

Dayton CYO Boys and Girls Basketball Rules 2025-2026

OHSAA rules will be enforced with the addition of CYO special rules
Rules are available on www.daytoncyo.org

1. Weather

- 1.1. Information regarding cancelations due to weather will be put on www.daytoncyo.org by 4:30 PM on weekdays; 7:30 AM on Saturdays and 11:30 AM on Sundays. If there is no update, it should be assumed games are being played as scheduled. Coaches and ADs are responsible for checking the CYO website for weather cancellation information.

2. Game Host Sites

- 2.1. Doors will be unlocked no more than 15 minutes before the start of the first game played at the host site.

3. Home / Away / Location on Website

- 3.1. Home and Away on the CYO Website are to designate who has what responsibilities; mentioned in section 5 of this rules document.
- 3.2. Pay particular attention to the "Location" column as this is where the game is being played.
- 3.3. A team could be the "Away" team and playing in their own school/parish's gym.

4. Schedules

- 4.1. Schedules are posted on www.daytoncyo.org
- 4.2. All schedules are final, and changes cannot be made. Dayton CYO will only accept School and Church-related activities if a request to change a game is made. CYO verifies all requests with the school.
- 4.3. If you requested a blackout date before the season and Dayton CYO missed it, the AD can contact CYO for a potential change.
- 4.4. Blackout dates are due to the CYO Office on the same day as team count and gym availability.
- 4.5. Games canceled by any team for any reason will result in a "Forfeit" *

5. Home Team Responsibilities

- 5.1. Home team must provide the Official Scorer. Home team will keep all score sheets.
- 5.2. Both teams are responsible to get the score sheets filled out by both teams before the game.
- 5.3. Home team is responsible to resolve color conflicts with uniforms. Practice pullovers are allowed to be worn to solve color conflicts.
- 5.4. Home team is responsible for providing a game ball to be used for the contest. No rubber balls. The officials can reject the home team's chosen game ball for a game ball determined to be in better condition supplied by the away team.
- 5.5. Home team is responsible for entering the score via the automatic email sent from CYO.

6. Away Team Responsibilities

- 6.1. It is strongly encouraged for the away team to keep score as well. Away and Home team should reconcile scorebooks at each quarter to make sure they match appropriately.
- 6.2. Each team must provide a roster to the official scorer with First Name, Last Name, Jersey Number before the start of the contest.
- 6.3. Away team may be asked to provide a game ball to be used for the contest.

7. Playing Time

- 7.1.** It is recommended equal playing time for 3rd-6th grade. It is expected that coaches will honor this recommendation.
- 7.2.** For 7th-8th grade, teams should follow their school's guidelines on athletics to determine playing time.

8. Rosters

- 8.1.** Teams can add or drop a player(s) to the official roster up to and including the tenth day from the start of the season. The updated roster must be submitted to the CYO Office via the Athletic Director before the updates take place.
- 8.2.** Schools are billed on a per-player rate; it's important that you update your roster with CYO. Rosters are final for billing purposes after the tenth day from the first game of the season.
- 8.3.** Every team is required to have their official roster on hand for every game. Failure to have an official roster will result in a Technical Foul on the head coach; during tournaments, the game will be ruled a forfeit.
- 8.4.** All rosters can be requested from the gym manager before the game.
- 8.5.** CYO Recommends having your official roster and a separate roster of players to provide to the official scorekeeper, so you don't forget your official roster at the host site.

9. General Rules

- 9.1.** All grades and leagues (all divisions) will use leather or composite leather 28.5in basketball.
- 9.2.** Coaches are responsible for the conduct of their players and fans.
- 9.3.** The Gym Supervisor or Officials may eject any spectator who is using profanity, verbal abuse of players or game officials or is being disruptive in the administration of the game. If the spectator refuses to leave, the supervisor is instructed to call the authorities.
- 9.4.** Any coach, player, or spectator ejected by the officials, before, during, or after the game will be suspended for two games per OHSAA rules. A person suspended from a game will cause their team to forfeit the game if they attend a game while serving the suspension.
- 9.5.** No protests for game conduct or rule enforcement per OHSAA rules. Protests for player eligibility and CYO rule procedures must be filed according to CYO guidelines located in the CYO Handbook. No protest during tournament play.
- 9.6.** If officials fail to show, coaches will pick substitutes and the game will be played. If only one official shows up, the game will be started on time. Refusal to play constitutes a forfeit.
- 9.7.** All team players and coaches shall be on the court 30 seconds before game time for the sportsmanship statement and or prayer by the Gym Supervisor. Starting players shall remain on the court.
- 9.8.** Only one coach is allowed to stand during the game. Other coaches must be seated during gameplay.
- 9.9.** 3rd Grade leagues and Girls 4th grade will play at a 9ft hoop height.
 - 9.9.1.** If there is a failure in the equipment or a host site can not get their rims to 9ft the game will be played at 10ft.

