



Basketball Terms and Conditions 5th-8th Grade Boys & Girls 2024-2025

Welcome!

The Office of Sports Administration (OSA) is excited to welcome you to another season of CPS SCORE!

Please review the included Terms and Conditions document for key program information and requirements.

Non-compliance with any of the following information may result in the forfeiture of coaches' season stipend.

Any and all questions can be directed to the Athletic Program Administrator (APA) or Commissioner of your Network.

Thank you for your support of our student-athletes and programs across the District!

Contact Information


A CPS Elementary Athletic Program Administrator (APA) is assigned to assist each of the 13 networks across the District. Please send any general questions regarding this document or the CPS SCORE! Program to sportsad@cps.edu or contact the Office of Sports Administration at 773-534-0700.

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Sportsmanship Statement & Guidelines

The Chicago Public League asks all of its students, officials, coaches, spectators and school staff to promote sportsmanship before, during and after every game. Offensive language including profanity and/or derogatory or intimidating remarks of any kind directed at officials, event staff, student-athletes, coaches or team representatives will not be tolerated. In order for sportsmanship to prevail, all coaches, students, staff, and spectators must display respect and civility in an effort to enthusiastically support our student-athletes to create a safe and inclusive environment.

[Click Here For Full Sportsmanship Policy](#)

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2024-2025 Points Of Emphasis

The Office of Sports Administration is prioritizing these points of emphasis for the 2024-25 season. **Non-compliance with any of the following may result in a coach/liaison delay or forfeiture of their athletic stipend. Any of the following may also require the school to have a supervisory conference with OSA.**

- Students, Officials, Coaches, Spectators and School Staff are expected to promote **sportsmanship**. Any unsportsmanlike behavior may result in immediate removal from the property, and further investigation may result in the potential suspension of SCORE! program at your school.
- Teams that opt-in are expected to participate in the program in its entirety. Teams that drop out will be **subject to further** consequences. More details can be found in the **Forfeits and Penalties** section. [See Page 7 for details.](#)
- All participating teams that have met roster minimums are **required to upload** rosters to Aspen, complete the Coaches Directory, fill out the Coaches Pre-Attestation Form, and upload this information into the correct school folder located in the Google Classroom, by the communicated deadline. Updated, signed rosters by the principal, must be turned in to the court monitor weekly.
- **A certified coach may receive up to four stipends each athletic season (fall, winter, spring) maximum of twelve for the entire SY25.** *Please see payment criteria breakdown for more details.

Mandatory Certification- Sports Liaisons must keep certificates in a file pending OSA audit and can be found under the Extra Training Tab in [SafeSchools](#).

- ☐ PCA Workshop Completion - Separate Training Outside Of Safe Schools
- ☐ Concussion Training *required every 2 years - Athletics Sub Tab In Safe Schools
- ☐ CPR/AED Training - Health Sub Tab in Safe Schools

[Roster/Pre- attestation Upload Folder](#)
| [Athletic.net](#) | [Aspen Guide](#)

Media / Social Media Expectations

The Chicago Public League (CPL) is proud to offer in-depth coverage of all of our student-athletes across each sports season. In order to continue to tell these stories, the CPL Sports Communications team asks the following of all participating coaches and student-athletes:

- Ensure all student media consent forms are signed via the standard CPS enrollment packet.
- Make coaches / players available as requested for pre and post game interviews.
- Share accomplishments and milestones with the CPS Sports Communications Team so they can highlight your school.
- Interact and follow all CPL athletics content via our website CPSAthletics.com or via Twitter [@CPLAthletcs](https://twitter.com/CPLAthletcs).

CPS Sports Communications Team:

Communications Manager - Joey Gelman - jdgelman@cps.edu
Communications Specialist- Dominic Scianna - dscianna@cps.edu
Communications Specialist - Michael Wojtychiw - mmwojtichiw@cps.edu

Forfeits, No Contest, Penalties

- If a team is not present for a contest, OR is not ready to play within **10** minutes of the assigned start time, the Office of Sports Administration will record the contest as a forfeit.
- Two forfeits will result in your school being dropped from the remaining schedule and the coach may NOT be paid.
- A **No Contest** is considered a game not completed due to extenuating circumstances, not to include postponements or cancellations initiated by the Office of Sports Administration.
 - **No Contest Results: A game that is neither won nor lost**

Payment Criteria

A certified coach may receive no more than four stipends during each athletic season (fall, winter, spring) maximum of twelve for the entire SY25.

- Teams **must** meet the minimum number of student athletes to participate in SCORE!
 - *see page 12 for min/max
- Any team sport with over 40 athletes **must** add a second certified coach

Multiple Sport Coaches

- An individual may receive one stipend per team with a maximum of two per grade level. Coaching more than one sport at any given time may result in the forfeiture of the lesser stipend of the two in cases of competition conflict.

Multiple Sport Players

- Players that want to participate in more than one sport may do so with the understanding that schedules created will NOT accommodate for game time conflicts.

7th & 8th Grade Boys and Girls

- Maximum 2 stipends can be awarded per coach for 7th/8th grade season
 - Boys and Girls Teams **or** SCORE!+ and SCORE! teams.

5th & 6th Grade Boys and Girls

- Maximum 2 stipends can be awarded per coach for 5th/6th grade season
 - Boys and Girls Teams **or** SCORE!+ and SCORE! teams.

