

## 2024/2025 Boys and Girls Basketball League Information - Revised

1. It shall be the policy that the rules of play of leagues shall be the National Federation of State High Schools, unless amended or modified herein, and are governed by the Anne Arundel County Department of Recreation and Parks' Guidelines and Reference Manual. Rules of the game may be modified according to the markings on the gym floor.
  - Teams could be requested to provide a representative to assist with working the score clock.
2. All games are canceled if the Anne Arundel County Snow Emergency Plan is in effect. Please check the website: <http://www.aacounty.org/departments/recreation-parks/cancellation-notice/index.html>
3. Please advise all team members and spectators that the following gym rules will be strictly enforced:
  - Only soft-soled shoes will be allowed.
  - Only rubber/cloth elastic bands may be used to control hair.
  - No jewelry, earrings or watches (good idea to leave these items at home).
  - Hair control devices and adornments must be secured close to the head (i.e. in a bun if affixed to the end of braids). Hair charms are considered jewelry and not permitted.
  - **No gum, food, or drinks will be allowed in the gym.** Team players may be allowed to bring in individual water (no sharing) depending on the facility.
  - Recommendation: Anyone with braces must wear a mouthpiece, which covers the braces for protection.
4. **Team Placement within Leagues:**  
Commissioners are responsible for placing teams within the appropriate level of play.
  - "A" league open/select leagues;
    - Roster would not be limited by player release policy;
    - There will be no reseeding **from** the "A" league;
    - Teams from "B" can be moved into "A" at Recreation & Parks Staff discretion.

### ***Boys League:***

- Teams will be seeded where requested and placed in gyms centrally located.
- Play 1st three weeks and then will be grouped/moved for the remainder of the season to leagues with similar wins/loss. Example: teams with 3 wins will be grouped together, teams with 3 losses will be grouped together, etc.
- Movement will be within B & C leagues only. No movement within the A leagues.

***Girls Re-seeding*** for **B and C** divisions **could** take place after the Holiday break. Recreation and Parks staff will review scores from the first two weeks of play for all leagues/teams for possible re-seeding. Criteria for re-seeding will be:

- Teams that have lost by 20 or more points in the first two weeks may be considered for re-seed to lower level;
- Teams that have won by 20 or more points in the first two weeks should be considered for reseed to higher level;
- Re-seeds are generally a one-to-one movement in order to not adversely affect the other teams in the leagues;
- Coaching conflicts are NOT be considered.

5. **Level of Play/Games:**

- A league teams = 12 games per season *(will play on some Sundays)*
- B league teams = 11 games per season *(will play on some Sundays)*
- C league teams = 10 games per season
- Game schedule may include 2 games a day on any given weekend. Consideration will be given to allow for at least a 1-hour break between games, when possible.

6. **Roster Packet:**

- The Roster must be entered into **the Team Sports Portal** for each team before the first game.
- **Player Contracts** must be submitted **digitally by team to the Department, on or before November 30.**
- **All coaches are required to have a copy of their rosters each game day. A copy of the roster must be presented to the scorer's table at each contest. This should be the same roster that has been submitted to Rec & Parks.**
  - Players may only play on ONE team roster per season. If a player is found to be on two rosters that game and any other games played already will be forfeited. It is the responsibility of each coach and organization to know the eligibility status of their respective players.
  - **Exception:** "A" level players are allowed to play on 1 other team if **playing up in Age and at the A or B level** within the same organization.
- **Eligibility:** Eligibility Age: prior to September 1, 2024. (must be 7 years old before the player can compete and before add/drop cut-off date)
  - Rosters are due to the Department of Recreation & Parks Office, prior to the start of the season. These should be submitted electronically via the Team Sports Portal.
  - Required Roster Packet Paperwork: Player's Contacts, and Coaches Pledge.
  - Last day to add players will be prior to January 3, 2025.
  - No player may participate without a contract.
- **Limits:**
  - A and B league - Roster limit is twelve (12) players.
  - C league - Roster limit is ten (10) players.
  - Exceptions MUST be submitted in writing and approved by R&P Supervisor.
  - A team will be in jeopardy of forfeiting all games played if the roster, coaches pledge, or player contracts are not received by Recreation and Parks by the due date or if there is missing information.

7. **Coaches Background Checks:** **All coaches** (head and assistants) MUST have a completed and approved Anne Arundel County 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.