10. Games / Length / Time Outs

- 10.1.** Games must start at the scheduled time if a team has five players and a coach, or an adult representative is present.
- 10.2.** There will be a five (5) minute grace period after scheduled game time to allow for a 5th player to arrive and or a coach/adult representative. After five minutes the game can start with at least four players. Three or fewer players and or no coach or adult representative after the 5-minute grace period will result in a forfeit.

- 10.3. Teams can finish a game with no less than two players.
- 10.4. If one team is forced to start the game with 4 players, the other team has the option to either start the game with 5 players or 4.
- 10.5. Games are four (4) six (6) minute periods with one (1) minute between periods and a three (3) minute half time for all grades. Teams will not go to the locker room at halftime.
- 10.6. Two time-outs per half and no consecutive time-out by the same team.
- 10.7. Time-out for regulation play will be 1 minute.
- 10.8. One time out for each overtime period. Time-outs during overtime will be 30 seconds.
- 10.9. Running Clock will happen if any team is leading by twenty-five (25) or more points during the 4th quarter.

11. Overtime

- 11.1. Overtime will be **ONE** Three (3) minute period with stop and start clock.
- 11.2. Each team will be given one (1) timeout.
- 11.3. If the game is tied after one overtime period, the game will be ruled a tie.
- 11.4. Tournament play will be unlimited three (3) minute periods with a stop and start clock until a winner is determined.

12. Backcourt Press

- 12.1. 3rd, 4th, 5th Grade Leagues (All Divisions) are not allowed to apply backcourt pressure until the final three minutes of the fourth quarter and overtime. No backcourt pressure for any team leading by 10 or more points.
- 12.2. 6th Grade Leagues (All Divisions) are not allowed to apply backcourt pressure until the 4th Quarter and overtime. No backcourt pressure for any team leading by 10 or more points.
- 12.3. 7th & 8th Grade Leagues (All Divisions) are allowed to apply backcourt pressure the entire contest. No backcourt pressure for any team leading by 15 or more points.

13. Foul Shots

- 13.1. 3rd, 4th, 5th Graders are allowed to shoot foul shots from 12ft line including any player that is playing up on a combined team and or guest playing on for a team.
- 13.2. 6th, 7th, 8th Graders must shoot foul shots from the 15ft line. If a 5th grader or below is guest playing on the 6th, 7th, or 8th league then they are allowed to shoot from the 12ft line.

14. Basketball Guest Player Policy

- 14.1. See Attached Guest Player Policy or visit www.daytoncyo.org/downloads

15. Tournament Information

- 15.1. All leagues and divisions will have single-elimination tournament at the end of the season to crown a Tournament Champion and Tournament Runner-up.
- 15.2. Tournament seeding is based on all games played during the regular season. Coaches and ADs can view the proposed tournament schedule all season on the website. Tournament game times and locations are subject to change if scheduling conflicts should arise. A final date for no changes to the tournament schedule will be announced towards the end of the season.
- 15.3. Two brackets will be used for any division with 8 or more teams.

16. Uniforms

- 16.1.** All schools should make an effort to have the same style uniform without duplicate numbers for all members on the same team.
- 16.2.** If a duplicate number exists, then a contrasting color tape is acceptable to change the number. Numbers on the uniforms must match the official score sheet.

Changes to document for 2025-26

- Date changed on title.

Dayton CYO Rules - Quick Reference

League (All Divisions and Genders)	Hoop Height	Ball Size	Foul Shot Line	Back Court Pressure (No team is allowed to press up 10 points in 3-6 th grade, and up to 15 points in 7-8 th grade)
3rd	9 Feet	28.5	12 Feet	4th Quarter Final 3 Minutes & Overtime
4 th -Girls	9 Feet	28.5	12 Feet	4th Quarter Final 3 Minutes & Overtime
4 th -Boys	10 Feet	28.5	12 Feet	4th Quarter Final 3 Minutes & Overtime
5th	10 Feet	28.5	12 Feet	4th Quarter Final 3 Minutes & Overtime
6th	10 Feet	28.5	15 Feet	4th Quarter & Overtime
7th	10 Feet	28.5	15 Feet	Entire Game
8th	10 Feet	28.5	15 Feet	Entire Game

Running Clock: 4th quarter with a 25-point lead

Overtime Reg Season: One three-minute OT period – Start and Stop Clock - 1 Time Out

Overtime Tournament: Unlimited three-minute OT Periods until winner is determined
Start and Stop Clock - 1 Time Out per period.