



# **CENTRAL ARKANSAS PEEWEE BASKETBALL CONFERENCE (CAPBC) BASKETBALL LEAGUE RULEBOOK**

## **RULEBOOK AT A GLANCE**

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## **2026-2027 Season**

# 1. LEAGUE MISSION, GOVERNANCE & DEFINITIONS

## 1.1 Mission

Central Arkansas Peewee Basketball Conference (CAPBC) exists to provide boys and girls in grades 3–6 with a safe, organized, developmental, and appropriately competitive basketball experience. The program emphasizes fundamentals, teamwork, sportsmanship, skill development, basketball knowledge, confidence, and competitive fun.

## 1.2 Governing Rules

- NFHS Basketball Rules apply unless modified by the CAPBC rules.
- The current CAPBC conference rules control conference competition.
- League Director decisions govern matters not specifically addressed by the rules.
- Safety and sportsmanship rules may be enforced more strictly than ordinary game-management rules.
- A copy of these rules shall be provided, by the host school, at the scores' table during all games.

## 1.3 Governing Body

CAPBC is governed by a town/school director from every town/school involved in the league. The current director of CAPBC is Terry Shannon. Towns/schools are as follows: Clinton, Conway Christian School, Mayflower, Mt. Vernon-Enola, Quitman, Rose Bud, Southside Bee Branch, Vilonia.

## 1.4 Chain of Command

Parent/Guardian → Coach → Home-Town Program Director → Conference/Town Directors → League Director/Conference authority.

Parents should not contact another town's director directly about a complaint. The first point of contact is the player's coach. If a parent has followed the chain of command and the issue has not been resolved, then the parent may talk to their town director.

## 1.5 Admission

Admission to all CAPBC games, including the conference tournament games, will be \$5.00 per adult, high school age and under is free admission. 2 coaches pass will be provided for each team. No other passes will be accepted for CAPBC admission.

## 1.6 Season Scheduling

- Conference games can be scheduled during the months of November, December, January, and February. (Games can begin around mid-November). Regular conference games will be played on Saturdays only.
- Saturday games will begin no earlier than 8:00 am and follow a 50-minute schedule.
- Final scheduling arrangements are determined on a yearly basis as the number of teams per school is available.
- Host schools are responsible for providing two qualified officials for each game. Officials should be familiar with both NFHS basketball rules and CAPBC rules. The host school is also responsible for paying the officials.

## 1.7 Cancellations

- Cancellation of games is only allowed with the permission of the town directors of both teams involved and will only be granted for very specific or extreme circumstances.
- There will be no games rescheduled or considered a no-contest for any type of illness.
- Games cancelled should be rescheduled at the convenience of both teams by the town/school director. If an arrangement cannot be made or agreed upon, the team who initiated the cancellation of the original scheduled game will receive a forfeit.
- In case of inclement weather, it will be the sole responsibility of the two (2) town directors involved to decide whether to continue to play or not. Both parties must agree to cancel games prior to any team leaving the venue. If an agreement isn't reached and teams choose to leave on their own, they will be assessed forfeit, and games will not be rescheduled.

# 2. DIVISIONS & ELIGIBILITY

## 2.1 Age & Grade

Players must play in the grade in which they are enrolled unless an approved CAPBC alternate/up-grade exception applies. CAPBC rules list age-of-ineligibility benchmarks of 10 for 3rd grade, 11 for 4th, 12 for 5th, and 13 for 6th, subject to the current Arkansas Activities Association eligibility guide and cutoff date.

## 2.2 School Affiliation

CAPBC will follow the same rules as governs high school athletics in Arkansas for player's school/town affiliation. Refer to the current AAA Eligibility Guidebook for more information.

## 2.3 Documentation

- Official roster with player name, grade, DOB, signature and parent signature.
- Signed waiver/release before participation. Each school is responsible for the signed waiver form.
- Birth certificate, school, or approved age/eligibility documentation available with the coach for conference play.
- No player may participate until eligibility requirements are satisfied.

