

CITY OF OAK RIDGE RECREATION AND PARKS DEPARTMENT

YOUTH BASKETBALL LEAGUE RULES 2013-2014

1. ROSTER FORMS AND MEDICAL RELEASE:

Player rosters are limited to 15 active members per team.

- a. **Each team must have an adult coach aged 21 or older on the bench at all times. There will be no peer or player coaches.**
- b. Participants ages 18 and older, including managers/coaches, **MUST PERSONALLY** sign an Oak Ridge Recreation and Parks Roster and Medical Release Form before he/she participates. **Parents of players under age 18 must personally sign the roster and medical release forms for their children to participate.** These forms also serve as a notice of potential injury and a hold harmless form. The hold harmless agreement releases the Recreation and Parks Department and any other person connected with league basketball of any responsibility in case of an accident. **Coaches will confirm all signatures are those of players' legal guardians by signing off on submitted rosters.**
- c. Junior league players must be in 9th grade or below and no older than 15 by December 1 of the current season. Senior league players must be in 12th grade or below and no older than 18 by December 1 of the current season. Players can "play up", but will not be allowed to play down in a league designated for younger players.
- d. Any player who has played a full season **during the current school year** on a TSSAA sanctioned school basketball team or is currently playing on a TSSAA sanctioned school basketball team is **ineligible** to play in the City Youth Recreational Leagues.
- e. Any player dismissed from a TSSAA sanctioned school basketball team during the course of the current school year will be ineligible to participate in the City Youth Basketball League without prior approval by the Recreation and Parks Department and a notice of release provided by the school coach. This action must also take place before the stated deadline to add players to a youth league roster.
- f. Additional players – The deadline for adding players is **January 10, 2014**. No changes in rosters will be allowed after this date. Only the coach or manager may add names to rosters. The following are due 24 hours in advance of an added player's participation:
 1. Roster/Medical Release form must be signed and returned to the Recreation and Parks Department.
 2. Non-resident fee, if applicable, must be paid or resident verification submitted.**Note: No player shall be eligible to play with more than one team.**

2. REGISTRATION AND FEES:

- a. To register for league play, Roster and Medical Release forms must be submitted along with league fees, non-resident fees and proofs of residency (if required) by the league deadline. Non-resident fees are to be paid one time per season per sport. **No refunds will be given for league fees once a team commitment has been made.**

3. ELIGIBILITY:

Coaches of teams are responsible for the eligibility of their players and shall be held accountable by the Recreation and Parks Department to furnish proof of eligibility. To be eligible, players:

- a. Must be in the 12th grade or lower and no older than 18 by December 1 of the current season to play in the Senior League.
- b. Must be in the 9th grade or lower and no older than 15 by December 1 of the current season to play in the Junior League.
- c. Must be on the official team roster with personal signatures of players 18 years old or parents of players who are under age 18.
- d. Must be able to verify identity.
 1. ALL players utilized by a team are required to produce, upon request, verification of identity, which exhibits their picture or signature. **IF A PLAYER REFUSES TO SHOW HIS OR HER I.D., THE GAME CAN BE PROTESTED AND, IF UPHOLD, WILL BE DECLARED A FORFEIT.** If the issues can be resolved on the court, the officials should attempt to do so. If the issue is not resolved, a protest must be filed and normal review followed.
 2. Any player in question regarding his identity will be required to place his signature on the game sheet.

- e. Any team found to be playing with an ineligible player after game play has begun will forfeit that game. The offending player will be suspended for one week from all play in leagues and tournaments organized by the Oak Ridge Recreation and Parks Department.

4. UNIFORMS:

- a. Teams are encouraged to use jerseys that are legally numbered (no more than two digits using numbers 0 – 5). Symbols may not be used in place of numbers.
- b. No two (2) players may use the same number during a game.
- c. It is suggested that players conform to the TSSAA rule on uniforms; however, it is encouraged that:
 1. Team jerseys must be worn with non-duplicated numbers. For easier communication between officials, single digits greater than 5 are discouraged.
 2. If a team does not have jerseys, the same color shirts with non-duplicated numbers should be worn or the City will provide numbered vests.
 3. When two teams are wearing the same colored jerseys, the team without uniform, printed jerseys will be required to wear the City vests. If both teams have uniform jerseys, a coin toss will determine who wears the City vests.
 4. Clothing with inappropriate language/graphics will not be allowed. (See Department Dress Code)
- d. All players must wear non-marking athletic shoes.