Example:

CPS SCORE FALL SPORTS 2023-2024 Coach Compensation			
Boys and Girls Cross Country	Level	Student Athlete Criteria min/max	Maximum Stipend Per team
	5/6th	Min of 7= 1 stipend	1
	7/8th	Min of 7= 1 stipend	1
	(2)5/6th-7/8th	Min of 7= 1 stipend	2
Boys Soccer	Level	Student Athlete Criteria min/max	Maximum Stipend Per team
	5/6th	13 to 20= 1 stipend	1
	7/8th	13 to 20= 1 stipend	1
	5/6th-7/8th	13 to 20= 2 stipend	2
	(2) 5/6th	21 to 40= 2 stipends	2
	(2) 7/8th	21 to 40= 2 stipends	2
Boys and Girls Volleyball	Level	Student Athlete Criteria min/max	Maximum Stipend Per team
	5/6th	9 to 20= 1 stipend	1
	7/8th	9 to 20= 1 stipend	1
	5/6th-7/8th	9 to 20= 2 stipend	2
	(2) 5/6th	21 to 40= 2 stipends	2
	(2) 7/8th	21 to 40= 2 stipends	2

Calendar

CPS Calendar - Regular Season Information

Opt-in/Aspen Registration Open	Oct 7, 2024
Opt-in Closed (deadline)	Oct 25, 2024
First Official Practice	Dec 2, 2024
Aspen Roster/Coaches Directory/Pre-Attestation Deadline	Nov 6, 2024
SCORE! 7th/8th Regular Season Competition Starts	Jan 25, 2025
SCORE! 7th/8th Regular Season Competition Ends	Mar 20, 2025
SCORE! 5th/6th Regular Season Competition Starts	Dec 7, 2024
SCORE! 5th/6th Regular Season Competition Ends	Jan 18, 2025

CPS Calendar - Post Season and Championship Information

SCORE! 7th/8th Playoffs Starts	Mar 10, 2025
SCORE! 7th/8th Playoffs City Championship	Mar 20, 2025
No Post Season or Championship for 5th/6th Grade	

Coach Certification Statement

All individuals working in a coaching capacity must be formally hired as CPS Employees or CPS Level 1 Volunteers, as well as hold the following certification/training for the current year prior to coaching:

- ☐ Complete the SafeSchools Concussion Training
- ☐ Complete PCA Training Workshop
- ☐ Complete SafeSchools CPR/AED Training

League Terms and Conditions:

Section One: Forming A Team

This section identifies general program rules and requirements associated with the SCORE! Elementary School Sports Program. The rules and requirements contained in this section apply to all CPS SCORE! Elementary school sport offerings.

CPS SCORE!+

The CPS SCORE!+ program is the official interscholastic athletics league for 5th-8th graders. Students will participate in practices during the week and gameplay each Saturday at a select site, featuring other schools from within their network. Teams are broken up into respective grade level teams and leagues and will compete in a regular season, playoffs and CPS SCORE!+ City Championship. 15 players are eligible to be on the roster for Saturday games for indoor events and 20 players are eligible to be on the roster for outdoor events. Coaches may rotate players should they have 15+ / 20+ students in the program or CPS SCORE! intramural teams below. Schools may choose to participate in additional non-conference gameplay at their discretion.

CPS SCORE! IntraSchool Play (weekday games)

The CPS SCORE! Program follows a “no cut” policy. Accordingly, all eligible students who register to participate shall be permitted to participate assuming a sufficient number of students register to allow for the formation of a team at the students’ gender and grade level. If an elementary school has enough registered students to form multiple teams, said elementary school may participate in the CPS SCORE! program that will be held during the week. It is the school’s responsibility to provide a location/gym, coach, schedule games, and pay officials for all SCORE! competitions. You must share your competition and intramural schedule with the APA and Commissioner.

Participation Time

The CPS SCORE! Program strongly encourages that all student-athletes have an opportunity to participate during game competitions. Students who register to participate in a sport will be provided the opportunity to participate during both practices and games. Coaches are encouraged to provide each athlete with the opportunity to learn and compete in different positions during the practices and games.

Student-Athlete Eligibility

Students must satisfy several criteria to be eligible to participate in the CPS SCORE! Program. The student criteria is as follows:

- Age / Grade
 - CPS SCORE! Sports are for 5th, 6th, 7th, or 8th grade students **only**. Students must be registered at the school in which they are participating.

5/6th Grade Level

- All 5/6th grade students are eligible for CPS SCORE! Sports.
- 5/6th grade students are not allowed to play up on the 7/8th grade level during the regular season and conference playoffs.
 - **EXCEPTION: 6th graders are allowed to participate on both 5/6th grade level and the 7th/8th grade level.**
- Any student that starts the academic school year at the age of 13 has "aged out" of participating at the 5/6th grade level and **must be enrolled and participate** on the 7/8th level.
- If there are not enough 5/6th grade registrants at a particular school, this **does not** permit a school to allow 5th grade students to play up on the 7/8th grade level. **EXCEPTION: 6th graders are allowed to participate on both 5/6th grade level and the 7th/8th grade level.**

7/8th Grade Level

- Any student that starts the academic school year at the age of 15 has **"aged out"** of participating in CPS SCORE! Sports.
- All current 7/8th grade students registered at the school in which they are participating.
- All 7/8th grade students are prohibited from playing down on the 5/6th grade level.

NOTE: Schools violating any student-eligibility rules shall receive a forfeit for that game and all games in which the rules were violated (violation of the spirit of the rules may result in removal from playoffs per the discretion of OSA). Teams will be removed from the remainder of the schedule upon their 2nd forfeiture.

- School
 - Be a full-time student or registered as a homeschooled student at the registered CPS elementary school.
- Academic Standing
 - Be academically eligible based on their school's eligibility standards.
NOTE: Each participating elementary school principal shall set academic eligibility standards for their school.
- Medical Requirement
 - According to school records, student-athletes must have approval by a physician to participate in physical education to participate in SCORE! sports.

