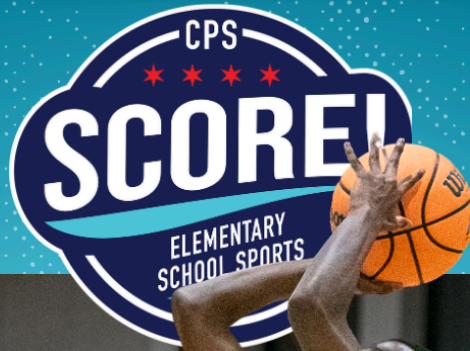


Basketball Manual



SY26

Introduction

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.

OSA Staff Directory

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CPS SCORE! Commissioners

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OSA Mission Statement

The Office of Sports Administration (OSA) oversees the equitable implementation of sports programs across all elementary schools (CPS SCORE!) and high schools within the Chicago Public School District (CPS) and Chicago Public League (CPL). Through effective sports policy creation and program management, OSA helps create an environment for schools to provide essential athletic and academic development for each student-athlete. It is the goal of OSA to promote sportsmanship, teamwork, integrity and a sense of community as we prepare students for the next level in athletics and in life. Our students will be able to learn the importance of **Academic, Athletic, and Social Awareness** as they advance through our program and become leaders in their communities.

2025-2026 Points of Emphasis

Prior to the start of each season, the Office of Sports Administration will prepare a form to collect anticipated/interest sports for each school.

This interest form will generate a spreadsheet based on teams interested in participating that season. Any team that does NOT complete an interest form/submit a principal/asst principal signed Aspen Roster by the communicated deadlines, are subject to non-approval and may not be included in the league schedule.

Non-compliance with any of the following may result in a coach/liason delay or forfeiture of their athletic stipend. Any of the following may also require the school to have a supervisory conference with OSA.

- A. 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.
- B. Teams that opt-in are expected to participate in the program in its entirety. Teams that drop out or do not meet the team approval requirements will be subject to loss of stipend.
- C. All participating teams that have met roster minimums are required to upload rosters to Aspen, complete the Coaches Directory, complete column "D" of the Attestation Form, and upload this information into the correct school folder located in the Google Classroom, by the communicated deadlines. Updated, signed rosters by the principal must be turned in to the designated CPS admin weekly.
- D. **A certified coach may receive up to four stipends each athletic season (fall, winter, spring) maximum of twelve for the entire SY26. *Please see payment criteria breakdown for more details.**
- E. **Mandatory Certification**
 1. Sports Liaisons must keep certificates in a file pending OSA audit and can be found under the Extra Training Tab in SafeSchools.
 - a. PCA Workshop Completion - Separate Training Outside Of Safe Schools
 - b. Concussion Training *required every 2 years - Athletics Sub Tab In Safe Schools
 - c. CPR/AED Training - Health Sub Tab in [Safe Schools](#)

[Roster Upload Folder](#)
[Athletic.net](#) | [Aspen Guide](#)

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:

- A. Complete the SafeSchools Concussion Training
- B. Complete PCA Training Workshop
- C. Complete SafeSchools CPR/AED Training

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](#)

Disqualification / Penalties

- A. All reasonable efforts will be made but if a team is not present for a contest OR is not ready to participate within 10 minutes of the assigned start time, the Office of Sports Administration (OSA) will reserve the right to disqualify the team.
 1. **Two forfeits** will result in your school being dropped from the remaining schedule and the coach may NOT be paid.
 2. A **No Contest** result is considered a game not completed due to extenuating circumstances, not to include postponements or cancellations initiated by the Office of Sports Administration.
 - a. No Contest Results: A game that is neither won nor lost
- B. Forfeit Criteria
 1. Violating any student or coach eligibility/roster rules according to terms and conditions
 2. Not meeting the minimum number of student athletes to participate in competition days as defined per sport
 3. More than 10 minutes late to a contest without communication or no shows
 4. Failure to participate in required meets/competitions ran by OSA
- C. The [Stipend Criteria by Sport](#) is a sheet that outlines standards that teams must meet in order for the coach to receive compensation. There are separate tabs for HS and SCORE!