5. LEAGUE RULES:

- a. Leagues will be governed by the playing rules of the current TSSAA Basketball Guide. Exception: Local league rules shall supersede TSSAA rules.
- b. The league organizer will provide balls.
- c. Game times will be 9:00, 10:00, 11:00 a.m. etc.
- d. The game will consist of four ten-minute quarters (running time) with a two-minute half time. Clock will only be stopped for timeouts and during the last two minutes of the game if there is less than a 10-point lead.
- e. All overtimes will be 2 minutes.
- f. League games will begin on time unless late running games force a delay. Rosters are due at the Scorer's table 5 minutes prior to the scheduled start of a game. No grace period will be allowed. **A team must have 5 players to start a game. Game time is forfeit time.**
- g. Each team must have a responsible adult coach, aged 21 years or older, on the bench throughout the game.
- h. **No dunking or contact with the rim is allowed.** An offending player will receive a technical foul, be ejected from the game, suspended from the next game and receive a two-week suspension. Game suspensions will carry over from one season to the next, if necessary. **Dunking or rim contact at any point in the final tournament game will result in an automatic forfeit of that game.**
- i. **Delay of game reminders:** - Due to the running clock, players are expected to make every effort to keep play going. Subs must check-in at the scorekeeper's table and be ready to enter or leave the court quickly. Dead balls should be returned to the referee as quickly as possible. Players will receive a technical foul for intentional delay of game.
 - A player shall not while closely guarded, hold or dribble the ball for 5 seconds. Delay of game will be called and the ball will be awarded to the opponent.
 - During a throw-in, the ball must be thrown within 5 seconds or less once the throw-in starts until the ball is released.
 - A free throw shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower.
 - A player shall not be in continuous control of a ball, which is in his or her backcourt for 10 seconds.
- j. Players or spectators are not allowed to sit at Scorer's table.
- k. Players will not be permitted to play if undergarments are blatantly exposed. **Absolutely no sagging will be allowed.** No jewelry, watches or hard hair holders will be worn during the game.
- l. Scorekeepers and Timekeepers will be instructed to stop the game until any confusion or distraction occurring at the scorer's table is eliminated. Persistent disturbance at the scorer's table shall result in a forfeiture of the game by that team.

- m. **Only players in uniform and adult coaches (21 and older) are allowed on the team bench.** Spectators will be instructed to keep the area clear around team benches.
 - n. **The coach is responsible for the conduct of his/her players.** Players ejected from the game must leave the facility.
 - o. There will be two timeouts per half.
 - p. Players must report to the Scorer's table before entering game.
 - q. Each team will play 8 regular season games. League fees are based on the cost of officials, awards, scorekeepers and equipment.
 - r. **No refunds for league fees will be given once a team commitment has been made.**
 - s. A team with a 20-point lead or more cannot "press" any time during game. The first violation will result in a warning; the second and beyond will result in a one-shot technical foul.
 - t. **EVEN THOUGH BASKETBALL IS A NON-CONTACT SPORT, PARTICIPANTS ARE WARNED THAT THE POSSIBILITY OF INJURY DOES EXIST.**
 - u. League Champion will be determined by total number of games won. In the event of a tie, head-to-head score will determine league champion. If teams have played each other twice in a season and split one and one, then total score of each team in the two games will determine the winner. If a tie still exists, performance against common competitors will determine the league champion.
 - v. Forfeits –
 - 1. Failure of an ejected player to leave the premises within 5 minutes (out of sight and sound) will result in his/her team forfeiting the ball game. The premises include the general area: building and parking lot.
 - 2. If a team of 5 eligible players cannot be fielded at the scheduled starting time, the team ready to play shall win by forfeit.
 - 3. Any league team to forfeit 3 games during their regularly scheduled league play will not be allowed to participate in the league tournament.
 - 4. Games forfeited on make-up dates will not be counted against teams in regards to disqualification.
6. UNSPORTSMANLIKE CONDUCT – TECHNICAL FOULS, SUSPENSIONS & FORFEITS:
- a. Player Technical Fouls
A single flagrant technical foul or the second technical foul charged to a player will result in the player being ejected from the remainder of the current game plus the next scheduled game.
 - b. Team Technical Fouls
The third technical foul assigned to a team for unsportsmanlike conduct will result in the disqualification of the team and forfeiture of the game.
 - c. Players, managers, coaches, etc., who are guilty of unsportsmanlike conduct will incur the following:
 - 1. Ejection from the remainder of the current game plus the next scheduled game.
 - 2. A second ejection during the season will result in an automatic suspension of four (4) games up to a maximum of 12 months suspension.
 - 3. Game suspensions will carry over from one season to the next, if necessary.
 - 4. Any participant ejected must leave the premises within 5 minutes. The premises include the general area: building and parking lot.
 - 5. Failure to leave will result in his team forfeiting the game.
 - 6. Any person receiving a suspension has the right to appeal, in writing, within a forty-eight (48) hour period. Appeals are to be directed to the athletic office, Recreation and Parks Department.
 - 7. Cursing or any type of profanity will not be permitted at any time.
 - 8. Any verbal or physical abuse of an official or player is an automatic year suspension.
 - 9. One year suspensions will include all Recreation and Parks facilities, including the Civic Center Recreation Building and Library, the Municipal Pool, Scarboro Community Center and all City Parks.

