

2016-17
COLLABORATIVE
BASKETBALL LEAGUE RULES
5TH & 6TH GRADE & 7TH - 9TH GRADE

The purpose of the league is to provide boys and girls in the participating communities the opportunity to play a competitive level of basketball; to learn, and enjoy the game. The spirit of this league will be fair play, cooperation, and integrity. Each coach, player, and parent must abide by the rules, and more importantly, the spirit of the league. Individuals who are unable to do so will be asked to leave the league.

1. **RULES IN EFFECT** O.H.S.A.A. rules will be in effect, except where specific League rules differ. All teams will use the 28.5 ball.

2. **TEAMS**

- There will be no limit to team rosters.
- The Divisions are: Bantam (5th & 6th Grade), Teen (7th - 9th Grade)
- Players must be a resident of the school district, a non-resident attending a private or parochial school located in the city, have a current annual membership at the member city's Recreation Center, or reside in a neighboring community not involved in our league.
- Players may be rostered in more than 1 league in our program
- Violation of these rules may result in forfeiture of all games in which the illegal player participated. If unsure of a player's status, check with your city Athletic Director. Extraordinary circumstances may result in the League Directors agreeing on exceptions.

3. **ROSTERS**

- Rosters will be frozen upon completion of a team's 5th game of the season. If additional players are needed, players may be brought up from a younger league in your city, as per **Rule #5. UNDER NO CIRCUMSTANCE MAY A PLAYER FROM ANOTHER TEAM IN THE SAME LEAGUE BE USED AS A REPLACEMENT PLAYER.**
- Each member organization, if entering more than 1 team in a league, should split the teams as evenly as reasonably possible regarding both skills and age or grade in school.
- This is a recreational league. All eligible registered participants **must** be placed on a team.

NO CUTS ARE ALLOWED

4. **TIMING OF THE GAME**

- a. The clock will be a running clock that will stop at the direction of the referee for unusual delays such as an injury to a player, and during segment and period changes. The clock shall also stop for shooting fouls and restarted when the shooter is presented the ball for a 2nd shot or upon the miss of the 1st shot of a 1 & 1 bonus. During the last minute of each of the four quarters and the last minute of any overtime period, the clock will stop on all dead balls as per high school rules.
- b. If a team has a lead of twelve (12) or more points with less than 1 minute remaining in **the final segment of the game**, the clock shall run out without being stopped.
- c. Teams are allowed about 30 seconds during segment changes, and 60 seconds between quarters.
- d. There will be an approximate four (4) minute break during halftime.
- e. **Each team will be allowed three (3) timeouts per game.** Timeouts do not carry over to overtime periods. Timeouts last about one (1) minute.
- f. **A tied game at the end of regulation will have one (1) three (3) minute overtime period.** If the tie is not broken in the overtime period, the game is declared a tie **except** during postseason play in which 3 minute overtime periods will be played until a winner is decide

5. MINIMUM PARTICIPATION

- The game will be divided into **eight (8) segments; two (2) segments per quarter**. No participant may play two segments more than another. Exceptions may occur if a player must leave the game for any reason. Late arrival may result in a participant playing fewer segments.
- Players may be brought up from a younger league on a game by game basis **ONLY** if the team expects six (6) or fewer players to participate in their game.
- A player arriving late for a game will be penalized 1 segment of playing time for arriving after the 2nd segment has started, 2 segments once the 3rd has started, 3 segments once the 5th has started etc.
- **Officials will stop the game approximately every four (4) minutes for a segment change**. Teams are allowed about 30 seconds to give brief instruction to players before resuming play.
- It is recommended that coaches leave a completed substitution planning sheet with the scorekeeper prior to the start of the game. If the coach makes any changes from the submitted plan, the scorekeeper must be informed of those changes. If a plan sheet is not given to the table, the coach forfeits any right to protest the official score sheet regarding segments played.
- The following chart lists the minimum and maximum number of segments to be played:

PLAYERS	MINIMUM SEGMENTS	MAXIMUM SEGMENTS
6	6	7
7	5	6
8	5	5
9	4	5
10	4	4
11	3	4
12	3	4

Violations of this rule may result in forfeiture of the game, and/or disciplinary action.

