



Every team must be directed and supervised by an adult coach assigned by the League. If the coach is absent and no responsible adult is designated to act as coach in the coach's absence, is present, then the team forfeits the game.

## PLAYER ELIGIBILITY

- I. Eligibility is determined by a player's grade level starting from 1st grade through high school. Divisions may change depending on enrollment.
  - a. 1<sup>st</sup> and 2<sup>nd</sup> Grade Coed – Instructional
  - b. 3<sup>rd</sup> – 7<sup>th</sup> Grade Boys
  - c. Junior Boys Division – (8<sup>th</sup> & 9<sup>th</sup> Grade)
  - d. Senior Boys Division – (10<sup>th</sup>, 11<sup>th</sup>, & 12<sup>th</sup> Grade)
  - e. Prep Girls ( 3<sup>rd</sup> & 4<sup>th</sup> Grade Girls )
  - f. MS Girls ( 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> Grade Girls )
  - g. HS Girls ( 9<sup>th</sup> -12<sup>th</sup> Grade Girls )
- II. Use of an ineligible player forfeits all games in which that player participated. (Ineligibility - anyone not drafted/assigned to the playing team)
- III. A player is eligible when all the following has happened:
  - a. The player's parent completes a registration form and pays the registration fee.
  - b. The player is drafted or assigned to a team by the League president or his representative.

## COACHING RULES

- I. Only Coaches who are registered in our system are allowed to be on the sideline
  - a. A Background check with no flagged incidents are required
  - b. Parents and friends are not allowed on the sideline
  - c. Coaches not able to make a game MUST contact the league prior to the game
  - d. If no assistant coach is available, a parent MAY stand in for that game only
  - e. Only 1 coach may stand on the sideline. Any additional coaches must be sitting.

## UNIFORM RULE

- I. Team shirts provided by the League must be worn at all games, (Lost shirts must be replaced by the player at the player's expense).
  - a. Black shorts are suggested but are not the official uniform.
  - b. Sneakers must be worn.

- II. Players wearing glasses must wear safety glasses, some type of protective goggles., or a strap to keep them on your head.
- III. It is suggested that all players wear a protective mouth guard, (**Players wearing braces must wear a protective mouth guard**).
- IV. Those players that fall under these categories and do not wear the proper protection will not be allowed to play.
- V. **No jewelry what so ever is allowed on the court. Have a coach or family member hold onto them until after the game.**

## GAME PLAY RULES

**Official High School Rules** - With the exception of specially noted rules below, our League play is governed by official High School rules.

- I. **Equal play time is mandatory for all divisions**
  - 1. **Every child must play part of each quarter**
    - a. 10 players – everyone plays 4 times
    - b. · 9 players – 4 can play 5 times, 5 can play 4 times
    - c. · 8 players – everyone plays 5 times
    - d. · 7 players – 5 plays 6 times, 2 play can play 5 times
    - e. · 6 players – 4 players play 7 times, 2 players can play 6 times
    - f. · 5 players – All Game
    - g. *(There is a misconception that a player cannot play 3 times in a row. When playing 10, that is true. Once you go 9 and below, this is difficult to avoid. Our stance: As long as each player on the team plays half of every quarter, that is permitted.)*
    - h. In the event of an in-game injury, players must be substituted based on the playing rotation described in a-f above.
    - i. **COACHES MUST MAINTAIN AN EQUAL TIME PLAYING SHEET**
      - i. If challenged by the opposing coach, and no playing sheet was kept:
        - 1. the challenged player must be substituted for
        - 2. The Coach will be assessed a Technical Foul
- II. **GAME DAY RULES:** No Coach, Player, Parents, or siblings may bring any basketballs to the gym on gameday. You will be asked to return the basketballs to your car.
  - a. **Game Time:**
    - i. Instructional Division is in clinic format.
    - ii. All Divisions will have an 8-minute running clock which is stopped only for timeouts, foul shots, and the ref's signal.
    - iii. The ref will stop the clock for substitutions in the middle of each quarter. This is not a timeout, and the transition should take no more than 15 seconds.
    - iv. The clock will stop in the last 2 minutes of the game.

**b. Time Outs:**

- i. Each team will have 2 timeouts in the first half and 3 timeouts in the second half.
- ii. No additional timeouts for the first overtime period.
- iii. These timeouts are in addition to the automatic timeouts provided by the referees.

**c. Over Time:**

- i. All divisions will have 1 - 3 minute overtime period

**d. Sudden Death:**

- i. If the score is still tied after the overtime period, the game will go into a sudden death final period - first score wins.

**e. Full Court Pressure:**

- i. Jr Boys and Senior Boys division throughout the game.
- ii. 6/7<sup>th</sup> Grade Boys during the 4th period only and overtime.
- iii. 5<sup>th</sup> Grade Boys, MS Girls during the last 2 minutes of the 4th period and overtime.
- iv. 3<sup>rd</sup> and 4<sup>th</sup> Grade Boys and Prep girls **No** Full Court Pressure Allowed.
  1. Players must be allowed to clear the half court line.
  2. Defending team must go back within the 3pt arch until the ball has past half court.
- v. In the absence of the allowance of full court pressure, a player in possession of the ball cannot be guarded until the ball is advanced beyond the half court line.
- vi. If a team is up 20 or more points, the team ahead cannot press. The team behind may press if they choose to, but **ONLY** during the Division Pressing times
  1. Jr and Sr Boys throughout the game
  2. 6/7<sup>th</sup> Grade Boys 4<sup>th</sup> Quarter and Overtime
  3. 5<sup>th</sup> Grade Boys and MS Girls during the last 2 minutes of the 4th period and overtime.
  4. Clock will not stop on out of bounds or fouls within the last two minutes when the score differential is 20 points or more

**f. Back Court Defense:**

- i. One warning will be given to each team for illegal defense.
- ii. The second violation will result in a team technical foul.