Student Registration

- Participating elementary schools are responsible for registering participating students using the method(s) designated by the Office of Sports Administration:
 - Schools are required to submit students and coach registration information in ASPEN.
- Each participating school's final roster must be signed by the school principal and submitted to their assigned CPS Conference Commissioner prior to the start of the season. The liaison shall make team rosters available to the assigned coach(es).
- Each student registered in ASPEN to a sport/team MUST remain on that team roster for the remainder of that athletic sport season.

Team Rosters

- The sports liaison shall be solely responsible for the formation of team rosters.
- In order for a school team to be recognized for participation in SCORE!+ Conference league play, that school must field a team consisting of at least **nine (9) participants and a maximum of twenty (20)** ***Only 15 can dress on game day and rotate on Saturday competition at the discretion of the head coach.** ASPEN Rosters must be signed by the principal and submitted to the Office of Sports Administration prior to the start of each game
- **Score! Intraschool Play: Coaches must have more than (21) student-athletes participating to receive an additional SCORE! team.**
- Once all interested participants are entered in ASPEN and an Official Roster has been submitted, a coach may begin conditioning and practice. Conversely, if an Official Roster has not been submitted, students are not insured by the Chicago Public Schools insurance policy and coaches are not allowed to begin conditioning and practices until above stated requirements have been completed.
- Students must be added prior to the second game of the season
- The coach is responsible for bringing the most recent ASPEN team roster to each contest. The roster must be signed by the school principal. Any athlete whose name does not appear on the game day roster, is not permitted to participate.

NOTE: Schools violating any roster rules shall receive a forfeit for that game and all games in which the rules were violated. Teams will be removed from the remainder of the schedule upon their 2nd forfeiture.

Section Two: Program Regulations

Regular Season Dates

- No practices will be permitted before the official start date of each season or after the official end date of each season, as communicated by the Office of Sports Administration.
- The Office of Sports Administration will establish and communicate the girls and boys' basketball season dates each year.
 - Each team will be scheduled to play a minimum of five (5) games.
 - Game times and opponents will be determined at random prior to the creation of the official schedule.
 - Note- It is the responsibility of the coach/school to read the schedule each week; if you miss a double-header game, you will be issued a forfeit.

Equipment:

- Gym Shoes: Eligible players without appropriate shoes **will not** be allowed to play (e.g. Dress or casual shoes)
- Mouth guards are encouraged, but not required
- Sportswear glasses/goggles are recommended to participate if you wear eyeglasses

Balls:

- All 5th/6th grade level girls and boys teams will use a **28.5-inch** women's regulation size basketball
- All 7th/8th grade girls' teams will use a **28.5-inch** women's regulation size basketball
- All 7th/8th grade level boys' teams will use a **29.5-inch** men's regulation sized basketball

Uniforms:

- During scheduled basketball games, all team members are recommended to wear matching jerseys / t-shirts with numbers on the back and front.
Student-athletes can not wear non athletic bottoms (e.g they can not wear jeans, Khakis)
 - **Sweatpants underneath shorts are allowed.**
- Teams are permitted to wear school issued uniforms:
 - **Each player is recommended to have an identical jersey top and similar bottoms**

- Players are **not** allowed to wear jewelry. If religious or medical medals are worn, they shall be taped to the body under the uniform.
- Prohibited attire/accessories: Players are **not** allowed to wear earrings (may not be covered by band-aid); jewelry, head rags, hair jewelry (metal), and hoods.
 - **Per CPS, teams have to allow uniform modifications for the purpose of cultural value, religion and modesty preference.**
- IHSA Officials are responsible for enforcing these uniform rules.

Forfeits/No Contests

- All reasonable efforts should be made to avoid forfeits.
- If a team is not ready to compete at the scheduled time of the basketball game with all of their players present, the team will play the game as long as the minimum number of four **(4)** players is present.

During the ten (10) minute grace period, only a CPS cleared staff member or volunteer can step in to serve as the coach (CPS ID Required). No parent or non-approved board volunteer can step in.

- In the absence of a CPS “cleared” coach, the school principal must submit the substitute’s information to our Office so that we can provide the clearance to the coach prior to game day.
- Should a team be delayed, they should contact their assigned CPS Network Commissioner and Opposing team Coach who will inform the Site Manager. *coaches can be found on the SCORE! Master Directory
- A contest forfeiture will be treated as a loss in the season standings
- Student-Eligibility and team roster infractions are considered forfeitures and will count towards your total number of forfeits during the season.

Teams who forfeit two (2) games during a single sports season will be removed from participation for the remainder of the season.

Advanced Contest Cancellations

- The Office of Sports Administration will administer all advanced cancellations.
- All participating schools are responsible for developing a communication policy and procedures for all participants and their families regarding notifying them of a cancellation.
- Coaches, elementary school liaisons, conference commissioners, and/or principals may not cancel or reschedule games.
- Schools must notify the Office of Sports Administration by close of business (4:00pm) on the Thursday before that game for any school-sanctioned cancellations.
- Weather cancellations will be determined by the Office of Sports Administration and communicated to the Site Manager.

CPS SCORE!+ Playoff Format *2 forfeits your team will be dropped from the schedule

- The top 7/8th grade team from each site will qualify for the 13 Network SCORE! City Championship Tournament.
 - If there are multiple sites in a Network those teams will play each other for the Network Championship.
 - If there are multiple gyms at 1 Site the top team from each gym will play each other for the Network Championship or they will play to advance to the Network Championship because there are other sites in their Network.
 - A single forfeit may disrupt your seeding in tournament play
 - On the 7/8th grade level, the Network Champions from each network will advance to the SCORE! City Championship Tournament.
 - Seeding for the 7th/8th grade SCORE! City Championship will be a random draw.