Calendar

CPS Regular Season Information

Opt-in/Aspen Registration Open	Oct 27, 2025
Opt-in Closed (deadline)	Feb 6, 2026
First Official Practice	Oct 27, 2025
Aspen Roster/Coaches Directory/Team Roster Upload	Nov 7, 2025
SCORE! 7th/8th Regular Season Competition Starts	Dec 6, 2025
SCORE! 7th/8th Regular Season Competition Ends	Feb 26, 2026
SCORE! 5th/6th Regular Season Competition Starts	Feb 14, 2026
SCORE! 5th/6th Regular Season Competition Ends	Mar 7, 2026

CPS Calendar—Post Season & Championship Information

SCORE! 7th/8th Playoffs Starts	Feb 21, 2026
SCORE! 7th/8th Playoffs City Championship	Feb 26, 2026
No Post Season or Championship for 5th/6th Grade	

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 Cheer ONLY.

- A. CPS SCORE!+
 1. 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.
- B. CPS SCORE! IntraSchool Play (weekday games)
 1. 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.
- C. Participation Time
 1. 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.
- D. Student-Athlete Eligibility
 1. Students must satisfy several criteria to be eligible to participate in the CPS SCORE! Program. The student criteria is as follows:
 2. Age / Grade
 - a. 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.
 - b. 5th/6th Grade
 - i. All 5/6th grade students are eligible for CPS SCORE! Sports.
 - ii. 5/6th grade students are not allowed to play up on the 7/8th grade level during the regular season and conference playoffs.
 - iii. EXCEPTION: 6th graders are allowed to participate on both 5/6th grade level and the 7th/8th grade level.

- iv. 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.
- v. 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.
- c. 7th/8th Grade
 - i. Any student that starts the academic school year at the age of 15 has “aged out” of participating in CPS SCORE! Sports.
 - ii. All current 7/8th grade students registered at the school in which they are participating.
 - iii. All 7/8th grade students are prohibited from playing down on the 5/6th grade level.
- d. 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.
- e. School
 - i. Be a full-time student or registered as a homeschooled student at the registered CPS elementary school.
- f. Academic Standing
 - i. Be academically eligible based on their school’s eligibility standards. NOTE: Each participating elementary school principal shall set academic eligibility standards for their school.
- g. Medical Requirement
 - i. According to school records, student-athletes must have approval by a physician to participate in physical education to participate in SCORE! sports.
- E. Student Registration
 - 1. Participating elementary schools are responsible for registering participating students using the method(s) designated by the Office of Sports Administration:
 - a. Schools are required to submit students and coach registration information in ASPEN.
 - 2. 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).
 - 3. Each student registered in ASPEN to a sport/team MUST remain on that team roster for the remainder of that athletic sport season.
- F. Team Rosters
 - 1. The sports liaison shall be solely responsible for the formation of team rosters.
 - 2. 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.
 - a. ASPEN Rosters must be signed by the principal and submitted to the Office of Sports Administration prior to the start of each game

3. Score! Intraschool Play: Coaches must have more than (21) student-athletes participating to receive a SCORE! team.
4. 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.
5. Students must be added prior to the first game of the season
6. The coach is responsible for bringing the most recent ASPEN team roster to each contest.
 - a. 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.
7. 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

A. Regular Season Dates:

1. 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.
2. The Office of Sports Administration will establish and communicate the girls and boys' basketball season dates each year.
 - a. Each team will be scheduled to play a minimum of seven (7) games.
 - i. Games cancelled due to inclement weather may not be rescheduled as it is at the discretion of OSA.
 - b. Game times and opponents will be determined at random prior to the creation of the official schedule.
 - c. 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.

B. Equipment

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

C. Balls

1. Each Elementary school is responsible for bringing their own basketball for their game. The game ball will be selected by the IHSA Official at the beginning of each contest. The correct game ball sizes for each Grade Level and Gender is listed below.
2. All 5th/6th grade level girls and boys teams will use a 28.5-inch women's regulation size basketball
3. All 7th/8th grade girls' teams will use a 28.5-inch women's regulation size basketball
4. All 7th/8th grade level boys' teams will use a 29.5-inch men's regulation sized basketball

D. Uniforms

1. 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)
 - a. Sweatpants underneath shorts are allowed. (sweatpants without shorts are not permitted.)
2. Teams are permitted to wear school issued uniforms:
 - a. Each player is STRONGLY recommended to have an identical jersey top and similar bottoms
3. Players are not allowed to wear jewelry. If religious or medical medals are worn, they shall be taped to the body under the uniform.
4. 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.
 - a. Per CPS, teams have to allow uniform modifications for the purpose of cultural value, religion and modesty preference.
5. IHSA Officials are responsible for enforcing these uniform rules.

