

2014 Columbus Recreation and Parks Department Inter Center Basketball Program

Inter Center Basketball *League* Rules

1. **Player's age** shall be determined by their age as of August 1, 2013.

COED: 6-8

BOYS: 9-11; 12-13; 14-15; 16-18 (must be enrolled in a regular daytime high school)

GIRLS: 9-11; 12-14

2. **Players, male and female, who were on the roster at their school and/or reported by their school to OHSAA, will not be permitted to play even if their season is over.**

3. **Game Times/Grace Periods**

- Teams need to arrive 15 minutes prior to game and be ready to play at scheduled time.
- Five minute grace period for first game only.
- If team is going to be late, the coach or team representative must contact host site or league directors for 14-18 league. The late team will forfeit the game. However, the game will still be played with reduced quarters or halves with any time left before the next game.

4. **Timing, Bonus Fouls, Rules:**

A. Coed Ages 6-8:

This is a developmental league. The rules will not be strictly enforced to allow the players to learn and play. Calls will be at the discretion of the official and will become stricter as the season progresses.

- Every team member must play. Divide time equally.
- Four 7 minute quarters with a running clock. Three minute half time.
- Two timeouts per half. Clock will stop for timeouts.
- Ten foot rims will be used.
- Man-to-man defense only (no double teaming allowed). Offense must pass half court before defense begins (no full court defense).
- The score is set at zero at the top of each quarter.

B. Boys 9-13 and Girls 9-14

- 6-minute quarters. Running clock (stops on all whistles during last minute of each quarter, unless Mercy Rule applies which is a 20pt. lead.)
- Half times are 3 minutes and time between quarters is 1 minute
- One and one bonus will be shot on the 7th foul each half
- Double bonus is shot beginning with the 10th foul
- ***No press after 20 point lead***
- ***Two time outs per half, and all timeouts are 30 seconds no carry over.***

Overtime:

- Three-minute overtimes are played; start with a jump ball; one time out per overtime

C. Boys 14 to 17 will play Modified Adult Sports Rules:

- Two 20 minute halves

Clock Stops:

- ***Time-outs (2) per half no carry over - 20 seconds (maximum time allowed).***
- Every whistle during the last 60 seconds of each half. Mercy rule (lead by 20 pts.) may be applied in last minute of second half.
- On shooting fouls in the last 2 minutes of each half

Free throw shooting for Adult rules:

- Free throws **will not** be attempted following a common foul until less than three minutes are remaining in each half and then only if the team is in the bonus situation.
- Bonus situation is on the 7th foul and is shot only during the last 3 minutes of each half. Double bonus is shot on the 10th foul and only in the last 3 minutes of each half.

5. Basketballs:

- Should be leather or composite.
- Coed 5-8 - Junior ball
- Boys 9 to 13 and Girls 9 to 14 - Intermediate size ball
- Boys 14 to 17 - Regulation ball

6. Rule Modifications:

- We refer to CRPD Basketball Committee if it is not specifically stated in the previous rule #4.
- Time and clock differences
- If a team does not have uniforms, they must provide a spotter to sit at scorer's table
- Actions may be taken by game officials and CRPD supervisors to ensure good conduct and sportsmanship. This may include **removing** a player from the **game** by an official or supervisor.
 - Technical Fouls:
 - Coaches who receive one technical foul have to sit down for the rest of the game.
 - Players and coaches who receive two technical fouls within the same game will not be allowed to participate in the rest of the tournament.
 - **Fighting will not be tolerated. If a player is fighting or thrown out of the game by the referee, the player can no longer play in the remainder of the tournament.**
- 6-foot coaching box will be used and should be marked in front of the benches. *Coaches should be sitting unless to call a time out or applaud a good play.*

7. Rosters and Challenges:

- Rosters need to be brought to the first game **COMPLETELY FILLED OUT AND SIGNED BY CENTER MANAGER.** Rosters need to include the player's addresses and phone numbers. (The center's address and phone number should not be used.)
 - **Please Note: Players on your team must be listed on game score sheets, of the league, for at least 3 of the 6 games (50%) in order to play in the tournament.**
- Players cannot be added after the second game.
 - Players can play for two teams at only ONE recreation center. They can play in their correct age group and play up one age group, if necessary.
- Teams must challenge the eligibility, either age or school, of a player before game begins.
 - An entire team cannot be challenged.
 - For an age eligibility challenge, the coach/center manager must bring documentation (birth certificate any insurance card with players name and birthdate) to league directors by the next business day.
 - We will **NOT** allow any electronic form of identification. (No picture message, email, etc. Everything must be hard copy at the check-in site).
 - For a school eligibility challenge, the league director will contact school officials the following business day.
 - If player is found to be ineligible:
 - a. All games in which that player played will be forfeited.
 - b. The coach, if volunteer, will be unable to coach for the rest of the season. The center manager will assume liability (see c. below).
 - c. The coach, if an employee will be investigated by Human Resources and appropriate discipline action will take place.

8. Officials:

- Host sites are to assign leaders or good volunteers to officiate any games not covered by adult sports

officials. Competent volunteers (preferably adults) must be found to score, time and keep the possession arrow.

9. Supervision:

- Leaders will remain with their players at all times. Coaches are responsible for their players whether they transported them or not and must stay with them until they leave the site. Problems can occur when players are without supervision at drinking fountains, in parking lots or locker rooms. Staff is responsible for the behavior of their players, spectators and coaches. If a coach is a volunteer, a staff member must accompany the team to the games.
- City vans are for transporting players only. Do not bring spectators to the games.

