



P.O. BOX 6675

ANNAPOLIS, MD 21401

e-mail: recandparks@hotmail.com www.aacounty.org/recparks

Revised - 10/26/2009

2009/2010 YOUTH BOYS AND GIRLS BASKETBALL LEAGUE INFORMATION

1. 2009/2010 leagues are playing High School Federation rules (with the below exceptions) and are governed by the Recreation and Parks Guidelines and Reference Manual. Rules of the game may be modified according to the markings on the gym floor.
2. All games are canceled if the Anne Arundel County Snow Emergency Plan is in effect. Please check the website: <http://www.aacounty.org/RecParks/cancellation.cfm> or the cancellation hotline at (410) 222-7312 periodically prior to your game for updates.
3. Please advise all team members and spectators that the following gym rules will be strictly enforced:
 - a. Only soft-soled shoes will be allowed.
 - b. Only rubber/cloth elastic bands may be used to control hair.
 - c. No jewelry, earrings or watches (good idea to leave home).
 - d. No hair jewelry (hard barrettes or beads)
 - e. **No gum, food, or drinks will be allowed in the gym.** *Team players may be allowed to bring in water depending on the facility.*
 - f. No smoking in the gym or on school property.
 - g. Anyone with braces must wear a mouthpiece, which covers the braces for protection.
4. **Rosters & Coaches Ethics**
Eligibility Age: on or before September 1, 2009.
(must be 8 years old before the player can compete and before add/drop cut-off date)
 - a. Roster Information is due at the Department of Recreation & Parks Office, prior to the start of the season. Required paperwork: **roster**, **contracts**, and **Coaches Code of Ethics**. Added/Dropped players must be approved by the Sports Supervisor before playing. *Last day to add players will be noted on all schedules.* No player may participate without a contract.
5. Roster limit is twelve (12) players.
6. A Team will be in jeopardy of forfeiting games if there is missing roster packet information.
7. Teams must bring a first-aid kit with ice to the game.
8. All coaches (head and assistants) MUST have a completed and approved background check on file before coaching (includes practices and games). It is the responsibility of the head coach to

verify that all coaches have been approved through our background check program. NOTE: An assistant coach is defined as an individual who has been given the authority and responsibility by an organization or head coach to instruct the team.

9. A maximum of 3 adult registered and back grounded coaches/assistants may sit with the team. This includes the Head Coach, Assistant Coach, and Scorekeeper. Names of Assistant Coaches and/or Scorekeeper must be added to the roster.
10. **Mandatory Participation Rule requires all players in youth basketball leagues, who are in uniform for the game, must participate in every game as follows:**
 - a. For all 8U leagues, 10U C and D leagues: each player must participate in 50% of the game
 - b. For 10U A and B Leagues and all other leagues: each player must participate in 25% of the game
11. Please remember that forfeit time is strictly enforced; Forfeit time will be 15 minutes after the scheduled start time of the first game of the day only! For all other games, forfeit time will be game time. **No Grace Period.** A team will forfeit their game if 5 players, under contract and in uniform are not ready to play at their scheduled time.
12. All ball players must wear matching shirts of the same color with numbers. Each team must bring a set of pennies.
13. Ball size:

GIRLS	8 and Under-	use the 27" ball (Junior).
	10 and Under -	use the 27" ball (Junior)
	12U, 14U, and 17U -	use the 28.5" ball
BOYS	8 and Under-	use the 28.5" ball
	10 and Under-	use the 28.5" ball
	12 and Under B C and D leagues -	use the 28.5" ball
	12U A, 14U and 17U leagues -	use the Men's ball
15. **CLOCK: 2 - 20 minute Halves (Running Clock)**

Clock stopped only for Team Time-outs, Official's Time-outs, and everything in the last minute of the first half and the last two minutes of the second half.

If a team is ahead by 15 or more points in the last one minute of the game, the clock will remain a running clock.
16. **TIMEOUTS:** There will be two (2) one minute timeouts per team per half. **One additional timeout per team will be awarded if the game goes into overtime. This will be the ONLY timeout for ALL overtime periods. (Timeouts will not roll over from regulation to overtime)**
17. **OVERTIME: There will be one 2-minute overtime with stop clock. If the game is still tied, then additional 1-minute overtimes with running clock will occur until the game is decided.**

18. **HALFTIME:** 5 Minutes

19. Press Rule:

8 and Under, 10 and Under C and D Leagues

- Teams may NOT press until the last two (2) minutes of the game.
- In the last minute of the game a team may NOT press if they are winning by 15 or more points.

10 and Under A and B leagues, 12 and Under, 14 and Under and 17 and Under Leagues

- Teams may press the entire game.
- The only exception is: a team may NOT press if they are winning by 15 or more points.

PRESSING is defined as trapping and/or guarding your opponent outside the half (1/2) court line.

PENALTY: The first violation is a warning from the official, and any subsequent violations shall result in a technical foul assessed to the coach.

20. Any player ejected from a game will receive a **minimum of 1 game** suspension, not to include the game ejected from. Any coach or spectator ejected from a game, will receive a **minimum of a 2 game** suspension, not to include the game ejected from. *One (1) and two (2) game suspensions cannot be appealed.* More severe punishments may be given out upon review of the incident. Punishments in excess of 2 games will be reported to the Mid-Atlantic R&P Sports Alliance. Abuse towards an official before, during or after the game will, not be tolerated, and may warrant a more severe suspension. Please refer to the Anne Arundel County Recreation & Parks Sports Manual for more information on Disciplinary Actions (page 38-41).
21. If gym floor is marked for 3-point shot, then 3-point shots will be allowed for all ages.
22. Shooting fouls will begin on the 7th team foul. Double bonus on the 10th team foul. All technical fouls count as a team foul.
23. Foul Shots – 8 and Under Only – Players may land over the foul line on a free throw after the release.
24. Standings and information can be found on the on our web site address:
www.aacounty.org/recparks
25. One (1) team trophy is given to the league/division champion. If there is a tie, then all teams tied will receive a team trophy.