Standings Tie Breakers

- Tiebreakers will be determined by the following:
 - Head to Head Match up records
 - Points allowed during all regular season contests
 - Points scored during all regular season contests (**Only if points allowed are equal**)
 - Coin flip (**Only if points allowed & points scored are equal**)

Contest Outcome Tracking & Reporting

- The Officials must complete and sign the contest score sheet provided by the Office of Sports Administration.
- Each coach must sign the scoresheet which indicates their agreement with the final score of the contest.
- The Site Manager is responsible for collecting and reporting all final contest scores to the Office of Sports Administration within 48 hours after the scheduled contest date.

Coaches Responsibilities

- Prior to the start of the sports season:
 - Attend the Coaches Meeting.
 - Provide proof that the Concussion Certification training has been completed within the last two (2) years. (Must be on file with the school principal/liaison).
 - Complete the Protecting Chicago Children training (PCC)
 - Complete the mandatory PCA training workshop(Positive Coaching Alliance)
 - Complete the KIPP training (highly recommended)
- During the course of the sport season
 - Prepare your student-athletes through daily practice sessions during the season.

- o Monitor your student-athletes progress on the field and in the classroom.
- o Accompany your team to all games.
- o Monitor the conduct of your athletes for the duration of each game.
- o Always have in your possession:
 - A copy of your official roster
 - A copy of the terms and conditions
 - Emergency contact information for each student-athlete completed within the last two (2) years. (Must be on file with the school principal).

Coaches Stipend

- Coaches can receive up to a maximum of 4 stipends per season
 - o 5/6th Level: CTU Negotiated Rate
 - Coaches may not receive payment/stipend if all mandatory requirements are not complete.
 - o 7/8th Level: CTU Negotiated Rate
 - Coaches may not receive payment/stipend if all mandatory requirements are not complete.
- Requirements include;
 - o 5th/6th Grade Coaches must complete the season without their team being dropped
 - If a team is dropped at any point during the season, the coach will forfeit their stipend. (Please refer to the Forfeit Section)
 - o 7th/8th Grade Coaches must complete the season without their team being dropped
 - If a team is dropped at any point during the season, the coach will forfeit their stipend. (Please refer to the Forfeit Section)

***Coaches/liaisons that are on a leave of absence at any time during a SCORE! season will NOT receive payment**

Each Sports Liaisons must complete the Staff & Coaches Directory via Google Classroom before the start of the season. Please confirm the coaches/sports are correct prior to docuSign completion.

Section Three: Game Rules

This section identifies rules and requirements that are specific in nature to the CPS SCORE! Basketball Program.

National Federation of High Schools and the Illinois High School Association

- The official rules of the National Federation of High Schools (NFHS) in conjunction with the Illinois High School Association (IHSA) rulebook govern all athletics rules and regulations at Chicago Public Schools.
- This rulebook communicates additional rules and regulations that are specific to Chicago Public Schools' athletics programs and activities.
- The rules and regulations in this rulebook supersede NFHS and/or IHSA rules and regulations where applicable.
- The CPS SCORE! Program is not a member of the Illinois Elementary School Association (IESA).

<http://www.nfhs.org/articles/rules-books-and-case-books-available-as-e-books/>

Contest Officials

- The Office of Sports Administration will assign an IHSA Official and a Court Monitor to each scheduled contest.
- There will be at least one (1) IHSA Official assigned to each game.
 - The IHSA Official shall examine and approve the court and game equipment.
 - At the end of games, the IHSA Official shall write the final score, sign and return the CPS official score sheet to the court monitor or CPS Conference Commissioner on site.
 - The IHSA Official shall be the sole judge of play, conduct of players, coaches, spectators, and other factors affecting the game.
 - The IHSA Official keeps the official score and time of the game
- There will be a Court Monitor assigned to each court.
 - The Court Monitor is a person designated by the Office of Sports Administration to ensure rosters are present for each team playing, the ages and grade restrictions are being followed, students are playing at their appropriate grade level, and ensure that pinnies are distributed and collected when necessary, etc.
- During a situation when the assigned IHSA Official is not present at game time, the coach from each team will be expected to officiate the game.

Game Times

- All matches are scheduled 1 hour apart.
- If a team is late by ten (10) minutes or more, they will forfeit the game.
 - If a team is not ready to compete at the scheduled time of the basketball game with all of their players present, the team will play the game as long as the minimum number of four (4) players is present.
- **Game Length Regular Season & Network 13 Playoffs:**
 - 5/6th Grade: (2)15 minute halves with a running clock. 1 minute halftime

- 5/6th Grade ONLY: **Running clock guidelines; clock NEVER stops except for timeouts or at the referees discretion.**
- 7/8th Grade: Four (4) eight (8) minute quarters with a running clock (See Exceptions Below)
- **7/8th Grade Only: Running clock guidelines; The clock only stops on whistles during the final one (1) minute of the second and fourth quarters.** All clock stoppages during the final minute of the second and fourth quarters are on all referee whistles.
 - The clock will start once the ball is inbounded and touched.
 - **In the event of a timeout and a team is shooting free throws-** the clock does not start until the ball is inbounded and touched (made free throw) by a player or the ball touches a player. (Officials should signal the scorers table to start the clock) This applies for the entirety of the game.
 - If the free throw is missed, the clock does not start until the ball touches a player or upon the retrieval of a missed free throw (ie. rebound). (Officials should signal the scorers table to start the clock) This applies for the entirety of the game.
- For 7/8th Grade, a thirty second intermission shall precede the beginning of each quarter, as well as the overtime period, if applicable.
- 7/8th Halftime: Three (3) minutes.
- **Regular Season & Network 13 Playoffs Overtime Rules**
- The same overtime rules from regular season play apply (See Regular Season Overtime Rules Below)
 - If the score remains tied upon completion of the first overtime period, the teams will enter a sudden victory period to begin with free throws. The game will be determined by free throws made.
 - **Sudden Victory:** Each team will have 3 shooters from each school, every other shooter will shoot 1 shot, and the best out of 3 will win the game. If it's still tied, the coach will pick a different shooter until the next shooter makes or misses the free throw.
 - The coach will not be able to repeat shooters until each rostered player has shot one free-throw.
 -
- **Game Length 7th/8th ONLY - City Final 4 Playoffs & City Championship:**