- If a player is injured or fouls out, the substitute player that completes the segment is charged with the segment **ONLY** if he/she enters with more than half the segment remaining.
- If a player fouls out or is injured and unable to continue play during the final segment, a bench player with fewest segments played **MUST** be inserted into the game. If all on the bench have played an equal number of segments, the coach may select the player of his/her choice as the replacement. The sub must report to the scorer's table to confirm he/she is a legal substitute.

NOTE: If it is known before the start of a game that a player will not be participating in the minimum number of segments due to disciplinary action, illness, or personal reasons, the coach **must** notify the opposing coach and scorekeeper; and the site supervisor prior to the start of the game. The parents of a penalized player must be notified. **Approval by the site supervisor site supervisor is required.** It is recommended that any such actions be taken when playing a team from your organization if possible.

MINIMUM PARTICIPATION EXCEPTION: If a team has an overwhelming lead, the coach may elect to have some of his more skilled players play less than the mandatory minimum number of segments and allow others on the team some additional court time. The coach should communicate his intent to his opponent, the scorekeeper, and to the site supervisor.

6. OVERTIME

If the score is tied after regulation play, the game shall continue, without a change of direction, for one (1) 3 minute OT period. Should the score remain tied, the game will be declared a tie. **One (1) time out per team will be allowed.** Unused timeouts from regulation time do not carry over. The OT period begins with a jump ball. Any five (5) can start. Subs are not mandatory, but may be made about midway through the overtime period. The clock will be a running clock except for the final minute of the overtime.

7. DEFENSES

- a. Any zone or person-to-person defense is allowed.
- b. Full court press is allowed in the 4th quarter and throughout any overtime periods. However, a team may not press with a lead of twelve (12) or more points.
- c. Officials should give a team warning if they determine players are intentionally delaying the game by guarding a player following a defensive rebound or a steal by the defense. Subsequent delays determined intentional by the official may result in a team technical foul being assessed.

8. FOULS & FREE THROWS

- A player will foul out of the game on his/her fifth foul.
- A one & one free throw will be awarded on a team's 7th foul of a 1/2; 2 free throws on 10th foul.
- In the 5th-th grade leagues **ONLY**, the free throw shooter may shoot from either 12' or 15'. In either case the free throw line being used **MUST** be honored. When the shooter is using the 12' line, players should line up on the **lower block**.
- If a shooting foul is called as a segment expires, substitutions will be made prior to the free throws being taken. If the shooter is coming out of the game he/she will be replaced on a defensive rebound or on a successful final free throw.
- The scorer's tabulation of team fouls is official and may only be overruled by the referee.

9. BENCH CONDUCT

- Only team players and **a maximum of three (3) coaches will be allowed on a team bench**. Only head coaches are allowed to stand and to approach officials during a game for a rules clarification. **All players and assistant coaches on the bench must be seated throughout the game.**
- Coaches, parents, players, and spectators should focus on the spirit of the league. Unsportsmanlike conduct **WILL NOT BE TOLERATED**, especially if directed toward game officials or participants.
- **Players & Coaches** ejected from a game (except for fouling out), will be suspended from the team's next game and not be allowed in the building. A 2nd ejection will disqualify that person for the season.
- **Parents & Spectators** may be instructed to leave the building by a game official or a site supervisor. A 2nd ejection from a game site will result in that person being banned from attending any further games.

10. MISCELLANEOUS

- Three (3) point field goals will be counted
- Any forfeiting team will be responsible for compensating the referees. A team must have a minimum of four (4) players on the court to start and finish a game. There is no grace period.
- Team jerseys must be worn during games. Each team will be responsible for their own jerseys.
- Referees, timer, and scorekeeper fees will be the responsibility of the host city
- If in the 4th quarter a team trails by 20 or more points, the possession arrow will remain in their favor until the point differential drops below 20 points.
- **If game officials require a team to wear pinnies, the host/home team will provide and wear them.**

11. SEASON ENDING TOURNAMENTS

All teams will be invited to participate. The brackets will be finalized based on the standings thru games played on the Thursday(2/23/17) prior to the final Saturday (2/25/17) of the season.

12. ELIGIBILITY

Players may also participate on travel basketball teams. OHSAA & CYO rules prohibit players on school rosters from participating in other leagues. An individual that is on a school roster as of December 30th may not be accepted into to our league. Individuals electing to leave a school team's roster prior to January 1st to play in our league, should check with their coach to make sure they are not in violation of OHSAA rules. If known, players should be made aware of the school's potential penalty.