the ball has clearly beaten his or her opponent.

**Separation:** Occurs when a defender (aka "Beaten Defender") has been clearly beaten by his or her check and the offensive player has a visible advantage (shoulder or feet past the defenders back foot) over the defender.

**Quarter Court:** The area on the floor closest to the basket below an imaginary line drawn perpendicular to the sideline through the top of the three-point arc.

Recover: Where a help defender assists and (either the help defender or the beaten defender) establishes legal guarding position, then either the beaten defender must switch to cover the check left open by the help defender or the help defender must return to his or her original check. At no point should two defenders be left guarding one offensive player.

Weak side: The side of the quarter court that is opposite the side where the ball is situated.

Zone Defense: When any player defends an area on the court as opposed to guarding an offensive player.

### **Definition of Person-to-Person**

a. Zone defenses are illegal and not allowed.

\*When the ball is inside the boundaries of the half court, each defensive player must guard an offensive player and make all moves associated with the offensive player's positioning and movement including the rules further set out below.

\*Defenders are entitled to provide help but only where there is separation. Double teams are not permitted! In no situation should a double team occur beyond a help situation.

\*Where help is provided, the help defender or the beaten defender must recover once one of them establishes legal guarding position.

\*The only time defenders can defend from within the three-second area is:

- When they are guarding an offensive player who is standing in the three-second area; OR
- The defender is within one arm's length of his or her check who does not have the ball; OR
- They are guarding the ball with respect to their check; OR
- There has been separation and they are providing help.

b. Defensive Positions when the ball is in the quarter court:

#### **Defender Guarding the Ball**

- The defensive player guarding the ball must defend the player with no gapping permitted.



The defender must be attempting to stay one arm's length away from the offensive player and may not slack off by gapping.

#### Defender is One Pass Away from the Ball

- The defensive player must be committed to an offensive player. The defender is permitted to gap from his or her check, however the defensive player is not permitted to provide help unless there is separation.

#### Defender is Two Passes Away or on Weak side

- Defenders who, on the weak side or at least two passes away, are not restrained as to the distance they can play from their check and may assume a help position provided that the defender stays on the weak side. They are reminded that this means that the defender must remain outside the key area with no feet in the key area and be in a help position. The defender is not permitted to provide help unless there is separation.

#### Defending Players Above the Top of the Three-Point Line

- When defending a check who does not have the ball and is above the line which defines the quarter court, the defender can play below the quarter court line but must stay above a line extending across the free throw line to the sideline. Defenders must remain on the same side of the court as his or her check.

#### **Intentional Double Teaming**

\*Double teaming and trapped is not permitted the entire length of the floor.

\*Accidental double teams (i.e. when an offensive player dribbles towards a teammate and their defender is in the same part of floor) is not a violation unless the defensive players do not immediately retreat back to their original checks. The intent of this rule is to eliminate intentional double teaming, so please inform your parents of this rule so a positive playing environment is maintained at all times.

**Addendum 2: U12 and below equal play grid example**

Team:		Date:				Location:			
Player	First Quarter		Second Quarter		Third Quarter		Fourth Quarter		
Shift	One	Two	Three	Four	Five	Six	Seven	Eight	
Barbin		√(1)		√(2)		√(3)		√(4)	
Jansson	√(1)		√(2)		√(3)		√(4)		
Harding	√(1)		√(2)		√(3)		√(4)		
Lennox		√(1)		√(2)		√(3)		√(4)	
Gibson		√(1)		√(2)		√(3)		√(4)	
Kapadia	√(1)		√(2)		√(3)		√(4)		
Mallia		√(1)		√(2)		√(3)		√(4)	
Savoie	√(1)		√(2)		√(3)		√(4)		
Selliah		√(1)		√(2)		√(3)		√(4)	
Walsh	√(1)		√(2)		√(3)		√(4)		
<b>Total</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	

**Note:** Brackets illustrate the number of shifts the player has played and are not placed on the score sheet.