

OLD COLONY GIRLS BASKETBALL LEAGUE
RULES 2009-2010 SEASON

Revised: September 28, 2009

Key Rules

- Two, 20-minute halves, running time, except for the last 2 minutes of the 2nd half. (7th grade & 8th Grade exceptions — see “Game Clock Execution” for each grade for details.)
- No press by either team if the point spread is 10 or more points in the sixth grade, 15 or more points in the seventh and eighth grade (see “Full Court Defensive Pressure” for details).
- Home team must provide an index card for the referee to sign after each game is played. Index card should indicate the towns represented and the date and score of the games. *This index card should be used for calling in the scores.*
- Overtime: 2 minutes of stop time.
- One person from each town should represent the town for purposes of reporting scores. The home team is responsible for reporting scores of all teams in their town via email (preferred) by the Tuesday after game day. Failure to report scores by Wednesday will result in a forfeit for all teams from that town. Report scores to:
webmaster@oldcolonybasketball.org

General Notes

Unless noted, IAABO rules apply. Referees in consultation with official scorer shall have final interpretation.

- 3 point shot rule is in effect if gym is fully lined (3 foul shots if fouled shooting a three.)
- Substitutes must report to the scorer’s table first and then be waived into the game by the referee.
- Failure to inbound the ball within 5 seconds results in loss of possession.
- Failure to advance the ball over half court within 10 seconds results in loss of possession.
- Jump ball to start the game, then alternating possessions thereafter.
- The “3 second” violation will be in effect.
- No jewelry or hard hair holders are allowed, it is the referees’ interpretation that is final word. All shirts must be tucked in to start and during the game.
- If play is stopped for an injured player, she must be removed from the game, but may re-enter later.
- Any player bleeding must be removed from the game, and blood stained clothing may not be worn in a game.
- All teams must have first-aid kit and ice packs on hand.
- Referees have control of the gym; coaches must be in control of their players and spectators — see “Code of Conduct”.
- A team forfeits if less than five regular players are present 5 minutes after scheduled start time.

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- Players must wear a numbered shirt the same color as their team, no duplication of numbers is allowed.
- Home scorebook at the official's table is the official book; a visitor's rep may sit at the table.
- Size of game ball will be 28.5, and is supplied by the home team.
- Scores and standings will be updated on website each week. Old Colony Girls Basketball Website: www.oldcolonybasketball.org
- Playoff format to be announced in the spring.

Roster

- All rosters must be submitted to the league before the first game is played in the season. No roster changes will be accepted after January 1st of the playing year.
- A player can only be submitted on one team roster.
- Players will be allowed to play up a grade, and added to a roster of a higher grade's team, but must play the full season on that team. Individual towns will decide guidelines for allowing girls to play up. However, no older player in a higher grade will be allowed to play down a grade, under any circumstance.
- Temporary "playing up" will be allowed on a game-by-game basis under the following circumstances:
 - A team with 7 or fewer players in attendance (due to absence or illness) can supplement their bench by adding younger players to total no more than 8 team players. This will be allowed only for the game in question, and the team that is supplementing their squad will notify the ref's and the opposing coach and identify the players who are temporarily on the roster.
 - This practice is only allowed during the regular season and will not be accepted during playoffs. Playoff teams must match the roster submitted at the start of the season. No exceptions.

Full Court Defensive Pressure

- In grade 5, no full-court defensive pressure is allowed; defense starts at half court.
- In grade 6, full-court press is only allowed in the last two minutes of the second half. No press is allowed by either team if the point spread is 10 or more points.
- In grade 7, full-court press is only allowed in the entire second half. No press is allowed by either team if the point spread is 15 or more points.
- In grade 8, full-court press can take place the entire game. No press is allowed by either team if the point spread is 15 or more points.

Defensive Tactics

All half-court defensive strategies may be deployed the entire game. *Coaches aware of distribution of playing time and score may substitute freely.* Blowouts/running up the score is frowned upon. You may instruct the clock person to stop adding the score to the scoreboard. The

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official scorebook person should continue to keep the accurate score. In any case, we should not see games with scores like 50 to 18.

Playing Time Rules/Game Clock Execution

- Official pre-game warm-ups will be 5 minutes or as gym time allows.
- Grades 5-6: Games will be two (2) 20-minute running halves. Clock will stop only in last two minutes if lead is 10 or less.
- Grade 7: Games will be two (2) 20-minute running halves. Clock will stop in the last two minutes of each half.
- Grade 8: Games will be two (2) 13-minute stop time halves.
- Intermission at half time will be 4 minutes but may be shortened if gym time is limited.
- Overtimes will be 2:00 each until game is decided and will begin 30 seconds after intermissions.
- Overtimes will use stop time.
- Home team supplies clock and person to run clock. This must be a responsible person, preferably adult, who is qualified to run the clock. A child should not run the clock younger than high school age.

Time Outs

- The head coach or player with the ball may call time outs directly to the referee.
- Each team is allowed four 60-second time outs per game, with no more than two 60-second time outs per half, but only one 60-second time out per OT. Time outs cannot be carried over.

Fouls and Foul Shots

- Grade 5 must start behind the foul line but may jump over it in process of shooting.
- Grades 6, 7, and 8 must start behind foul line and remain behind line after shot.
- All foul shot rebounders, including shooter, must wait for ball to hit the rim before going for a rebound.
- A player is disqualified on her 5th personal foul.
- Technical fouls on players count as personal fouls and team fouls.
- "1 & 1" penalty begins on 7 team foul per half.
- Two shot penalty starts on 10 team foul per half.
- A player called for a foul should raise her hand to help scorer identify her.

Cancellations and Make-Up Games

- In cases of inclement weather, the home team coach is responsible for determining cancellation of games. The home team must also notify Tim Guerriero, Referee Coordinator, at 617-842-1919. It is important that teams and referees are notified at least

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4 hours in advance of cancelled games. The home team is responsible for scheduling make-up games.

- Teams that forfeit a game, without permission from the league, will be subject to a \$100 fine per game during the regular season.

Code of Conduct

- Coaches must exhibit respectable behavior during all games. Out-of-line comments or arguing unduly with the referees will not be tolerated.
- A coach who is ejected from a game by the referee or any player who is ejected from a game/receives a double technical foul is subject to an automatic one-game suspension. That suspension is to be enforced for the next game.
- The coach is not to be in the building during that particular game. Further ejections by said coach will be subject to further disciplinary review by the disciplinary board and coaches are subject to being removed for the season.
- Coaches must also ensure that spectators, scorers, and clock keepers exhibit respectable behavior. It is the responsibility of all coaches and coordinators to make every effort that all fans cheer and root for their own team with no negative behavior or cheering directed towards the opposing team.
- There is to be no stomping of feet, cheering, or other actions taken to distract opposing players, especially during the shooting of free throws.
- Coaches, scorers, clock keepers, and spectators should not in any way interfere with the game by making undue comments about the game, its players, coaches or referees.
- Referees will determine when and if behavior of players, coaches, spectators, scorers, or clock keepers becomes out-of-line and will handle the situation at their professional discretion.
- All coaches will make an effort to give all team members playing time. It is not advisable to play the same 5 starters for the entire game. It is suggested by the league that each girl on an Old Colony Team sit on the bench for at least 2 minutes each half to ensure player rotation.