



a part of

RIGHT CHOICE TODAY, INC.

Christian Business
Management Group

CLAY BASKETBALL RULES

CLAY Basketball in Pennsylvania is governed by PIAA rules unless noted otherwise in the Specialty Rules below.

Revision Date: September 18, 2009

Any revisions made from this date until the end of the 2010 season will be noted with ~~strikethroughs~~ for deleted text and **yellow highlight** for added text.

A. CLAY TEAM SPORTS MINISTRY

"CLAY" is an acronym and stands for the Christian League of Athletics for Youth ("CLAY"). CLAY Team Sports Ministry, or CLAY, is a non-denominational Christian organization whose dual mission is to promote competition within the framework of the Christian faith, and to promote Christianity during competition. As such, sponsoring organizations are limited to Christian churches, schools affiliated with Christian churches, and other Christian organizations. Local chapters shall be responsible for promoting the Christlike Athletics Handbook (©2009 Right Choice Today, Inc.) into team practices, providing pre-game prayer, and working with gym facilities to consider ministry opportunities on game day. Sponsoring organizations are strongly encouraged to use CLAY as a complement to existing youth ministry, and/or as a springboard to launch new youth ministry.

Leagues are supported by Right Choice Today, Inc., the parent company of CLAY Team Sports Ministry, but require a local chapter team to oversee day-to-day activities.

CLAY Team Sports Ministry Responsibilities

- Provide web site support, including a city-specific URL for easy promotion and access to local chapter activities.
- Develop and maintain Specialty Rules consistent with the sport.
- Develop and maintain the online Christlike Athletics Handbook (©2009 Right Choice Today, Inc.).
- All forms (player registrations, adult volunteer forms, facility provider contracts, official's applications).
- Schedule games and referees, using only those facilities and officials who have completed the appropriate online forms.
- Post schedules on the web site.
- Provide legal and financial functions so local chapters do not have to create business or non-profit entities - therefore any person who wishes to make a donation to support CLAY Team Sports Ministry will make that donation to his or her local church instead of to the local chapter, CLAY Team Sports Ministry, or to Right Choice Today, Inc.

Local Chapter Responsibilities

- Promote the vision of CLAY Team Sports Ministry.
- Promote the use of the online Christlike Athletics Handbook (©2009 Right Choice Today, Inc.).
- Engage participants in other ministry activities as appropriate.
- Ensure every practice and every game starts with a prayer.
- Ensure facility providers know of the online Facility Provider Contract requirement to host games.
- Ensure potential officials know of the online Official's Application requirement to officiate games.
- Enforce the rules of the sport and CLAY Team Sports Ministry Specialty Rules.

Team Sponsor Responsibilities

- Promote the vision of CLAY Team Sports Ministry.
- Implement the online Christlike Athletics Handbook (©2009 Right Choice Today, Inc.).
- Engage participants in other ministry activities as appropriate.
- Ensure every practice and every game starts with a prayer.
- Ensure all adult volunteers have appropriate clearances and complete the online Adult Volunteer Form.
- Ensure a Player Registration Form is completed for every player, and signed by a parent or guardian (unless 18 or older).
- Register teams and rosters online.
- Determine - and enforce - a player eligibility rule (such as church or Sunday School attendance).
- Enforce the rules of the sport and CLAY Team Sports Ministry Specialty Rules.

B. CLAY BASKETBALL LEAGUE RULES

1. There is a five (5) player minimum number of players on a roster.
2. Grade levels determine divisions as follows:
 - Fundamental Divisions: Kindergarten through Second Grade = "Fun" Division ("F")
 - Third & Fourth Grades = "Developmental" Division ("D")

Competition Divisions:

- Fifth & Sixth Grades = "Competition 1" Division ("C1")
- Seventh & Eighth Grades = "Competition 2" Division ("C2")
- Ninth & Tenth Grades = "Competition 3" Division ("C3")
- Eleventh & Twelfth Grades = "Competition 4" Division ("C4")