E. Forfeits / No Contests

1. All reasonable efforts should be made to avoid forfeits.
2. 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.
 - a. **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.**
3. 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.
4. 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
5. A contest forfeiture will be treated as a loss in the season standings
6. Student-Eligibility and team roster infractions are considered forfeitures and will count towards your total number of forfeits during the season.
7. **Teams who forfeit two (2) games during a single sports season will be removed from participation for the remainder of the season.**

F. Advanced Contest Cancellations

1. The Office of Sports Administration will administer all advanced cancellations.
2. All participating schools are responsible for developing a communication policy and procedures for all participants and their families regarding notifying them of a cancellation.
3. Coaches, elementary school liaisons, conference commissioners, and/or principals may not cancel or reschedule games.
4. 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.
5. Weather cancellations will be determined by the Office of Sports Administration and communicated to the Site Manager.

G. CPS SCORE!+ Playoff Format *2 Forfeits, your team will be dropped from the schedule

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

H. Standings and Tie Breakers

1. Tiebreakers will be determined by the following:

- a. Head to Head Match up records
- b. Points allowed during all regular season contests
- c. Points scored during all regular season contests (Only if points allowed are equal)
- d. Coin flip (Only if points allowed & points scored are equal)

I. Contest Outcome Tracking and Reporting

1. The Officials must complete and sign the contest score sheet provided by the Office of Sports Administration.
2. Each coach must sign the scoresheet which indicates their agreement with the final score of the contest.
3. 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.

J. Coaches Responsibilities

1. Prior to the start of the sports season:
 - a. Attend the Coaches Meeting.
 - b. 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).
 - c. Complete the Protecting Chicago Children training (PCC)
 - d. Complete the mandatory PCA training workshop(Positive Coaching Alliance)
 - e. Complete the KIPP training (highly recommended)
2. During the course of the sport season
 - a. Prepare your student-athletes through daily practice sessions during the season.
 - b. Monitor your student-athletes progress on the field and in the classroom.
 - c. Accompany your team to all games.
 - d. Monitor the conduct of your athletes for the duration of each game.
 - e. Always have in your possession:
 - i. A copy of your official roster
 - ii. A copy of the terms and conditions
 - iii. Emergency contact information for each student-athlete completed within the last two (2) years. (Must be on file with the school principal).
3. *Coaches/liaisons that are on a leave of absence at any time during a SCORE! season will NOT receive payment

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

Section Three: Competition Regulations

- A. This section identifies rules and requirements that are specific in nature to the CPS SCORE! Basketball Program.
 1. National Federation of High Schools and the Illinois High School Association
 - a. 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.
 - b. This rulebook communicates additional rules and regulations that are specific to Chicago Public Schools' athletics programs and activities.
 - c. The rules and regulations in this rulebook supersede NFHS and/or IHSA rules and regulations where applicable.
 - d. The CPS SCORE! Program is not a member of the Illinois Elementary School Association (IESA).
 - i. <http://www.nfhs.org/articles/rules-books-and-case-books-available-as-e-books/>
- B. Contest Officials
 1. The Office of Sports Administration will assign an IHSA Official and a Court Monitor to each scheduled contest.
 2. There will be at least one (1) IHSA Official assigned to each game.
 3. The IHSA Official shall examine and approve the court and game equipment.
 4. 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.
 5. The IHSA Official shall be the sole judge of play, conduct of players, coaches, spectators, and other factors affecting the game.
 6. The IHSA Official keeps the official score and time of the game
 7. There will be a Court Monitor assigned to each court.
 8. 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.
 9. 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.

C. Game Times

1. All matches are scheduled 1 hour apart.
2. If a team is late by ten (10) minutes or more, they will forfeit the game.
3. 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.

D. Game Length

1. 5/6th Grade: (2)15 minute halves with a running clock. 1 minute halftime
2. 5/6th Grade ONLY: Running clock guidelines; clock NEVER stops except for timeouts or at the referees discretion.
3. 7/8th Grade: Four (4) eight (8) minute quarters with a running clock (See Exceptions Below)
4. 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.
5. The clock will start once the ball is inbounded and touched.
6. 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.
7. 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.
8. For 7/8th Grade, a thirty second intermission shall precede the beginning of each quarter, as well as the overtime period, if applicable.
9. 7/8th Halftime: Three (3) minutes.