## 2.4 Quick Reference Guide

The league will operate eight divisions:

| Division        | Eligibility                                                                       | Ball  | Game Format                  |
|-----------------|-----------------------------------------------------------------------------------|-------|------------------------------|
| 3rd Grade Girls | Players enrolled in 3rd grade; age eligibility follows current CAPBC/AAA guidance | 27.5" | 2-16:00 running clock halves |
| 3rd Grade Boys  | Players enrolled in 3rd grade; age eligibility follows current CAPBC/AAA guidance | 28.5" | 2-16:00 running clock halves |
| 4th Grade Girls | Players enrolled in 4th grade; age eligibility follows current CAPBC/AAA guidance | 27.5" | 2-16:00 running clock halves |
| 4th Grade Boys  | Players enrolled in 3rd grade; age eligibility follows current CAPBC/AAA guidance | 28.5" | 2-16:00 running clock halves |
| 5th Grade Girls | Players enrolled in 5th grade; age eligibility follows current CAPBC/AAA guidance | 28.5" | 2-16:00 running clock halves |
| 5th Grade Boys  | Players enrolled in 3rd grade; age eligibility follows current CAPBC/AAA guidance | 28.5" | 2-16:00 running clock halves |
| 6th Grade Girls | Players enrolled in 6th grade; age eligibility follows current CAPBC/AAA guidance | 28.5" | 2-18:00 running clock halves |
| 6th Grade Boys  | Players enrolled in 3rd grade; age eligibility follows current CAPBC/AAA guidance | 28.5" | 2-18:00 running clock halves |

## 3. TEAM FORMATION, ROSTERS & PLAYER MOVEMENT

### 3.1 Team Formation

Each school/town will decide the number of players per team. If a school/town decides to divide an age group into multiple teams, the CAPBC Draft Rules will be followed. (3.2 CAPBC Draft Rules)

### 3.2 CAPB DRAFT RULES

#### Third Grade/New Division:

- Each coach is allowed two (2) "saved" or "protected" players. (This includes the coach's and assistant coach's children)
- Teams that do not have two (2) "saved" or "protected" players will get first selection in the draft until they reach two (2) players, then they will fall into the selection process as outlined.
- "Saved" or "Protected" players must be reported to the program director prior to the start of the draft.
- All "non-protected" players will be placed in the draft.
- The responsibility of organizing and holding the draft will go to the program director.
- Coaches will draw numbers to determine the order in which they will draft players. The draft will follow a "snake" or "serpentine" draft order as in the example below:

| 1 <sup>st</sup> Round | 2 <sup>nd</sup> Round | 3 <sup>rd</sup> Round | 4 <sup>th</sup> Round |
|-----------------------|-----------------------|-----------------------|-----------------------|
| 1                     | 3                     | 1                     | 3                     |
| 2                     | 2                     | 2                     | 2                     |
| 3                     | 1                     | 3                     | 1                     |

- Players will be drafted until all players are assigned to a team.
- Every effort will be made to ensure that teams will have no less than seven (7) players and no more than ten (10) players. The final number of players per team will be determined by the total number of registrations for each age group/division.
- Trading and/or recruiting players after the draft is strictly prohibited.
- During the season, a player may not quit a team and be "picked up" by another team.

#### Fourth, Fifth, and Sixth Grade:

Returning players in 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> grades will be placed on the same team they played for in the previous year. Each town will have the choice of whether teams stay together from year to year, or if they redraft each year. If an age group is redrafting, the draft guidelines will revert to the Third Grade/New Division draft rules listed above.

