



1 Harry S Truman Parkway, Annapolis, MD 21401

## **A.A. COUNTY YOUTH BASKETBALL RULES - REVISED NOVEMBER 2025**

### **I. POLICY**

It shall be the policy that the rules of play of this league 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.

[https://www.aacounty.org/sites/default/files/2023-03/RecPark\\_Guidelines\\_Reference\\_Manual.pdf](https://www.aacounty.org/sites/default/files/2023-03/RecPark_Guidelines_Reference_Manual.pdf)

#### **A. TOBACCO, DRUG, AND ALCOHOL PROHIBITION**

- No drugs, alcohol, or tobacco products, including e-cigarettes and/or vaporizers of any kind, are permitted in or on any Board of Education-owned or leased buildings or grounds at any time.
- No drugs, alcohol, or tobacco products, including e-cigarettes and/or vaporizers of any kind, are permitted in or on any R&P buildings or grounds at any time.  
To include, but not limited to:
  - restrooms, spectator and concession areas, dog parks, aquatic facilities, or playgrounds in any R&P recreational facility or park.
  - Tobacco use of any kind is prohibited within 100 yards of an organized activity at an R&P recreational facility or park.

An organized activity is defined as an event with a defined start and end time that is held in a designated or permitted area. Examples of organized activities include athletic events, concerts, etc.

#### **B. BACKGROUND CHECK POLICY**

As a prerequisite for any personal involvement with children, all adults who have care, custody, or control of youth participants in any program or activity are required to successfully complete a criminal history records check as described in the Background Check process in the Guidelines and Reference Manual.

<https://www.aacounty.org/recreation-parks/sports/become-coach/background-check>

#### **C. ZERO TOLERANCE PROCEDURES**

**PURPOSE:** To implement and provide a procedure that allows for a safe environment for player participation, Coach Instruction, Fan support, and officials. The following procedure is designed to be implemented and used to deter unsportsmanlike behavior displayed at youth sporting events.

In cases where unsportsmanlike behavior is being displayed, the referee/official (s) have the authority to:

- Stop the game and warn the offending sideline (s).
- The next display of unsportsmanlike behavior by the offending sideline(s) will result in termination of the game.
- If the officials cancel a game due to unsportsmanlike behavior, the Recreation & Parks Department will determine the contest's outcome.

### **II. DISCIPLINARY ACTION FOR UNSPORTSMANLIKE CONDUCT**

The Department has the authority to impose disciplinary sanctions for inappropriate and/or unsportsmanlike behavior and/or non-compliance with departmental policies, guidelines, or standards. **This authority is not limited to programs sponsored by the Department of Recreation and Parks.**

**A. EJECTIONS IN YOUTH SPORTS**

- Players ejected for unsportsmanlike conduct by departmental personnel or game officials will be suspended for a minimum of one (1) game, including playoffs and tournaments.
- Coaches or spectators ejected by departmental personnel or game officials for unsportsmanlike conduct will be suspended for a minimum of two (2) games, including playoffs and tournaments.
- Ejections occurring at the end of the season will result in the suspensions being carried over to the next sport or season. The suspended individual may be barred from all sites where County-sponsored activities are being held.
- A coach who refuses to provide the full name of an ejected player and/or coach to departmental personnel or game officials will be subject to disciplinary action.

**B. NON-APPEALABLE DISCIPLINARY SANCTIONS**

- The following disciplinary sanctions may not be appealed:
- Probation
- One or two-game Suspension for Participants in Youth Activities (includes coaches)
- Two-week Suspension for Participants in Adult Activities
- Recruiting violations

**C. PHYSICAL CONFRONTATIONS**

- A player, coach, or spectator who makes or threatens physically aggressive contact with another individual, other than a game official, may be suspended from all county-sponsored sports for a minimum of one (1) year from the date of the incident.
- A player, coach, or spectator who threatens physically aggressive contact with a game official may be suspended from all County-sponsored sports for a minimum of two (2) years from the date of the incident.
- The suspended individual may be barred from all County parks, facilities, and County-sponsored activities.

**III. INCLEMENT WEATHER POLICY**

- For Inclement weather updates, please check the website: <https://www.aacounty.org/recreation-parks/sports> or the [Team Sports Portal](#)
- Inclement weather decisions made by the County will be posted approximately 2 hours before the first game.
- If games have not been canceled (*there will **NOT** be an update*), go to the gym to play, unless you have been notified otherwise.
- All games are canceled if the Anne Arundel County Snow Emergency Plan is in effect.

**IV. COACHES' RESPONSIBILITIES**

- All coaches** (head and assistants) **MUST** have a completed and approved Anne Arundel County background check on file before coaching (includes practices and games).
- A head or assistant coach who is at least 18 years old and has completed an Anne Arundel County R&P Background check must be present at each league game.
- Coaches are responsible for the registration of players and all other eligibility requirements of their teams.
- A coach who signs or plays an ineligible player is liable for suspension and other disciplinary action.
- Head coaches and assistant coaches must sign into the Team Sports Portal and complete their coaches' pledge.