- **7/8th Grade Only: Running clock guidelines;** The clock only stops on whistles during the **final two (2) minutes of the second and fourth quarters**. All clock stoppages during the last two (2) minutes of the second and fourth quarters must be on all referee whistles.
- The clock will start once the ball is touched.
- **In the event of a timeout and a team is shooting free throws-** the clock does not start until the ball is inbounded and touched (made free throw) by a player or the ball touches a player. (Officials should signal the scorers table to start the clock) This applies for the entirety of the game.
 - If the free throw is missed, the clock does not start until the ball touches a player or upon the retrieval of a missed free throw (ie. rebound). (Officials should signal the scorers table to start the clock) This applies for the entirety of the game.
- **7th/8th City Final 4 Playoffs & City Championship Overtime Rules**
 - The same overtime rules from regular season play apply (See Regular Season Overtime Rules Below)
 - Exception: There will be no Sudden Victory
 - If the game is still tied after the first overtime period, teams will play a (1) Minute 2nd overtime period.
 - The clock will stop on all whistles.
 - If the game is still tied after 2 overtimes, this process will continue until a winner has been deemed.
- For 7/8th Grade, a **thirty second intermission** shall precede the beginning of each quarter, as well as the overtime period, if applicable.
- 7/8th Halftime: Three (3) minutes.

Team Configuration

- Team captain
 - Each team shall designate a team captain.
 - This player is the team representative.
 - May address an official to obtain essential information
 - May address an official on matters of interpretation
- Each team must have a minimum of four (4) players to start a game.
 - If a team has fewer than four (4) eligible players on the court, the opponent will be declared the winner by forfeit.
 - All eligible players participating in the game must appear on the team's Official Game Roster. This roster shall be given to the CPS Conference

Commissioner prior to the start of the season. The roster must be signed by the school's principal. Teams not adhering to this rule shall forfeit the game.

Substitution

- Substitutions shall be unlimited.
- Players must report to the scorer's table and await the official's signal before entering the game.

Scoring

- The following point values will be granted:
 - Three (3) points for a made basket beyond the 3-point line
 - Two (2) points for a made basket
 - One (1) point for a made free throw

Timeouts

- 7/8th Grade - two (2) 60-second timeouts are allowed per game.
- 5/6th Grade - One (1) 30-second timeouts are allowed per Half.
- During each extra period (i.e., overtime), each team shall receive one additional 30-second timeout. There will be no overtime for the 5/6th Grade Level.

Regular Season Overtime

- Teams will be permitted one (1) two-minute overtime period with a 30 second timeout. *The overtime period will be played when the game ends with a tied score.
- Overtime will begin with a jump ball.
- Overtime is an extension of the 4th quarter. The game and team fouls do **NOT** reset.
 - The clock stops on whistles during the final one (1) minute of the overtime period. All clock stoppages are limited to timeouts, shooting fouls, player injuries, or otherwise directed by the contest officials.
 - 7/8th grade teams are allowed to press the entire overtime period.
 - The defensive team is not permitted to press if the team's lead is twenty (20) points or more.
 - If the score remains tied upon completion of the first overtime period, the teams will enter a sudden victory period to begin with free throws. The game will be determined by free throws made.
 - **Sudden Victory:** Each team will have 3 shooters from each school, every other shooter will shoot 1 shot, and the best out of 3 will win the game. If it's still tied, the coach will pick a different shooter until the next shooter makes or misses the free throw.
 - The coach will not be able to repeat shooters until each rostered player has shot one free-throw.
 - 5/6th Grade Level will go straight into Sudden Victory if the game is tied

after the regulation period has ended.

Alternating Possession

- The beginning of each contest shall begin with a jump ball.
- Overtime periods will also begin with a jump ball.
- Alternating possession will ensue after the jump ball.
- Contest Officials are responsible for monitoring possession and enforcing possession rules.

Free-Throw Administration

- The 15-foot (regulation) free-throw line will be used for all contests.
- A goal from a free throw counts as one (1) point for the shooting player's team.
- During a free-throw attempt, players from each team shall position themselves parallel to each other in an alternating manner on each side of the free-throw line. The defending team is entitled to the first and third slots and the offensive team is entitled to the two (2) middle slots. The slots closest to the end of the lines near the basket shall remain vacant.
- Should the offensive team decide to remove their two (2) players from the line near the shooter, the defensive team shall not replace those players with two additional players from the defensive team.
- Non-shooting players, except those players outside of the three-point line and the shooter, may move out of their designated spot once the ball touches the ring/rim.
- No player shall make contact with the shooter until the shot has ended or the ball touches the ring. If the shooter is touched by the defensive team prior to taking a shot or before the shot has ended, the shooter will be awarded an additional shot. If the shooter is knocked down and/or back by the defensive team, the official shall issue a foul to the appropriate player and award an additional free throw to the shooter.
- There shall be no free-throw attempts with zero time remaining at the end of the regulation or overtime periods if a winner has been determined.

Inbounding the Ball

- A full five (5) seconds is allowed for a player inbounding the ball.
- A ball is deemed to be inbounded upon release by the inbounding player.
- A total of ten (10) seconds is allowed to advance the ball over the half-court line or the offensive team will lose possession of the ball.