- Players new to the league will be placed in a draft.
- Returning players do not participate in the draft.
- A coach and/or player's legal guardian may request a player to be removed from a team that he/she played for in the previous year. This player must return to the draft and cannot be selected by the team they chose to leave. The coach must choose a replacement player for the draft. They will not be allowed to hand pick a replacement. The player cannot choose the team they want to be placed on. They must be chosen through the draft process. Players returning to the draft must inform the program director during sign-ups.
- The responsibility of organizing and holding the draft will go to the program director.

- 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> grade coaches will make draft selection in reverse order of league standing from the previous year. (i.e. the team with the worst record will choose first; the team with the best record will choose last). The draft will follow a “fixed” draft order as in the example below:

| 1 <sup>st</sup> Round | 2 <sup>nd</sup> Round | 3 <sup>rd</sup> Round | 4 <sup>th</sup> Round |
|-----------------------|-----------------------|-----------------------|-----------------------|
| 1                     | 1                     | 1                     | 1                     |
| 2                     | 2                     | 2                     | 2                     |
| 3                     | 3                     | 3                     | 3                     |

- Players will be drafted until all players are assigned to a team.
- New teams will follow the Third-Grade draft guidelines outlined in the previous section. If more than one new team is formed, the draft order will be determined by random drawing.
- Every effort will be made to ensure that teams will have no less than seven (7) players and no more than ten (10) players. The final number of players per team will be determined by the total number of registrations for each age group/division.
- Trading and/or recruiting players after the draft is strictly prohibited.
- During the season, a player may not quit a team and be “picked up” by another team.

### 3.3 Alternates

CAPBC permits alternate players for teams. This is done through the town/school director.

- A team may add up to 3 alternate players. Players must be selected from a team in a lower grade division.
- Alternates are only allowed to appear on one additional roster other than their own team’s roster.
- Alternates are only allowed to play up one grade division that they are enrolled in school.
- Alternate players must be listed on the official roster prior to the conference season games beginning.
- If a team has less than seven (7) players, an alternate can be used for that game, or until the 7<sup>th</sup> player arrives
- Alternate players will not be used if the team has seven (7) total rostered players
- Only the number of alternates needed to get a team to seven (7) players will be allowed for any game in which alternate players are eligible to play.

**EXAMPLE 1: Team a (6<sup>th</sup> grade) only has FIVE (5) 6<sup>th</sup> grade players arrive by game time, therefore only TWO (2) of their alternate 5<sup>th</sup> grade players may participate. If an additional 6<sup>th</sup> grade player arrives, then only ONE (1) of the alternate players may participate.** Additional alternate players will not be eligible once a team has designated how many alternates are required to have seven (7) total players for a game.

**EXAMPLE 2: Team A (6<sup>th</sup> grade) only has FIVE (5) 6<sup>th</sup> grade players arrive by game time, therefore only TWO (2) of their alternate 5<sup>th</sup> grade players may participate. Team A has 3 players foul out of the game, leaving only FOUR (4) eligible players. The team will finish the game with FOUR (4) players and may not insert their third alternate player since they were not eligible to participate at the start of the game.** Alternate players are not allowed to be in the starting lineup for any game unless a team does not have at least five (5) players of its own grade at the start of the game. Alternate players should not see more playing time than actual team members.

### 3.4 Player Who Leaves a Team

A player may not leave one league team during the season and be picked up by another league team.

### 3.5 Rosters

Rosters will consist of Players name, Grade, DOB. Include all players including alternate players with (ALT) next to name. Rosters due to CAPB director prior to first game of the season.

## 4. PLAYING TIME

### 4.1 Regular Season

Every eligible player present must receive playing time in every regular-season conference game unless the player is withheld for a documented disciplinary reason, is injured/unavailable, or is otherwise ineligible. Coaches will make every effort to grant every present, eligible player 5:00 minutes of playing time.

### 4.2 Discipline

A player withheld for disciplinary reasons must be reported before the game to the appropriate town directors, opposing coach, scorer's table, and officials. Discipline may not be used as a pretext to avoid normal playing-time requirements.