E. Regular Season & Network 13 Playoffs Overtime Rules

1. 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.
2. 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.
3. The coach will not be able to repeat shooters until each rostered player has shot one free-throw.

- F. Game Length 7th/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.
1. The clock will start once the ball is touched.
 2. 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.
 - a. 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.
 3. 7th/8th ONLY - City Final 4 Playoffs & City Championship:
- G. 13 Network Playoff Timeouts
1. Teams will receive 3 Timeouts (2 FULL, 1 30 SEC) per game
- H. 7th/8th City Final 4 Playoffs & City Championship Overtime Rules
1. The same overtime rules from regular season play apply (See Regular Season Overtime Rules Below)
 - a. Exception: There will be no Sudden Victory
 2. If the game is still tied after the first overtime period, teams will play a (1) Minute 2nd overtime period.
 - a. The clock will stop on all whistles.
 3. If the game is still tied after 2 overtimes, this process will continue until a winner has been deemed.
 4. For 7/8th Grade, a thirty second intermission shall precede the beginning of each quarter, as well as the overtime period, if applicable.
 5. 7/8th Halftime: Three (3) minutes.
 6. Teams will receive 3 Timeouts (2 FULL, 1 30 SEC) per game
- I. Team Configuration
1. Team captain
 - a. Each team shall designate a team captain.
 - b. This player is the team representative.
 - c. May address an official to obtain essential information
 - d. May address an official on matters of interpretation
 2. Each team must have a minimum of four (4) players to start a game.

- a. If a team has fewer than four (4) eligible players on the court, the opponent will be declared the winner by forfeit.
- b. 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.

J. Substitution

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

K. Scoring

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

L. Timeouts

1. 7/8th Grade - two (2) 60-second timeouts are allowed per game.
 - a. During the 13 Network Playoffs, Final 4, & City Championship teams will receive the following:
 - i. Teams will receive 3 Timeouts (2 FULL, 1 30 SEC) per game
2. 5/6th Grade - One (1) 30-second timeouts are allowed per Half.
3. 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.

M. Regular Season Overtime

1. 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.
2. Overtime will begin with a jump ball.
3. Overtime is an extension of the 4th quarter. The game and team fouls do NOT reset.
4. 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.
5. 7/8th grade teams are allowed to press the entire overtime period.
 - a. The defensive team is not permitted to press if the team's lead is twenty (20) points or more.

6. 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.
7. **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.
8. The coach will not be able to repeat shooters until each rostered player has shot one free-throw.
 - a. 5/6th Grade Level will go straight into Sudden Victory if the game is tied after the regulation period has ended.

N. Alternating Possession

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

O. Free Throw Administration

1. The 15-foot (regulation) free-throw line will be used for all contests.
2. A goal from a free throw counts as one (1) point for the shooting player's team.
3. 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.
4. 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.
5. 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.
6. 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.
7. 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.

P. Inbounding the Ball

1. A full five (5) seconds is allowed for a player inbounding the ball.
2. A ball is deemed to be inbound upon release by the inbounding player.

3. 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.

Q. Three-Point Shooting

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

R. Lane Violations

1. 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.

S. Press Rules

1. The 5th/6th grade level is NOT permitted to a full court press during the game.
 - a. Once the ball has crossed the half-court line, the defensive team may pursue the ball.
2. The 7th/8th grade level is permitted to full court press. (See exception below)
 - a. The defensive team is not permitted to press if the team's lead is twenty (20) points or more.
 - i. Once the ball has crossed the half-court line, the defensive team may pursue the ball.
3. If the ball is touched prematurely by the defensive team, the offensive team shall retain possession.
4. 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.

T. Fouls

1. Ordinary fouls are routine and because of the constant motion inherent in the sport are not viewed as bad sportsmanship.
2. The team whose player committed a foul shall lose immediate possession of the ball to the other team.
3. 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:
 - a. For all levels and genders, if a shot is made, the shot is counted and the player will shoot a free throw.
 - b. 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.
 - c. 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.

4. Teams will enter the bonus upon the 5th team foul every quarter. Team fouls will reset after each quarter.
 - a. 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.