Three-Point Shooting

- Three-point shooting is in effect for contests for both levels whenever a regulation three-point arc is available at the contest location.
- If a 3-point line is not available all baskets will be worth 2 points.

Lane Violations

- An offensive player shall not remain in the shooting lane for more than three (3) consecutive seconds while his/her team is in control of a live ball.

Press Rules

- The 5th/6th grade level is NOT permitted to a full court press during the game.
 - Once the ball has crossed the half-court line, the defensive team may pursue the ball.
- The 7th/8th grade level is permitted to full court press. (See exception below)
 - The defensive team is not permitted to press if the team's lead is twenty (20) points or more.
 - Once the ball has crossed the half-court line, the defensive team may pursue the ball.
- If the ball is touched prematurely by the defensive team, the offensive team shall retain possession.
- When the no press requirement is in effect, during inbound situations, a defensive player may not make a play on the ball until the offensive player has retained possession.

Fouls

- Ordinary fouls are routine and because of the constant motion inherent in the sport are not viewed as bad sportsmanship.
- The team whose player committed a foul shall lose immediate possession of the ball to the other team.
- If the foul is committed by the defensive player upon the offensive player who is in the act of shooting the ball, then the penalty is awarded as follows:
 - For all levels and genders, if a shot is made, the shot is counted and the player will shoot a free throw.
 - For all levels and genders, if the shot is not made, the player will be awarded two (2) free throws if s/he was attempting a two point basket.
 - For all levels and genders, if the shot is not made, the player will be awarded three (3) free throws if s/he was attempting a three-point basket.
- Teams will enter the bonus upon the 5th team foul every quarter. Team fouls will reset after each quarter.
 - **Eliminates the one-and-one for common fouls beginning with the seventh team foul in the half and establishes the bonus as two free throws awarded for a common foul beginning with the team's fifth foul in each quarter and resets the fouls at the end of each quarter.**

Free Throws

- For the 5th/6th grade level a team will be in the bonus and awarded 2 free throws upon the 7th team foul per half.
- For the 7th/8th grade level a team will be in the bonus and awarded 2 free throws upon the 5th team foul per quarter.
- There are three (3) types of fouls: personal, technical, and flagrant.

- **Personal Fouls:** are the most common types of fouls and result from illegal physical contact between opposing players.
- **Technical Fouls:** are unrelated to physical contact during game play. Officials may issue technical fouls in the event a player, coach, and/or team exhibits unsportsmanlike conduct.
 - Examples of unsportsmanlike conduct include, but are not limited to the following:
 - Disrespectfully addressing an official, coach, and/or player.
 - Using profane or inappropriate language or obscene gestures.
 - Disrespectfully addressing, baiting, or taunting an opponent.
 - Excessively objecting and attempting to influence an Official's decision.
 - Inciting undesirable spectator reactions.
 - Team members not remaining seated on the bench unless spontaneously reacting to a play and immediately returning to their seats.
 - One or more team members without the proper uniform/t-shirt. **(Players will not be ejected for this reason).**
- A player who commits five personal fouls over the duration of the game including extra periods, **is disqualified for the remainder of the game.**

Technical Fouls

- **The opposing team will be awarded two (2) points for each technical foul and shall receive immediate possession of the ball.**
- If an individual player receives a total of two (2) technical fouls for unsportsmanlike acts or conduct during the course of the season, the player will be suspended for one (1) contests.
- Any player who receives a third technical foul during the course of the season for any unsportsmanlike act or conduct will be suspended for the remainder of the season.
- The Office of Sports Administration shall investigate any coach who receives a technical foul for unsportsmanlike conduct and shall reserve discretion to remove the coach from the season, if deemed necessary. This decision will be made based on a collaborative effort between both CPD and the Office of Sports Administration.
- Flagrant Foul: may be issued by an official for violent player contact that an official believes is not a legitimate attempt to play the ball within the rules.
- Players who receive a flagrant foul shall be immediately ejected from the competition.

- A flagrant foul will count as two (2) technical fouls for the purposes of this rule and shall result in the subsequent suspension of the student for two (2) or more contests depending on prior infractions.
- A player who receives one (1) flagrant and one (1) technical foul, regardless of the order in which they are received, will be dismissed for the remainder of the season.
- Officials are responsible for tracking technical and flagrant fouls and reporting all occurrences to the scorebook operator during the contest and to the High School Site Manager upon the conclusion of each contest.

Mercy Rule:

- Any team trailing by **20 points or more with 2 minutes or less in the game**; the clock will not stop, it will continue running - no additional score will be put on the scoreboard.

IHSA Rules

- IHSA rules will be used for all games where SCORE! rules do not exist.

5th/6th Grade Boys & Girls Back to Basics Guidelines

- Coaches will receive a 4 Week Curriculum from SportsEd TV to be implemented into their respective programs.
 - Coaches are expected to use the curriculum at each practice.

Back to Basics Game Day

Game Times

- All matches are scheduled 1 hour apart.
- If a team is late by ten (10) minutes or more, they will forfeit the game.
 - If a team is not ready to compete at the scheduled time of the basketball game with all of their players present, the team will play the game as long as the minimum number of four (4) players is present.
- Coaches are expected to implement skill & drill from the SportsED TV Curriculum for 20 Minutes before beginning competitive play.
 - Coaches will be provided a Curriculum detailing the skills & Drills they are expected to implement each week.

- After the 20 Minutes of Instructions have concluded schools will be allowed to play (2) 15 Minute Halves (1 Minute Half Time) with a running clock.
 - The clock will only stop for timeouts or at the officials discretion.

Press Rules

- The 5th/6th grade level is NOT permitted to a full court press during the game.
 - Once the ball has crossed the half-court line, the defensive team may pursue the ball.