### 4.3 Tournament

Conference tournament games are exempt from the regular-season minimum playing-time requirement. No minimum playing time is required during conference tournament play.

## 5. GAME ADMINISTRATION

### 5.1 Game Length

| Division         | Regulation       | Halftime | Clock                                                | Warm-Up (between games) |
|------------------|------------------|----------|------------------------------------------------------|-------------------------|
| 3rd Girls / Boys | 2-16:00 min half | 3:00 min | Running; normal stoppages in final 2:00 of each half | Target 5:00 min         |
| 4th Girls / Boys | 2-16:00 min half | 3:00 min | Running; normal stoppages in final 2:00 of each half | Target 5:00 min         |
| 5th Girls / Boys | 2-16:00 min half | 3:00 min | Running; normal stoppages in final 2:00 of each half | Target 5:00 min         |
| 6th Girls / Boys | 2-18:00 min half | 3:00 min | Running; normal stoppages in final 2:00 of each half | Target 5:00 min         |

The clock may stop for timeouts, injuries, excessive delays, and other official stoppages. Halftime and Warm up (between games) time may be adjusted slightly to keep the gym schedule on time.

### 5.2 Court & Basket

All divisions use a regulation 10-foot goal.

3<sup>rd</sup>-4<sup>th</sup> grade girls divisions will use a 27.5-inch basketball (size 5)

5<sup>th</sup>-6<sup>th</sup> grade girls division will use a 28.5-inch basketball (size 6)

3<sup>rd</sup>-6<sup>th</sup> grade boys divisions will use a 28.5-inch basketball (size 6)

### 5.3 Timeouts

Each team receives four timeouts per game. One additional timeout is granted for each overtime period, except sudden-death overtime.

## 6. DIVISION-SPECIFIC PLAYING RULES

### 6.1 3rd Grade Girls & Boys

- No full-court press at any point in the game.
- Free throws are taken from the designated line three feet inside the regulation free-throw line.
- 3rd graders are not penalized for stepping/jumping over the shortened free-throw line.
- If a team reaches a 15-point lead, the leading team must defend inside the three-point line until the lead falls below 15.
- If a 15-point lead exists during the final 2:00 of the second half, the clock runs continuously except for timeouts, injuries, and official timeouts.

### 6.2 4th Grade Girls & Boys

- Full-court press is permitted only during the final 8:00 of the game.
- Free throws are taken from the designated line three feet inside the regulation free-throw line.
- 4th graders are penalized for stepping/jumping over the shortened free-throw line.
- If a team reaches a 15-point lead, the leading team must defend inside the three-point line until the lead falls below 15.
- If a 15-point lead exists during the final 2:00 of the second half, the clock runs continuously except for timeouts, injuries, and official timeouts.

### 6.3 5th Grade Girls & Boys

- Full-court press is permitted during the second half.
- Free throws are taken from the regulation free-throw line.
- 5th graders are not penalized for stepping/jumping over the regulation free-throw line.
- If a team reaches a 20-point lead at any time during the second half, the clock runs continuously for the remainder of the game, and the leading team may defend only to half court.

### 6.4 6th Grade Girls & Boys

- Full-court press is permitted during the second half.
- Free throws are taken from the regulation free-throw line.
- 6th graders are penalized for stepping/jumping over the regulation free-throw line.
- If a team reaches a 20-point lead during the second half, the clock runs continuously for the remainder of the game, and the leading team may defend only to half court.

## 7. DEFENSE, PRESSING & MERCY RULES

### 7.1 Press Rules

- **3rd Grade:** Full-court pressing is not permitted at any time.
- **4th Grade:** Full-court pressing is permitted only during the final 8:00 of the game.
- **5th and 6th Grade:** Full-court pressing is permitted during the second half.

Teams that repeatedly and deliberately use an illegal full-court press will receive one warning. Continued violations may result in two free throws for the opposing team and possession at half court, at the referee's discretion.