3. There will be separate boys and girls divisions for each level, except for Division "F".
4. Sponsoring organizations may allow players on their sponsored teams who have no previous affiliation with the sponsoring organization, provided the player meets all other eligibility requirements imposed by the sponsoring organization. Where eligibility requirements differ, CLAY rules shall supersede. The sponsoring organization is responsible to CLAY for the cost of the team and the eligibility of the players.
5. The highest grade level of any player on a team will determine division placement. However, if a team includes players who are younger than the division in which they are placed, parent/guardian permission must be obtained in order for those players to "play up". Players are not permitted to play in a division below their grade level. Special consideration must be taken with regards to players who have been held back in school. Their size and skill level may require their placement in the division most suited to their actual age. The local chapter should be involved in such discussions.
6. Team registrations are due at least one (1) month prior to the start of the season; the date to be determined each year. Payments for teams are due by the registration deadline.
7. Team rosters are closed at the end of the first month of play. Roster "challenges" are only permitted at the end of the game, and only in the absence of players and fans. If it is found a team violated a roster rule, the team violating the rule will forfeit that game, and must correct its roster accordingly.
8. If there are more than eight (8) teams in one division, coaches may be polled for classifying teams by skill level. Regular season play will then be scheduled accordingly. All teams will be "classed" for playoff games ("A", "B", etc.). Classes will consist of no less than two and no more than six teams, and will be determined by local chapter commissioner. Classes with only two teams will play a "best two out of three" series. Each class within each division will award a championship. All teams make the playoffs.
9. Teams in divisions with separate schedules by skill level are not guaranteed to stay in the same class for playoffs. The local chapter commissioner will consult, as necessary, with coaches to correct classifications for playoffs.
10. "Fun" Division Special Rules (Grades K-2)
 - Older players approved by the hosting facility or adult volunteers serve as referees.
 - Adult volunteers must submit the Online Adult Volunteer Form, not the Official's Application.
 - Violations do not result in a turnover unless the violation is extreme or intentional.
 - One coach is permitted to travel the length of the court to assist players.
 - Coaches are not permitted on court except during time outs.
 - Portable, variable height hoops will be used and lowered to an appropriate height.
 - Court size may be reduced by moving the hoops closer together.
 - If the court size is reduced, out-of-bounds lines must be clearly defined before the game starts.
 - The foul line may be adjusted, based on the placement of the hoops, and the skill of the player.
 - The five-second closely guarded rule is in effect at the discretion of the referees.
 - Baskets made from beyond the three point line will count as three points.
 - Defense cannot steal the ball when it is being dribbled - "no steal".
 - Defense cannot play the ball when it is in the back court - "no press".
11. "Developmental" Division Special Rules (Grades 3-4)
 - Players may move up to the the "hash" line in front of the foul line when making foul shots.
 - Players who cannot hit the hoop on the first foul shot may take an additional step forward for the second shot attempt.
 - The five-second closely guarded rule is in effect at the discretion of the referees.
 - Defense cannot steal the ball when it is being dribbled - "no steal" (see B.12 Final Two Minutes Exception).
 - Defense cannot play the ball when it is in the back court - "no press" (see B.12 Final Two Minutes Exception).
12. "Competition 1" Division Special Rules (Grades 5-6)
 - Defense cannot play the ball when it is in the back court - "no press" (see B.12 Final Two Minutes Exception).
 - Defense IS PERMITTED to steal the ball when it is being dribbled.
13. Final Two Minutes Exception For "Developmental" & "Competition 1" Divisions
 - The "no steal" and "no press" rules are abandoned in the last two (2) minutes of play and overtime.

This allows players to receive game-time experience with regular basketball play - not to run up the score or otherwise embarrass a losing team. This will be expanded to the entire fourth quarter during playoffs for Class A brackets.