Fouls

- Ordinary fouls are routine and because of the constant motion inherent in the sport are not viewed as bad sportsmanship.
- The team whose player committed a foul shall lose immediate possession of the ball to the other team.
- If the foul is committed by the defensive player upon the offensive player who is in the act of shooting the ball, then the penalty is awarded as follows:
 - For all levels and genders, if a shot is made, the shot is counted and the player will shoot a free throw.
 - For all levels and genders, if the shot is not made, the player will be awarded two (2) free throws if s/he was attempting a two point basket.
 - For all levels and genders, if the shot is not made, the player will be awarded three (3) free throws if s/he was attempting a three-point basket.
- Teams will enter the bonus upon the 7th team foul per half. Team fouls will reset after each half.
 - Teams will be awarded (2) free throws once they are in the bonus

Mercy Rule:

- Any team trailing by 20 points or more with 2 minutes or less in the game; the clock will not stop, it will continue running - no additional score will be put on the scoreboard.

Timeouts

- Each team is allowed (1) 30 sec timeout per half.
- **Overtime Sudden Victory: If the SCORE! is tied at the end of regulation, Each team will have 3 shooters from each school, every other shooter will shoot 1 shot, and the best out of 3 will win the game. If it's still tied, the coach will pick a different shooter until the next shooter makes or misses the free throw.**
 - The coach will not be able to repeat shooters until each rostered player has shot one free-throw

Sport-Specific Definitions & Key Terms

- **28.5-inch Basketball:** women's size basketball used by 5th/6th grade level and 7th/8th girls
- **29.5-inch Basketball:** men's size regulation basketball used by 7/8th boys only
- **Bonus:** The amount of free throws (2) allowed once a team commits a certain number of fouls 5/6th (5) and 7/8th (5) in each quarter of the game.
- **Delay of game:** purposely/deliberately running time off the clock when the offense allows the play clock to expire
- **Double-Rostering:** when a player appears on multiple rosters in one sport season. (Ex. Players play with school Team A plays a game at 9 A.M. and again with school Team B at 12 P.M.)
- **Foul:** when a player interferes with a player from the opposing team.
 - **Flagrant:** violent player contact that an official believes is not a legitimate attempt to play the ball within the rules
 - **Personal:** illegal physical contact between opposing players
 - **Technical:** fouls that are unrelated to physical contact during game play in which a player, Coach, and/or team exhibits unsportsmanlike conduct
- **Free-Throw:** a free shot a player gets to take after being fouled while the game is stopped.
- **Free Throw Line:** the line that is 15 feet away from the basket where a player must stand behind to shoot a shot while the game is stopped.
- **Lane Violation:** the amount of time an offensive player is allowed to be in that area before a violation is called and possession goes to the other team.
- **Overtime:** 2 min running clock an extra period of play when the score is tied at the end of the regulation period of play
- **Possession:** the team who has the ball
 - **Alternating Possession:** switching possession of the ball from one team to another based on who was awarded the ball the last time possession was awarded to a particular team.
- **Press/ing:** when a team applies pressure across the entire court.
- **Quarter:** a certain amount of time that dictates when a game is ¼ of the way complete.
- **Seed/ing:** the rank that a team is given based on the won and loss record.
- **Three Point (3-point) Basket:** when a player makes a basket when both their feet are established behind the 3-point line.
- **Three Point (3-point) Arc:** the area outside of the arc that allows three points