## 7.2 Mercy Rule

**3rd and 4th Grade — 15-Point Lead:** When a team leads by 15 or more points at any time, the leading team must defend inside the three-point line until the lead drops below 15 points. If the lead is 15 or more points during the final 2:00 of the second half, the clock will run continuously for the remainder of the game, regardless of score. The clock may stop only for timeouts, injured players, or official timeouts.

**5th and 6th Grade — 20-Point Lead:** When a team leads by 20 or more points at any time during the second half, the clock will run continuously for the remainder of the game, regardless of score. The leading team may not full-court press and may defend only up to half court for the remainder of the game.

| Grades  | Trigger                        | Restriction                                                 | Clock                                       |
|---------|--------------------------------|-------------------------------------------------------------|---------------------------------------------|
| 3rd–4th | 15+ point lead                 | Leading team must defend inside 3-point line until lead <15 | Continuous in final 2:00 if 15+ lead exists |
| 5th–6th | 20+ point lead during 2nd half | Leading team may defend only to half court                  | Continuous for remainder of game            |

Officials should communicate the applicable mercy-rule restriction to both benches when the threshold is reached.

## 8. FREE THROWS, FOULS, TIMEOUTS & OVERTIME

### 8.1 Team Fouls

Bonus: one-and-one beginning on the 7th team foul. Double bonus: two free throws beginning on the 10th team foul.

### 8.2 Timeouts

Each team receives four (4) timeouts per game. Coaches may use those timeouts at any point during regulation play.

Any coach in the bench area may request a timeout.

**Overtime Timeouts:** Each team receives one (1) additional timeout for every overtime period, except during sudden-death overtime.

### 8.3 Overtime

| Grades  | Regular Season                                                              | Conference Tournament                          |
|---------|-----------------------------------------------------------------------------|------------------------------------------------|
| 3rd     | One 2:00 OT. If still tied, alternating free throws by roster until winner. | 2:00 OTs until winner; no free-throw shootout. |
| 4th–6th | One 2:00 OT; if still tied, sudden death.                                   | 2:00 OTs until winner; no sudden death.        |

For a 3rd-grade free-throw tiebreaker, each eligible player may shoot once before any player shoots a second time. Players who fouled out are ineligible to shoot.

## 9. COACHES, BENCH & PLAYER CONDUCT

### 9.1 Coaches

- **Lineup Submission:** Before warmups, coaches must provide the scorer's table with a lineup of all available, eligible players, including each player's name and number. Alternate players must be clearly identified by marking "ALT" beside their names.
- Maximum of TWO (2) coaches on the bench; at least one coach must be age 21 or older for CAPBC play.
- Only ONE (1) coach may stand at a time. A warning is issued before a technical foul for continued violation.
- Coaches remain in front of their bench and do not enter the court except as permitted for an injured player.
- Coaches must model sportsmanship and may not use profanity, threaten officials, or demean players.
- A coach/bench technical restricts all coaches to sitting for the remainder of the game; a second coach/bench technical requires the offending coach to leave the gym. If a coach receives an unsportsmanlike technical, that coach's hometown director will be notified.
- The bench is limited to players on the team currently playing. Players from other teams may not sit on the bench during the game.

### 9.2 Player Technical/Intentional Fouls

**Regular Technical Foul:** A player who receives a regular technical foul is ineligible for the remainder of that game.

**Flagrant Technical Foul:** A player who receives a flagrant technical foul is ineligible for the remainder of that game and the next full game attended.

**Examples of Flagrant Conduct:** Fighting, profanity, throwing punches or elbows, shoving, or intentionally throwing the ball at another player or official may be considered flagrant conduct.

**Notification and Next-Game Requirement:** Town/school directors will be notified when a player receives a flagrant technical foul. During the next full game attended, the player must dress in plain clothes and sit on the team bench.