U. Free Throws

1. 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.
2. 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.
3. There are three (3) types of fouls: personal, technical, and flagrant.
 - a. Personal Fouls: are the most common types of fouls and result from illegal physical contact between opposing players.
 - b. 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.
 - i. Examples of unsportsmanlike conduct include, but are not limited to the following:
 - a. Disrespectfully addressing an official, coach, and/or player.
 - b. Using profane or inappropriate language or obscene gestures.
 - c. Disrespectfully addressing, baiting, or taunting an opponent.
 - d. Excessively objecting and attempting to influence an Official's decision.
 - e. Inciting undesirable spectator reactions.
 - f. Team members not remaining seated on the bench unless spontaneously reacting to a play and immediately returning to their seats.
 - g. One or more team members without the proper uniform/t-shirt. (Players will not be ejected for this reason).
 - h. A player who commits five personal fouls over the duration of the game including extra periods, is disqualified for the remainder of the game.

V. Technical Foul

1. The opposing team will be awarded two (2) points for each technical foul and shall receive immediate possession of the ball.
2. 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.
3. 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.
4. 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.
5. 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.
6. Players who receive a flagrant foul shall be immediately ejected from the competition.
7. 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.
8. 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.
9. 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.

W. Mercy Rule

1. 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.

X. IHSA Rules

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

Section Four: 5th / 6th Grade Boys and Girls Back To The Basics Guidelines

- A. Coaches will receive a 4 Week Curriculum from SportsEd TV to be implemented into their respective programs.
 1. Coaches are expected to use the curriculum at each practice and before each game.
- B. Back to Basics Game Day
 1. Game Times
 - a. All matches are scheduled 1 hour apart.
 - i. If a team is late by ten (10) minutes or more, they will forfeit the game.
 - b. 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.
 - c. Coaches are expected to implement skill & drill from the SportsED TV Curriculum for 20 Minutes before beginning competitive play.

- d. Coaches will be provided a Curriculum detailing the skills & Drills they are expected to implement each week.
- e. 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.
- f. The clock will only stop for timeouts or at the officials discretion.

C. Press Rules

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

D. Fouls

- 1. Ordinary fouls are routine and because of the constant motion inherent in the sport are not viewed as bad sportsmanship.
 - a. The team whose player committed a foul shall lose immediate possession of the ball to the other team.
 - b. 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:
 - i. For all levels and genders, if a shot is made, the shot is counted and the player will shoot a free throw.
 - ii. 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.
 - iii. 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.
 - c. Teams will enter the bonus upon the 7th team foul per half. Team fouls will reset after each half.
 - i. Teams will be awarded (2) free throws once they are in the bonus