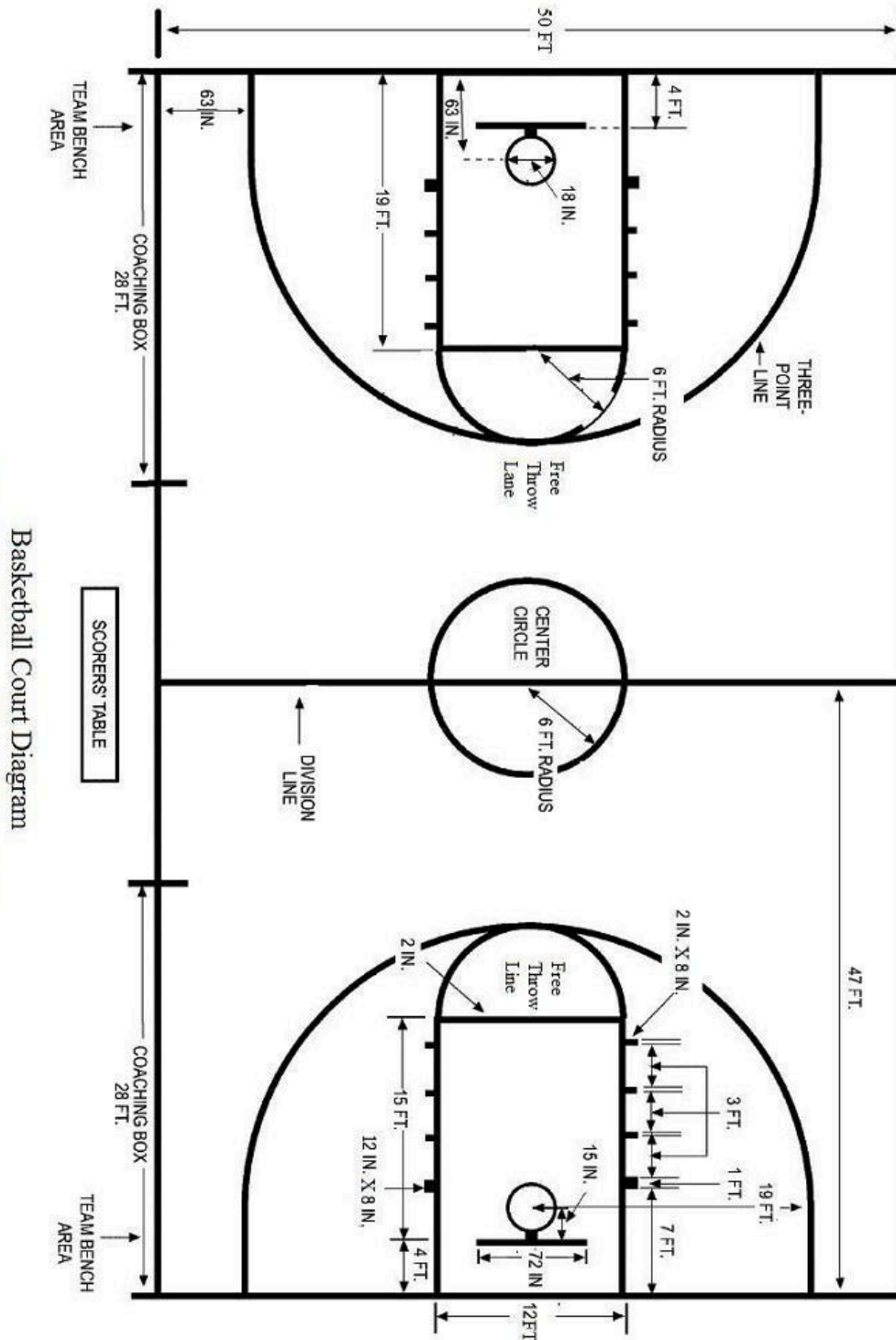
**The Office of
Sports Administration**

EMAIL sportsad@cps.edu
PHONE (773) 534-0700
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 cpsathletics.com  [@cplathletics](https://twitter.com/cplathletics)

to be scored when a basket is made.

- **No Contest Game-** A game played that is not completed. There is no winner or loser. A determination will be made by the Office of Sports Administration.

Basketball Court Diagram



Section Four: Safety & Sportsmanship

Coaches are expected to act in the best interest of the health and safety of the injured child. That means exercising reasonable caution, particularly as it relates to loss of consciousness, tears, strains, or suspected breaks or fractures.

According to school records, student-athletes must have approval by a physician to participate in physical education in order to participate in the CPS SCORE! Program.

Injuries and Serious Incidents

- The safety and security of students is always of paramount importance and cannot be over-emphasized.
- In the case of student injury, it is the responsibility of each coach to seek appropriate care.
- If of a serious nature, the coach should call 911 immediately.

Emergency Ambulance Transport

Any student-athlete who is not accompanied by a parent/guardian on contest day and has to receive transport to the hospital due to a severe injury, the following must occur:

- The Head Coach or Volunteer Coach must ride with the student-athlete to the hospital.
- Site Manager, CPS or CPD Commissioner or Office of Sports Administration staff must supervise the remaining teammates at designated sites.
- Above personnel must notify school officials and parent/guardian to arrange for student-athlete pick-up.

Blood Protocol

- If blood is involved, it may endanger others as well as the injured.
 - Individuals who have uncovered or open wounds or blood on themselves or clothing must leave the contest or practice immediately.

- A participant may return only when the bleeding has stopped, the wound is covered, and/or the clothing has been changed.

Head Injuries

- In the event of a concussion, the coach must follow the appropriate procedures identified in the CPS Concussion Management Policy: <http://policy.cps.edu/download.aspx?ID=258>

Reporting Incidents

- All serious incidents must be reported to the Office of Safety and Security by completing the appropriate Incident Reporting Form.
 - The coach of the athlete(s) involved in the incident is responsible for completing the Incident Reporting Form provided by the Office of Sports Administration.
 - The coach must provide the Incident Reporting Form to the appropriate elementary school liaison(s).
 - It is the responsibility of the elementary school liaison to report the incident within Verify, the CPS Incident Management System.
- All Incident Reporting Forms must be filed with the injured student's school liaison on the next business day.

First Aid & Safety

- Coaches are responsible for hydrating their student athletes.
- All schools must travel with a first aid kit and emergency contact information for every student athlete.

Sportsmanship

- All participating student-athletes, coaches, and staff are expected to exhibit good sportsmanship.
 - To begin the match, the starting teams **must** line-up on the end lines. The official will call the teams together to shake hands before the match begins.
 - A handshake at the end of each match is required.
 - CPS enforces a zero tolerance policy as it relates to unsportsmanlike conduct related to fighting. Any participant who is involved in a fight or similar unruly or threatening behavior before, during, or after an activity may be

barred from continued participation in the sport for the remainder of the season at the discretion of the Office of Sports Administration.

Spectator Conduct

- Parents, guardians, and other spectators are expected to exhibit good behavior.
- If a spectator, in the opinion of a contest IHSA Official or site manager, exhibits inappropriate or unsportsmanlike behavior, they may ask the spectator to leave the contest location. The Coach, IHSA Official, or Site Manager should work with the assigned CPS security personnel to assist in these situations.
- The contest IHSA Official shall make the High School Site Manager aware of any issues regarding spectator conduct.
- The High School Site Manager, as appropriate, shall report issues concerning inappropriate spectator conduct to the Office of Sports Administration.

Section Five: Protests

- All protests must be written to Juliana Zavala at jzavala25@cps.edu and include sportsad@cps.edu.
- Must be submitted within 24 hours of the contest.
- If the contest is on a Saturday, the protest must be submitted by close of business (4:00pm) on the following Monday.
- No protest will be considered regarding judgment calls made by the official.
- Protests will only be considered where there is a question of rules interpretation, which affects the outcome of the game.
- No protest will be considered if the coach could not immediately produce a copy of the league rules for the contest official at the time of the questioned call.
- The protest letter must include the following:
 - School check (\$50.00) made out to the Office of Sports Administration.
 - Reason and details of protest.
 - Proof of protest.
 - Signature of person protesting.