### 9.3 Uniform & Equipment

- Players must wear matching team uniforms with visible numbers on front and back.
- Jersey numbers may not include 6,7,8,9 in any form.
- Jerseys should be properly tucked in to shorts.
- Jewelry and unsafe hair ornaments must be removed before entering play.
- No player may participate with unsafe equipment or attire.
- Basketball shoes or indoor athletic shoes to be worn-No boots, crocs, slides, cleats, etc. shall be worn during games.

## 10. STANDINGS, TOURNAMENT & TIE-BREAKERS

All league/conference games count toward regular-season standings.

## 10.1 Seeding

Teams are seeded by division according to conference win-loss percentage.

## 10.2 Two-Team Tie

1. Head-to-head conference record.
2. If split, margin of victory between the tied teams, capped at 10 points per game.
3. Total winning conference-game margin, capped at 10 points per game.
4. Forfeited games: offended team receives 10 points for tiebreak purposes.
5. If still tied, conference-authority coin flip or other current AAA-approved procedure.

## 10.3 Three-or-More-Team Tie

AAA TIEBREAKING PROCEDURE. (RULE 6)

A. If two teams are tied from regular season conference play, tiebreaker procedures will be:

1. Head-to-head in regular season conference play.
2. If the two teams have split, margin of victory between the two teams, with a maximum of 10 points per game.
3. If the two teams are still tied, all winning conference game points, with a maximum of 10 points per game.
4. Forfeited games. The offended teams shall receive 10 points when tabulating the sum of the winning margins for breaking conference ties.
5. If the two teams are still tied, a coin flip by the Arkansas Activities Association's Executive Director or his designee will decide seeding.

B. If three or more teams are in a tie from regular season conference play, tiebreaker procedures will be:

1. Head-to-head competition.
2. If a team has been defeated by one of the other teams twice (or once when a single round robin is used), they will be eliminated.
3. If two teams remain, the teams would go to step two listed above in Paragraph A.
4. If step two does not break the tie, step three would follow, then step four, then five. If three teams remain, the teams would go to Paragraph C. If three or more teams are tied and each team has split (or a perfect triangle), each position will be decided using the two-team tie-breaking procedure in Paragraph A to determine which two teams go head-to-head for the first available position. First, tabulate the margin of victory in all conference games (up to 10 points per game). The two teams with the greatest margin of victory in conference games shall utilize the procedure in Paragraph A to determine the first position available. Use the same process to determine the second position available and all other positions available for the teams involved in a three or more-team perfect triangle tie.

## 10.4 Conference Tournament

Conference tournament will be at the end of regular season play. Games will typically be played on Saturday, but games may be held during the week and will begin no earlier than 5:00 pm. There will be no games scheduled for Wednesdays. All conference teams are eligible for conference tournament seeding

## 11. SAFETY, FACILITIES & GAME-DAY OPERATIONS

- Player safety takes priority over competition.
- A suspected significant head injury requires removal from play and appropriate medical evaluation.
- Players with active bleeding must leave play until the issue is controlled.
- No jewelry or unsafe hair accessories.
- Parents/spectators remain off the playing floor except for an injury/emergency.
- Host schools provide officials and an appropriate scorer's table for conference games.
- Teams must clean up benches, bleachers, and facility areas after use.
- Coaches must not move/raise/lower gym equipment unless authorized by facility personnel.
- Any facility-specific safety rule takes precedence over a league convenience rule.

## 12. DISCIPLINE, PROTESTS & CHAIN OF COMMAND

### 12.1 Eligibility Protest

Eligibility concerns must be raised before the game. The coach must be able to produce the roster and required eligibility documentation when eligibility is formally questioned. If the coach cannot produce the proper acceptable documentation (birth certificate, school documentation) the team will forfeit the game.