C. GAME RULES

1. PIAA rules are in effect unless otherwise addressed. If there is a conflict between PIAA and CLAY, CLAY is the governing authority unless it constitutes a safety issue.
2. If a team is not ready to start the game within ten (10) minutes of the scheduled starting time, the team forfeits the league game. A team is not considered ready unless it has a minimum of four (4) players and an adult coach on the bench with the team, who meets the requirements set forth in Section F below.
3. Teams may play with four (4) players. The opposing team is not required to reduce its number of players. If a team does not have a least four (4) players as noted in Section C.2, the team forfeits the league game.
4. In the event of a forfeited league game, a scrimmage is permitted, but any "pick up" players must be rostered CLAY players and cannot exceed the upper grade level of the division without the permission of the opposing coach. The team forced to use "pickup" players will forfeit the game for official scorekeeping purposes, however, the scorekeeper(s) and referees will participate, treating the game as though it is an official CLAY game, or they will forfeit payment for that game. If there is a forfeit because of a "no show" by one or both of the teams, the game cost (gym rental and referee fees) will be passed on to the sponsoring organization(s) of the "no show" team(s). To avoid "no show" status, the forfeiting team must contact a representative of CLAY Team Sports Ministry or the local chapter prior to the start of the game.
5. All players' shirts must be numbered, and team members must not share numbers. If a player does not have a numbered shirt, a number must be taped on the shirt, visible to the referees, for the player to be permitted in the game. If players on the same team have the same number, a taped "X" should be added to one of the numbers. Names are permitted on the backs of jerseys; nicknames are not. Team names or slogans, if posted on jerseys or other materials used to identify or promote the team must be consistent with the values of the team sponsor and CLAY Team Sports Ministry.
6. All players in uniform must play, unless they are injured or ill. Injured or ill players in uniform must be reported to the scorekeeper and opposing coach prior to the game, and cannot enter the game later during play. Coaches may request a player be cleared by a doctor or other medical professional before allowing further participation.
7. Each team is permitted five (5) time-outs during regular play, and two (2) time-outs per overtime period. Time-outs are 30 seconds in length. There is no carry-over of time-outs from regular play to overtime, nor from one overtime period to another.
8. It is recommended players do not wear game shoes outside. If they are, they must be completely dry before stepping onto the court. Coaches and others involved with the teams and the games must also make sure their shoes are completely dry before stepping onto the court.
- 9. Injury Time Out Rule: In the event a player on defense is visibly injured, the offensive coach may take an injury time-out that will not count against the team's time-out usage. Facility representatives are also given the authority to call an injury time-out if a player is visibly injured. This rule recognized the fact team sponsors do not normally have a team medic, and does not take any authority away from game officials. Instead, this additional safety measure ensures injured players can be tended to by the player's coach without jeopardizing the safety of other players.**

D. CLOCK RULES

1. Each quarter will be seven minutes in length with a running clock, with the following exceptions:
 - The clock will stop during time-outs; referees will signal the stopping and starting of the clock.
 - The clock will start and stop per PIAA rules for the last thirty (30) seconds of the first three (3) quarters, and the last two (2) minutes of the fourth quarter.
 - Time outs are thirty (30) seconds in length; the horn will sound at fifteen (15) seconds and at the end of the time out.
 - Referees, facility administrators and CLAY Team Sports Ministry officials may stop the clock for injuries and to control the behavior of teams, coaches and fans. Facility administrators and CLAY Team Sports Ministry officials must signal the referees who will indicate to the scorekeeper to stop the clock. The clock will not restart until signaled by the referees.
2. Each overtime period will be two (2) minutes in length, with the clock starting and stopping per PIAA rules.
3. There is no "mercy" scorekeeping. All points earned must be displayed.

E. PLAYER ELIGIBILITY

1. Players must be in school (Kindergarten through twelfth grade). Further, players cannot exceed the age of eighteen (18) unless in school per PIAA rules.
2. High school varsity players may not play in CLAY, even if the season ends.
3. Each sponsoring organization is required to have its own eligibility rule regarding religious participation. This can include attending church, Sunday School and/or youth group; participating in sponsored activities such as retreats, Vacation Bible School, etc. It is up to the sponsoring organization to enforce its rule.
4. Players may not play on more than one team.