- F. Coaches should complete the Coaches Training before coaching. The head coaches must watch the training modules ([Nays Training](#)) and upload training certificates on their "My Info" page in the [Team Sports Portal](#) when completed.
- G. A maximum of 3 adult registered and backgrounded coaches/assistants may sit with the team. This includes the Head Coach, Assistant Coach, and Scorekeeper.
- H. The head coach is responsible for the conduct of any person connected with his team at all times. This includes conduct towards the officials.
  - The head coach is responsible for the behavior of his players and all team members.
  - The head coach is also responsible, insofar as can be reasonably expected to control the spectators.
  - Abuse of an official or an opposing player by a fan with no attempt by the management of the team to eliminate it will be dealt with by the Department of Recreation and Parks.

## V. **PLAYER ELIGIBILITY, TEAM ROSTERS AND PAPERWORK**

- A. **ALL registration paperwork must be submitted to the Recreation & Parks Department via the Team Sports Portal.**
- B. All players/parents must complete a player contract, concussion form, and, if needed, a player release to participate in the AA County league.
- C. Completed rosters should have the player's name, DOB, parent email, and jersey number (if applicable). If parents' email is not provided, then Player's Contract and concussion form for each player on the roster must be submitted to the supervisor.
- D. It is recommended that each player receive a thorough examination by a health practitioner, including concussion baseline testing, before entering any sports program.
- E. Any coach who signs or plays an ineligible player is subject to disciplinary actions. Upon discovery of an ineligible player, all games in which the ineligible player participated will be forfeited.
- F. Coaches are required to have a copy of their rosters on 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.
  - o 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 could be forfeited. It is the responsibility of each coach and organization to know the eligibility status of their respective players.
  - o **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.
- G. Eligibility Age: prior to September 1, 2025. (must be 7 years old before the player can compete and before the add/drop cut-off date).
- H. Roster Limits:
  - o A and B league - Roster limit is twelve (12) players.
  - o C league - Roster limit is ten (10) players.
  - o Exceptions MUST be submitted in writing and approved by the R&P Supervisor.
  - o 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.

## VI. **GYM SPECIFIC RULES**

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.

## VII. BASKETBALL LEAGUE SPECIFIC GUIDELINES

- A. 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.

B. **Team Placement within Leagues:**

Commissioners are responsible for placing teams within the appropriate level of play.

- “A” league open/select leagues;
  - o Roster would not be limited by player release policy.
  - o There will be no reseeding **from** the “A” league.
  - o Teams from “B” can be moved into “A” at the Recreation & Parks Staff’s discretion.

1) **Boys League:**

- Teams will be seeded and placed in centrally located gyms.
- Play the 1st three weeks, then may be grouped/moved to leagues with similar win/loss records for the remainder of the season. Example: teams with 3 wins may be grouped together, teams with 3 losses may be grouped, etc.

2) **Girls Leagues:**

- **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-seeding to a lower level.
- Teams that have won by 20 or more points in the first two weeks should be considered for reseed to a higher level.
- Re-seeds are generally a one-to-one process to avoid adversely affecting the other teams in the league.
- Coaching conflicts are NOT to be considered.

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

- A league team = 12 games per season (*will play on some Sundays*)
- B league team = 11 games per season (*will play on some Sundays*)
- C league teams = 10 games per season
- The 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.

D. **Mandatory Participation & Substitution:**

- 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 approval for an expanded roster will play the mandatory available minutes, depending on the league and the 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.**
- E. **Uniform:** All ball players must wear matching shirts of the same color with numbers. Each team must bring a set of pennies with numbers.
- F. **Ball Size:**
- Girls:
    - o 8yr & 9U - use the 27.5" ball (size 5)
    - o 10 - 17U - use the 28.5" ball (size 6)
  - Boys:
    - o 8yr – 11U - use the 28.5" ball (size 6)
    - o 12U – 17U - use the 29.5" Men's ball (size 7)
- G. **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 its game if 5 rostered players, in uniform, are not ready to play at their scheduled time.
- H. **Clock: (4) Four 10-minute Quarters (Running Clock)**
- During the last 20 seconds of the 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> quarters, the clock is only stopped for **dead balls**, time-outs (team & official), injuries, 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> quarters, and in the last 1 minute of the 4<sup>th</sup> quarter.**
- I. **Overtime:**
- **2 minutes, 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 officials' time-outs. If the game is still tied, then an additional 1-minute Overtime with a running clock will occur (with a 20-second stop clock). After a total of 3 Overtimes, and if the game is still tied, the result will be a tie.
- J. **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)
- K. **Half-time:** 3 Minutes
- L. **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, 9U - A & B, 10U - A & B and ALL 9U-13U C 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).
  - **11U - A & B 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 A & B 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.
- M. **3-point Shot:**
- If the gym floor is marked for a 3-point shot, then 3-point shots will be allowed for all ages.
- N. **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.
- O. **Foul Shots: -**
- **8-year & 9U Only – Players may land over the foul line on a free throw after the release.**
- P. Teams must bring a first-aid kit with ice packs to all games.
- Q. **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.

VII. **Playoffs and Seeding:** (A & B Leagues only)

- Playoff - Top 4 play on last two weeks of the season (Saturday or Sunday)
- Remaining teams play consolation games. 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.