### 12.2 Discipline Ladder

| Level | Possible Action                    |
|-------|------------------------------------|
| 1     | Verbal warning / correction        |
| 2     | Removal from gym / game ejection   |
| 3     | One-game suspension                |
| 4     | Multiple-game or season suspension |
| 5     | Removal/ban from program           |

**Final Decision Factors:** CAPBC will consider the severity of the conduct, prior history, safety risk, and level of cooperation. The CAPBC League Director has final authority on disciplinary decisions.

### **13. PARENTS, FANS & SPECTATORS CODE OF CONDUCT**

The league expects parents and spectators to create a positive environment

- Cheer for your child and team; do not coach from the stands. Never ridicule or embarrass my child or another player.
- Do not yell at, threaten, ridicule, or harass officials, scorekeepers, coaches, players, or opposing spectators. Respect officials and accept that mistakes will happen.
- No profanity, obscene gestures, threats, harassment, or discriminatory/abusive comments.
- Do not enter the playing court unless directed by an official or facility representative for an emergency/injury.
- Allow coaches to coach and officials to officiate.
- Do not confront a coach immediately after a game about playing time or strategy. Discuss playing time concerns privately and respectfully through the proper chain of command.
- Use the chain of command: Parent → Coach → Hometown director → League/Conference authority.
- Support good sportsmanship after both wins and losses.
- Follow facility rules and make sure my guests do the same.
- Accept removal or suspension for violating this code.
- Parents are responsible for their guests and family members.
- Failure to comply may result in removal from the facility. Repeated violations may result in suspension for the remainder of the season, including the conference tournament.

**PLAYER DEVELOPMENT • SPORTSMANSHIP • COMPETITIVE FUN**

## 14. CAPBC-GAME-DAY QUICK REFERENCE- 3<sup>rd</sup>-6<sup>th</sup> Grade

| Rule                     | 3rd                       | 4th                       | 5th                 | 6th                 |
|--------------------------|---------------------------|---------------------------|---------------------|---------------------|
| Game Length              | 16:00+16:00               | 16:00+16:00               | 16:00+16:00         | 18:00+18:00         |
| Halftime                 | 3 min                     | 3 min                     | 3 min               | 3 min               |
| Press                    | None                      | Last 8:00 of game         | 2nd half            | 2nd half            |
| Mercy Threshold          | 15                        | 15                        | 20                  | 20                  |
| Mercy Defense            | Inside 3PT                | Inside 3PT                | Half court          | Half court          |
| FT Distance              | 3' inside                 | 3' inside                 | Regulation          | Regulation          |
| FT Step-over             | No penalty                | Penalty                   | No penalty          | Penalty             |
| Playing Time Requirement | 5:00 minimum target       | 5:00 minimum target       | 5:00 minimum target | 5:00 minimum target |
| Timeouts                 | 4                         | 4                         | 4                   | 4                   |
| Ball                     | Girls 27.5"<br>Boys 28.5" | Girls 27.5"<br>Boys 28.5" | 28.5"               | 28.5"               |

### 14.1 Referee Pre-Game Checklist

- Confirm teams, division, jersey colors, and legal players.
- Confirm scorebook/score table is ready.
- Confirm official game ball.
- Confirm court, baskets, clock, scorer's table, and bench areas are safe.
- Review special division rules with scorer/table if needed.
- Ask coaches to identify any known player eligibility/disciplinary issues before tipoff.

### 14.2 Referee During Game

- Enforce NFHS rules except for listed CAPBC modifications.
- Monitor prohibited pressing by grade.
- Apply mercy-rule restrictions immediately when thresholds are reached.
- Track team fouls and bonus accurately.
- Manage coach/player technicals consistently.
- Stop play for safety issues and injuries.
- Do not debate calls with spectators.
- Keep game moving and communicate clearly with young players when practical.

### 14.3 Referee/Score's Table Post-Game

- Confirm final score with scorer's table.
- Report technicals/ejections to the appropriate league/town director.
- Report unusual incidents, injuries, or eligibility protests.
- Do not discuss confidential disciplinary matters with spectators.