**g. Lane Violations:**

- i. The counting occurs after the ball advances over half court.
- ii. 3<sup>rd</sup> and 4<sup>th</sup> Grade Boys, Prep and Middle School Girls - 5 seconds in the lane.
- iii. All other divisions - 3 seconds in the lane.

**h. Over and Back:**

- i. High school, Middle school and McDivitt:
  - 1. Once the ball is advanced past the half court line, a violation occurs if the offense returns the ball back over the half court line while still in possession.
- ii. Elementary schools other than McDivitt:
  - 1. Although players have the standard 10 seconds to initially advance the ball over the half court line, the ball will not be considered over and back unless it is returned back over the top of the defense's key while still in possession of the ball.

**i. Foul Line:**

- i. 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grade Boys, Prep Girls -10 feet
- ii. Junior Girls - 12 feet
- iii. Everyone else - 15 feet

**j. Fouls: (Clock Stops on Foul Shots)**

- i. Technical fouls - All technical fouls are 2-shot fouls. A player is assessed a personal foul for each technical foul he/she receives. Technical fouls also count as team fouls
- ii. Intentional fouls - Intentional hard fouls shall count as technical fouls; mere breakaway fouls are not counted as technical fouls
- iii. Taunting - Subjects a player to a technical foul at the discretion of the referee
- iv. After 10 fouls in a half, the opposing team will shoot 2 shots (still one-and-one after 7 team fouls in a half)

**k. Fouling Out:** A player is disqualified after committing his/her 5th foul.

- i. Player substitutions must follow the guidelines for the number of active non-disqualified players.

**l. Forfeits:** A team may play with 4 players if that is all they have show up. The team has ten minutes from game time to wait for additional players. The coach may opt to forfeit but games will not be rescheduled.

**m. Suspensions:** Coaches may suspend players for just cause. Both the player's parents and the League President have to be notified within 24 hours and if a suspended player is at a game, the opposing coach must be notified of the suspension.

- i. Players are suspended for the succeeding game if they are ejected for a game for two technical fouls.
- ii. Players who are ejected for cursing will not have a subsequent game suspension.

- iii. Coaches are suspended for the succeeding two games when ejected for a game for technical fouls.

## **PROTEST PROCEDURES**

- I. **Protests** - The following constitutes an official protest:
  - a. Protesting coach notifies the referee and opposing coach by the end of the game
  - b. A note that says that a protest exists must be signed on the back of the score sheet by the referee and opposing coach
  - c. A written protest is submitted to the League President within 48 hours.
  
- II. **Handling of Protests** –
  - a. **Protests** - The following constitutes an official protest:
    - i. Protesting coach notifies the referee and opposing coach by the end of the game
    - ii. A note that says that a protest exists must be signed on the back of the score sheet by the referee and opposing coach
    - iii. A written protest is submitted to the League President within 48 hours.

## **PLAYER AND COACHES CONDUCT**

### **In accordance with OBBA's code of conduct**

- I. **Coaches Certification** – It's suggested that all coaches must be certified by the Rutgers Program or the equivalent.
- II. **Foul Language** – Will not be tolerated. Any player who is caught using foul language by an official will be ejected from the game and a technical foul will be given to the player.
- III. **Physical Harm** - Any player, coach or official who uses physical force on another person will be ejected and suspended for the rest of the season. If this occurs after mid-season, they will also be suspended the following season.
- IV. **Late Arrivals** –players arriving late do not make up their missed rotations.
  - a. Players, who arrive before the end of the first quarter, may play but must play the minimum ½ game if activated by the coach.
  - b. Players who arrive before halftime may play, but the coach need not play them the minimum ½ game
  - c. Players who arrive after halftime are ineligible to play on game night.
  - d. If the game is suspended and additional players arrive to finish the suspended game, these players may play at the direction of the coach.
  - e. IMPORTANT - All such players are treated as a group, so a coach may not use discretion to play one or the other, but must play all or none.

- V. **Lewd Behavior** : Any player exhibiting lewd behavior as identified by officials and/or board members are immediately ejected
- VI. **Bench Conduct**: No players or assistant coaches should interact with the referees at any time
  - a. Players are not allowed to flip water bottles
- VII. **Unruliness** - If a spectator gets unruly and out of control, they will be asked to leave the gym by the head coach of the team their child is on. If they do not comply, the police will be called and the game will be stopped and forfeited.

### EQUAL PLAYING TIME CHART

GAME # \_\_\_\_\_ Opponent: \_\_\_\_\_ Final: W L Score: \_\_\_\_\_

TEAM		FIRST QUARTER		SECOND QUARTER		THIRD QUARTER		FOURTH QUARTER		TOTAL
PLAYER NAME	NO.									
	1									
	2									
	3									
	4									
	5									
	6									
	7									
	8									
	9									
	10									
	11									

GAME # \_\_\_\_\_ Opponent: \_\_\_\_\_ Final: W L Score: \_\_\_\_\_

TEAM		FIRST QUARTER		SECOND QUARTER		THIRD QUARTER		FOURTH QUARTER		TOTAL
PLAYER NAME	NO.									
	1									
	2									
	3									
	4									
	5									
	6									
	7									
	8									
	9									
	10									
	11									

- |   |  |
|---|--|
| <p>a. 10 players – everyone plays 4 times</p> <p>b. • 9 players – 4 can play 5 times, 5 can play 4 times</p> <p>c. • 8 players – everyone plays 5 times</p> | <p>d. • 7 players – 5 plays 6 times, 2 play can play 5 times</p> <p>e. • 6 players – 4 players play 7 times, 2 players can play 6 times</p> <p>f. • 5 players – All Game</p> |
|---|--|