F. COACH RESPONSIBILITIES

1. Coaches must be a minimum of eighteen (18) years old, and be at least five (5) years older than the oldest player on the team. Each coach must also agree to submit to a background check. The cost for the background check may be passed on to the coach. Documentation from other organizations indicating existing background check clearance will be accepted.
2. Coaches must be present with their team before, during and after the scheduled game. If the coach is going to be absent, a responsible adult meeting the requirements set forth above must replace him or her before the game can commence.
3. Coaches are responsible for the actions of the team at all times. Coaches are expected to address poor player conduct before, during and after the game. This includes, but is not limited to, taunting and "trash-talking".
4. Coaches are expected to enforce the following rules for themselves and their players: --No smoking in or on the grounds of any facility, regardless of any designated smoking areas. --No loitering or roaming of the facility or its grounds.
5. Coaches' behavior reflects directly upon the coach, team, sponsor and CLAY. DO NOT HARASS PLAYERS, SCOREKEEPERS, FACILITY REPRESENTATIVES OR FANS. Facility administrators and CLAY Team Sports Ministry officials may request the removal of coaches who cannot control their own behavior.
6. Coaches are encouraged to play lesser skilled players and discourage "running up the score" if playing a significantly weaker team. This should not affect the outcome of the game, however.
7. Coaches are expected to ensure their players know all rules that pertain to the league and the division in which they are participating.
8. Coaches must meet any eligibility rules imposed by the sponsoring organization(s) for which they coach.

G. FACILITY RESPONSIBILITIES

Also see Facility Provider Agreement

1. Those providing facilities for game day play are responsible for maintaining the safety and security of game day activities. This includes, but is not limited to, proper maintenance and upkeep of the facility and grounds. An adult representative of the facility, who has the authority to act on behalf of the facility, must be present for all CLAY games.
2. Facility providers must submit a certificate of insurance to CLAY prior to the start of the season.
3. Facilities are paid a per game gym rental fee at the end of the season. Scorekeeper compensation is at the discretion of the facility.
4. Facility providers shall supply scorekeeper(s); scorekeepers must complete an Adult Volunteer Form, or if the scorekeeper is under the age of 18 and is not a rostered player, s/he must complete a Youth Volunteer Form. Scorekeepers must use CLAY sanctioned score sheets for games and daily recaps. Scorekeepers or facility administrators will must completed daily recap forms to the number listed by each Monday following game day. Failure to do so could result in skewed post-season match-ups.
5. Facility providers will supply game day balls (one "boy" 29.5" ball and one "girls" 28.5" ball; facilities hosting "Fun" division games will also provide a "small" ball - 27"), but are not responsible for providing practice balls for visiting teams.

H. REFEREES

Also see Official's Application

NOTE: This section does not apply to the "Fun" division.

1. Referees must be approved by CLAY Team Sports Ministry through its online application process; referees officiating Competition 1-2-3-4 Division games must be in good standing with the PIAA.
2. Referees are expected to know and uphold all PIAA and CLAY rules, and conduct themselves in a manner appropriate to the position.
3. Referees are expected to honor the opening prayer by either participating in the prayer circle.
4. There will be two (2) referees per game; three (3) for high school playoff games.
5. Referees are compensated on a per game basis, payable monthly by the 15th of each subsequent month. Referees are paid based on the sign-in sheets used on game days. Failure to sign, or failure to provide a legible name will result in the forfeiture of that game's pay. The person actually performing the officiating is responsible for signing in, even if "subbing" for someone else.
6. CLAY Team Sports Ministry has the right to ban referees from further games for unbecoming conduct, and to request the removal of referees during games for serious issues or safety concerns. All referee issues are to be directed to CLAY Team Sports Ministry, who will address the issue. If a referee is removed from a game, the game will be suspended until a replacement referee, approved by CLAY Team Sports Ministry, is retained.