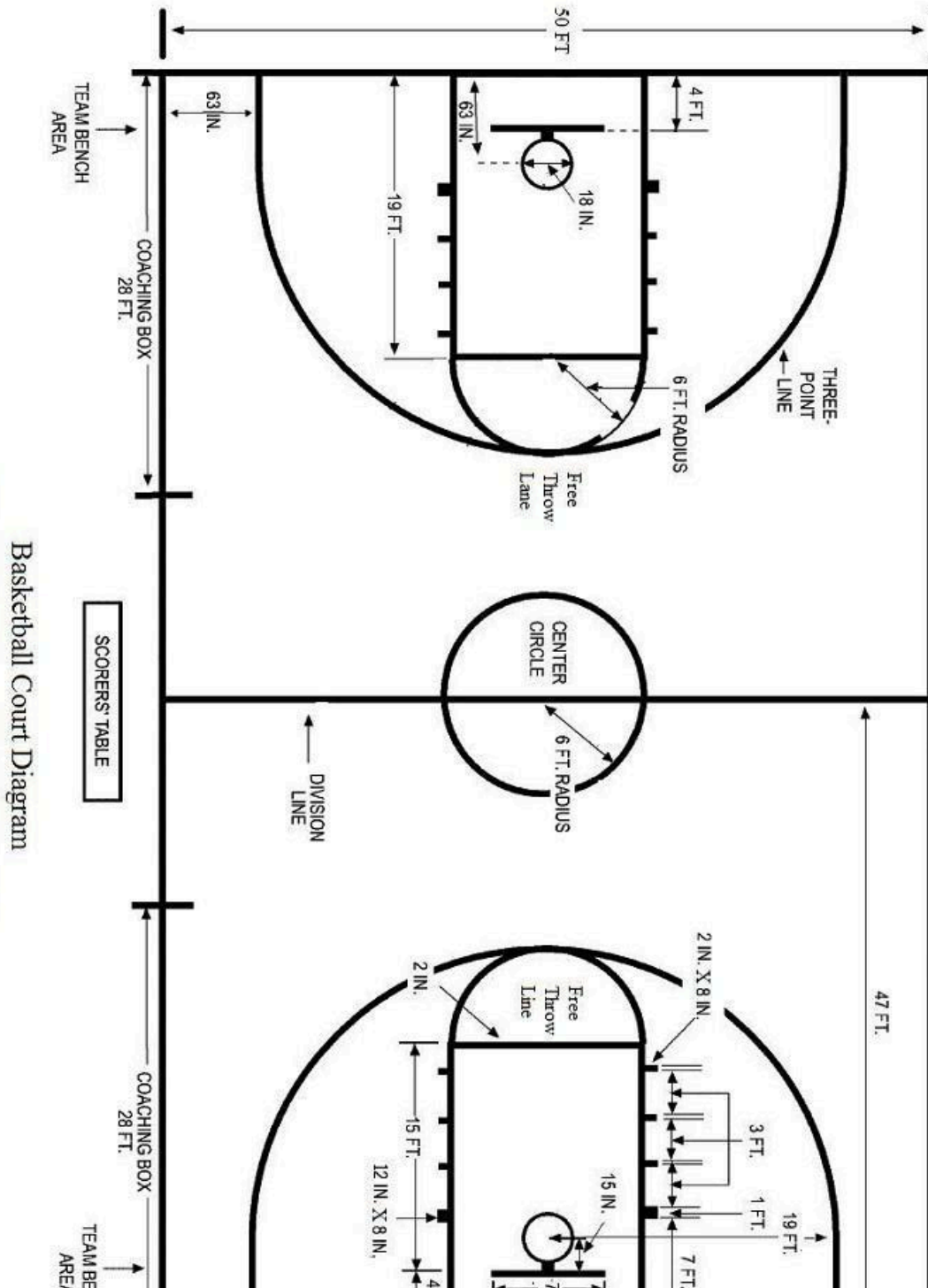
d. Mercy Rule:

- i. 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.

e. Timeouts

- i. Each team is allowed (1) 30 sec timeout per half.
- ii. 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.
- iii. The coach will not be able to repeat shooters until each rostered player has shot one free-throw

Section Five: Basketball Court Diagram



Basketball Court Diagram

Section Six: Safety and 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! Soccer Program.

- A. Injuries and Serious Incidents
 - 1. The safety and security of students is always of paramount importance and cannot be over-emphasized.
 - 2. In the case of student injury, it is the responsibility of each coach to seek appropriate care.
 - 3. If of a serious nature, the coach should call 911 immediately.
- B. Emergency Ambulance Transport
 - 1. 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:
 - a. The Head Coach or Volunteer Coach must ride with the student-athlete to the hospital.
 - b. Site Manager, CPS or CPD Commissioner or Office of Sports Administration staff must supervise the remaining teammates at designated sites.
 - c. Above personnel must notify school officials and parent/guardian to arrange for student-athlete pick-up.
- C. Blood Protocol
 - 1. If blood is involved, it may endanger others as well as the injured.
 - 2. Individuals who have uncovered or open wounds or blood on themselves or clothing must leave the contest or practice immediately.
 - 3. A participant may return only when the bleeding has stopped, the wound is covered, and/or the clothing has been changed.
- D. Head Injuries
 - 1. 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>
- E. Reporting Incidents
 - 1. All serious incidents must be reported to the Office of Safety and Security by completing the appropriate Incident Reporting Form.
 - a. 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.

- b. The coach must provide the Incident Reporting Form to the appropriate elementary school liaison(s).
 - i. It is the responsibility of the elementary school liaison to report the incident within ASPEN, the CPS Incident Management System.
 2. All Incident Reporting Forms must be filed with the injured student's school liaison on the next business day.
- F. First Aid & Safety
 1. Coaches are responsible for hydrating their student athletes.
 2. All schools must travel with a first aid kit and emergency contact information for every student athlete.
- G. Sportsmanship
 1. All participating student-athletes, coaches, and staff are expected to exhibit good sportsmanship.
 2. When to cheer during contests:
 - a. As your team enters the floor for competition
 - b. Your teammate nails a move
 - c. As encouragement or tribute to an injured player on your team or the opposing team
 - d. An opponent completes competition
 - e. As encouragement to your team
 3. When to NOT cheer during contests
 - a. Any player is injured
 - b. As announcements are being made
- H. Spectator Conduct
 1. Parents, guardians, and other spectators are expected to exhibit good behavior.
 2. 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.
 3. The contest IHSA Official shall make the High School Site Manager aware of any issues regarding spectator conduct.
 4. The High School Site Manager, as appropriate, shall report issues concerning inappropriate spectator conduct to the Office of Sports Administration.