NOTE: If inappropriate behavior/unsportsmanlike conduct becomes a recurring issue during the course of any season, the league director may at his/her discretion enact a ZERO TOLERANCE POLICY.

- Any single technical foul given to a coach or player for unsportsmanlike conduct will be cause for immediate ejection.
- If a team receives two technical fouls for unsportsmanlike conduct during the course of a game, the game will be a forfeit.

7. PROTESTS:
 - a. When making a protest, you must notify the referee/official scorekeeper before the start of the clock. A written protest will be submitted to the Athletic Office of the Recreation and Parks Department by 5:00 PM of the next working day after a protested game. A \$25 protest fee must accompany the written protest. No protest money will be necessary in tournament play.
 - b. The Recreation and Parks Department shall render a decision in writing within five days (excluding Saturdays, Sundays, and holidays) after receiving a protest.
 - c. In all tournaments sponsored by the Recreation and Parks Department, the protest must be resolved prior to the start of the clock. (b.1 pertains to league games).
 - d. The only type of protest, which may be filed, is a rule interpretation.
 - e. REFEREE'S JUDGMENT DECISION CANNOT BE PROTESTED.
 - f. The Recreation and Parks Department will handle all protests.
8. In the event of inclement weather call the Information Line at 425-3453 to find out if games are canceled. If the line has not been updated, call the Recreation and Parks Department at 425-3450.
When games are called because of inclement weather, teams will be notified of the make-up time.
9. SCHEDULING: Games shall be scheduled at the discretion of the Recreation and Parks Department. NO games will be rescheduled because of individual team conflicts. The only games that will be rescheduled will be those caused by weather or gym conflicts and scheduling conflicts as determined by the Recreation and Parks Department.

BENCH PERSONNEL

The head coach is responsible for the conduct and behavior of substitutes (players on the bench), disqualified team members and all other bench personnel. Bench personnel shall not:

Commit an unsporting foul. This includes, but is not limited to, acts or conducts such as:

- Disrespectfully addressing, baiting or taunting an official.
- Attempting to influence an official's decision.
- Using profane or inappropriate language or obscene gestures.
- Disrespectfully addressing, baiting or taunting an opponent.

Note: Any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin will not be tolerated.

- Objecting to an official's decision by rising from the bench or using gestures.
- Inciting undesirable crowd reactions.
- Team member(s) not remaining seated on the bench unless spontaneously reacting to an outstanding play by a member of their team and immediately returning to their seat or reporting to the scorer's table.

Penalty

- A technical foul will be charged to the player (and indirectly to the team) with each violation.
- A single flagrant foul or second technical foul charged to a player during the course of the game will result in disqualification of the offender. This player must immediately leave the facility and parking lot.
- Three technical fouls for unsportsmanlike conduct charged to a team will result in forfeiture of the game.
- A second ejection during the season will result in an automatic suspension of four games up to a maximum of 12 months' suspension.

ANY VERBAL OR PHYSICAL ABUSE OF A PLAYER OR OFFICIAL WILL RESULT IN AN AUTOMATIC ONE YEAR SUSPENSION. ONE YEAR SUSPENSIONS WILL BE FROM ALL RECREATION AND PARKS FACILITIES INCLUDING THE CIVIC CENTER RECREATION BUILDING AND LIBRARY, MUNICIPAL POOL, SCARBORO COMMUNITY CENTER AND ALL CITY PARKS.

Coaches' Rule

The head and assistant coaches must remain seated on the bench at all times while the clock is running or is stopped except to:

- Rise to request a time out.
- Confer with the scorer's table.
- Replace or remove a disqualified/injured player.
- Rise in front of their seat to spontaneously react to an outstanding play by a member of their team or to acknowledge replaced players, but must immediately return to their seat.
- Confer with players within the bench area during a charged time-out or between quarters and extra periods.

Department Guidelines:

Any verbal abuse by spectators of staff, officials, players, etc. will result in a one-week suspension from all City facilities. Excessive verbal abuse will result in a one-month suspension.