- 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.

8. **Mandatory Participation & Substitution:** Rule requires all players in youth basketball leagues, who are in uniform for the game, must participate in every game as follows:
- *Teams that have requested and received an approval for an expanded roster will play the mandatory available minutes, depending on league and number of rostered players.*
  - ALL **A** leagues: Free Substitution, each player must participate in **25% of the available minutes in the game;**
  - 10U, 11U, 12U, 13U, 14-15U & 17U-B leagues: Free Substitution, each player must participate in **25% of the available minutes in the game;**
  - All 8U, 9U and ALL C leagues: Free Substitution, each player must participate in **50% of the available minutes in the game; *No Player can play the entire game.***
9. **Ejections:** 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. 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.
- ***REMINDER:*** *Coaches and spectators are the role models for players and should exhibit sportsmanship at all practices and games. Commissioners must assume responsibility for all participants within their organization.*
10. **Uniform:** All ball players must wear matching shirts of the same color with numbers. Each team must bring a set of pennies, with numbers.
11. **Ball size:**
- Girls:
    - 8yr & 9U - use the 27.5" ball (size 5)
    - 10 - 17U - use the 28.5" ball (size 6)
  - Boys:
    - 8yr – 11U - use the 28.5" ball (size 6)
    - 12U – 17U - use the 29.5" Men's ball (size 7)
12. **Forfeit Time:** 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 rostered players, in uniform are not ready to play at their scheduled time.
13. **Clock: (4) Four 10 minute Quarters (Running Clock)**
- During the last 20-seconds of 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> quarter the clock is only stopped for **dead balls**, time-outs (team & official), injury and foul shots.
  - During the **last 1-minute** of the **4<sup>th</sup> quarter**, the clock is only stopped for **dead balls**, time-outs (team & official), injury and foul shots.

- If a team is ahead by 15 points or more, the clock runs continuously in the **last 20-seconds of the 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> quarter & in the last 1-minute of the 4<sup>th</sup> quarter.**
14. **Overtime: 2 minute, running clock for 1<sup>st</sup> minute.** Clock stopped in the last 20 Seconds of overtime for Foul Shots, Team Time-outs, Dead-ball and Official's Time-outs. If the game is still tied, then additional 1-minute Overtime with running clock will occur (with 20-second stop clock). After a total of 3 Overtimes and if the game is still tied the result will be a tie.
  15. **Timeouts:** There will be two (2) 30-second 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)
  16. **Half-time:** 3 Minutes
  17. **Press Rule:**
    - **8U – C League only** - Teams may NOT press. Teams winning by 15 or more points defending players must be at the top of the key (extended).
    - **8U – A & B Leagues, and 9U A, B and 10U B & ALL C (9u – 13u) Leagues**
      - Teams may NOT press until the last two (2) minutes of the game.
      - The only exception is: teams winning by 15 or more points may NOT press and defending players must be at the top of the key (extended).
    - **10U A - 11U Leagues (not C)**
      - Teams may press the entire game.
      - The only exception is: a team may NOT press if they are winning by 15 or more points.
    - **12U - 17U Leagues (not C)**
      - Teams may press the entire game.
      - The only exception is: a team may NOT press if they are winning by 20 or more points.
    - **PENALTY:** The first violation is a warning from the official, and any subsequent violations shall result in a technical foul assessed to the coach.
  18. **3-point Shot;** If gym floor is marked for 3-point shot, then 3-point shots will be allowed for all ages.
  19. **Shooting fouls:** Will begin on the **5<sup>th</sup> team foul**, the Bonus is now an automatic 2 shots, **(No 1 & 1)**. All technical fouls count as a team foul.
  20. **Foul Shots: - 8 year & 9U Only – Players may land over the foul line on a free throw after the release.**
  21. Teams must bring a first-aid kit with ice packs to the all games.

22. **Playoffs and Seeding:** (A & B Leagues only)  
Playoff - Top 4 play on Feb 22 & March 1  
Remaining teams play consolation games on Feb 22 & March 1. One (1) team award is given to the league champion.
- Seeding will be determined by awarding two points for each win and one point for a tie.
  - In the event of a tie for any placement, head-to-head competition, then coin flip will be the tiebreaker.
23. **C League:** One (1) team award is given to the league/division champion. If there is a tie, then all teams tied will receive a team award.