Section Seven: Protests

- A. All protests must be written to Jenni Dant at jldant@cps.edu and include sportsad@cps.edu.
- B. Must be submitted within 24 hours of the contest.
- C. If the contest is on a Saturday, the protest must be submitted by close of business (4:00pm) on the following Monday.
- D. No protest will be considered regarding judgment calls made by the judge.
- E. Protests will only be considered where there is a question of rules interpretation, which affects the outcome of the competition.
- F. 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.

- G. The protest letter must include the following:
1. School check (\$50.00) made out to the Office of Sports Administration.
 2. Reason and details of protest.
 3. Proof of protest.
 4. Signature of person protesting.

Section 8: Media and Social Media Expectations

The Chicago Public League is proud to offer in-depth coverage of CPS teams and student-athletes across each sports season. In order to continue to publish these stories, the CPL Sports Communications team asks the following of all participating athletics staff members and student-athletes:

- A. Ensure all student media consent forms are signed via the standard CPS enrollment packet
- B. Ensure coaches and/or players are available as requested for pre- and post-game interviews
- C. Share accomplishments and milestones with the CPS Sports Communications team so your teams and athletes can be recognized
- D. Interact and follow all CPL athletics content via our website CPSAthletics.com or via [Social Media](#).

CPS Sports Communications Team:

- A. Communications Manager: Joey Gelman – jdgelman@cps.edu
- B. Communications Specialist: Dominic Scianna – dscianna@cps.edu
- C. Communications Specialist: Michael Wojtychiw – mmwojtychiw@cps.edu

Digital Citizenship Expectations

Being a good digital citizen means that athletics staff members and student-athletes are positively contributing to the digital space, respecting other people's views even if in disagreement, and reporting issues that disrupt a positive digital environment.

A digital footprint and reputation is left online when videos and pictures are uploaded, and when posts and comments are made on websites and social media. Athletics staff members and student-athletes must consider the temporary and/or permanent effect actions online can have for themselves and their community both in the digital space and in person.

That is why the Chicago Public League asks all athletics staff members, coaches, and student-athletes to engage in respectful and positive social media interaction. Should there be any inappropriate social media being created or shared in your community, please report it to CPS administration within your school building so the situation can be properly assessed and appropriate action can be taken as necessary to ensure a safe environment for all those involved.

Section 9: Sports-Specific Definitions & Key Terms

- A. 28.5-inch Basketball: women's size basketball used by 5th/6th grade level and 7th/8th girls
- B. 29.5-inch Basketball: men's size regulation basketball used by 7/8th boys only
- C. 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.
- D. Delay of game: purposely/deliberately running time off the clock when the offense allows the play clock to expire
- E. 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.)
- F. Foul: when a player interferes with a player from the opposing team.
- G. Flagrant: violent player contact that an official believes is not a legitimate attempt to play the ball within the rules
- H. Personal: illegal physical contact between opposing players
- I. Technical: fouls that are unrelated to physical contact during game play in which a player, Coach, and/or team exhibits unsportsmanlike conduct
- J. Free-Throw: a free shot a player gets to take after being fouled while the game is stopped.
- K. 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.
- L. 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.
- M. Overtime: 2 min running clock an extra period of play when the score is tied at the end of the regulation period of play
- N. Possession: the team who has the ball
- O. 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.
- P. Press/ing: when a team applies pressure across the entire court.
- Q. Quarter: a certain amount of time that dictates when a game is $\frac{1}{4}$ of the way complete.
- R. Seed/ing: the rank that a team is given based on the won and loss record.
- S. Three Point (3-point) Basket: when a player makes a basket when both their feet are established behind the 3-point line.
- T. Three Point (3-point) Arc: the area outside of the arc that allows three points to be scored when a basket is made.
- U. 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.



The Office of Sports Administration

A DEPARTMENT OF THE OFFICE OF COLLEGE & CAREER SUCCESS