10. Forfeits:

- For boys ages 14-15 and 16-18, call league directors Nikki Van Dine (645-8151) or Bryana Ross (645-3208 or 296-6865).
- For all other age groups, call host center.
- Call opposing team.

Inter-City Basketball Tournament Rules

Coaches: Although this is a tournament, please remember that we are here to teach players not only the game but also how to handle various situations. Players watch and learn from their coaches. So please make sure you are being a positive role model by demonstrating good sportsmanship.

1. **Player's age** shall be determined by their age as of August 1, 2013.

BOYS: 9-11; 12-13; 14-15; 16-18 (must be enrolled in a daytime high school)

GIRLS: 9-11; 12-14

2. **Players, male and female, who were on the roster at their school and/or were reported by their school to the OHSAA, will not be permitted to play even if their season is over.**

- **Players are not permitted to play on two teams. One player plays for one team, for one age group, at one recreation center.**

3. **Additional Tournament Rules**

- **Birth Certificates or other government issued document showing player's name and birth date (State ID, insurance card, and/or driver's license), must be presented at team check in.**
 - We will **NOT** allow any electronic form of identification. (No picture message, email, etc. Everything must be hard copy at the check-in site). Please keep all records with you the entire duration of the tournament.
- Jerseys must remain tucked at all times. 1st offense – warning; 2nd offense – sit out
- Players that arrive late (after names are entered into the game score sheet) will automatically be protested, and a technical foul will be given to the team of the late player.
- Technical Fouls
 - Coaches who receive one technical foul have to sit down for the rest of that game.
 - Players and coaches who receive two technical fouls within the same game will not be allowed to participate in the rest of the tournament.
- **Fighting will **NOT** be tolerated. If a player is fighting or thrown out of the game by the referee, the player can no longer play in the remainder of the tournament.**

4. **Game Times/Grace Periods**

- Arrive **thirty minutes (30)** prior to the first game time to allow for proper check in.
- Five minute grace period for first game only.
- If team is going to be late, coach or team representative must contact host site. The late team will forfeit the game. The game can still be played with reduced quarters or halves with any time left before next game.

5. **Timing, Bonus Fouls, Rules:**

A. Boys 9-13 and Girls 9-14

- 6-minute quarters. Running clock, stops on all whistles during last minute of all quarters, unless Mercy Rule applies which is a 20 pt. lead.
- Half times are 3 minutes and time between quarters is 1 minute
- One and one bonus will be shot on the 7th foul each half
- Double bonus is shot beginning with the 10th foul
- ***No press after 20 point lead***
- ***Two time outs per half, and all timeouts are 30 seconds; no carry over.***

Overtime:

- Three-minute overtimes are played; start with a jump ball; one time out per overtime

B. Boys 14 to 17 will play Modified Adult Sports Rules:

- Two 20 minute halves

Clock Stops:

- ***Time-outs (2) per half, no carry over - 30 seconds (maximum time allowed).***

- Running clock stops on all whistles during last minute of all quarters, unless Mercy Rule applies which is a 20 pt. lead. On shooting fouls in the last 2 minutes of each half
- **Free throw shooting for Adult rules:**
 - Free throws **will not** be attempted following a common foul until less than three minutes are remaining in each half and then only if the team is in the bonus situation.
 - Bonus situation is on the 7th foul and is shot only during the last 3 minutes of each half. Double bonus is shot on the 10th foul and only in the last 3 minutes of each half.
- **Overtime:**
 - Three-minute overtimes are played; start with a jump ball; one time out per overtime

6. Basketballs:

- Should be leather or composite.
- Boys 9 to 13 and Girls 9 to 14 - Intermediate size ball
- Boys 14 to 17 - Regulation ball

7. Rule Modifications:

- OHSAA rules in effect except where modified by CRPD Youth and Adult rules (see #4)
- Time and clock differences
- If a team does not have uniforms, they must provide a spotter to sit at scorer's table
- Actions may be taken by game officials and CRPD supervisors to ensure good conduct and sportsmanship. This may include **removing** a player from the **game** by an official or supervisor.
- 6-foot coaching box will be used and should be marked in front of the benches. *Coaches should be sitting unless to call a time out or applaud a good play.*

8. Rosters and Challenges:

- Rosters needs to be brought to the first game **completely filled out**. Rosters need to include the player's school, date of birth, age and phone numbers. (The center's phone should not be used as contact.)
 - **Please Note: Players on your team must be listed on game score sheets, of the league, for at least 3 of the 6 games (50%) in order to play in the tournament.**
- Teams must challenge the eligibility, either age or school, of a player before game begins.
- An entire team cannot be challenged.
- For an age eligibility challenge, the coach/center manager must have documentation at the time of challenge in order to let the player play in that specific game.
- For a school eligibility challenge, the league director will contact school officials.
- If player is found to be ineligible:
 - d. All games in which that player played will be forfeited.
 - e. The coach, if volunteer, will be unable to coach for the rest of the season. The center manager will assume liability (see c. below).
 - f. The coach, if an employee will be investigated by Human Resources and appropriate discipline action will take place.

9. Officials:

- Host sites are to assign leaders or good volunteers to officiate any games not covered by adult sports officials. Competent volunteers (preferably adults) must be found to score, time and keep the possession arrow.

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- **City vans are for transporting players only.** Do not bring spectators to the games.

11. Forfeits:

- Call tournament director immediately- Bryana Ross (296-6865).