

Rome Selects CNY Fall League RULES OF PLAY

GENERAL

1. Roster size: A maximum of 14 players. Rosters will be finalized by no later than the 1st game on 11-28-15. Any player that is not on the active roster handed in at the start of the season will not be eligible to play. No player may be added to any finalized rosters once the season begins.
2. Team jerseys or shirts must be worn and tucked in during all games.
3. No jewelry may be worn.
4. Players must always report to the scorer's table before entering the game, including the beginning of each period.
5. Substitutions occur on any dead ball.
6. Game time is forfeit time! A team must have 5 players present at game time, or a forfeit will result.
7. Coaches must stay inside coaches box at all times! Coaches may only be allowed on court during a time-out or injury.
8. Only the HEAD coach standing during games and dealing with officials/staff
9. **Once league begins; Games shall be played as scheduled, no exceptions.**
10. **All teams should arrive 15 mins before tipoff.**

ASST. COACH RULE: Teams are allowed only 2 assistant coaches; one must be designated as score/stats keeper and the other as a bench coach. The Home team will cover a assistant for the book .

THE GAME

- Game will consist of (4) 8-minute quarters with a **RUN Clock**. The last 2 min of the 2nd and 4th quarter will be **STOP CLOCK**. Clock will stop on all Time Outs and Shooting Fouls.
- **Overtime:**
 - 1st overtime: 3 minutes run-time
 - 2nd overtime: 90 seconds Sudden death; 1st basket scored wins. Possession is maintained by the possession arrow.
 - If score is even after 2nd over time a Tie will be awarded
 - Personnel Fouls are still maintained and carry-over from regulation.
 - One time-out per team for each overtime; timeouts do not carry over.
- Half-time will be 3 minute break
- 1-minute break between periods
- Warm-up times will vary from 3-5 minutes depending on the "gap" between scheduled ga
- **Timeouts:**
 - Two (2) 1-minute timeouts in the 1st half and two (2) timeouts in the 2nd half. You will get 1 Time out for the 5th quarter. Timeouts do not carry over from half to half.
- **Bonus Free Throws**
 - Players may go for rebound on the shooters release.
 - One and One will occur after the 7th team foul 1st half, and 10 team fouls in the second half.
 - Two shots will occur after the 10th team foul 1st half, and 13 team fouls in the 2nd half.
 - All shooting fouls will result in 2 shots
 - All technical fouls will result in 2 shots and the ball
 - 5 fouls on any individual will result in that player being eliminated for the remainder of the game.
- **Defense**
 - a. (6th) Any Defense allowed. Press only allowed in 2nd half. Cannot press when up 10 or more points
 - (5th) Man-to-Man Defense only in (1st,2nd) quarters. The 3rd & 4th quarters will be designated for any man to man defense and or any half court zone defense. Examples of acceptable half court zones allowed 2-3, 3-2, 1-3-1. There will be 1 warning issued for double-teaming or zone defenses played in 1-2nd quarters. The 2nd offense will result in a team technical foul. Full Court Press will be allowed in the last 2 minutes in the 3rd and all of the 4th quarter.
 - (3rd – 4th) (1st,2nd,3rd) quarters Man-to-Man Only. 4th quarter 2-3 zone or man to man defense. Players will be allowed to pick up man at half court. No press allowed.
- **3-Pointers**
 - 3-point baskets beyond the arc will count as 3-points for the entire game.
- **Press**
 - Press allowed the entire 3rd & 4th quarter (6th)

- Press allowed only in the last 2 minutes of the 3rd and all of the 4th quarter (5th)
 - NO PRESS ALLOWED for 3rd - 4th grade
 - **No team with a 10-point lead or better may press.**
- **10-second rule applies for crossing half court**
 - **5-second rule for lane violations applies.**
 - ***Mercy Ruling***
 - a. If a team is leading by 15-points or more at any time during the game; running-time with no clock stoppage will occur.
 - b. If a team is leading by 15-points or more at anytime during the game, opposing coach may decide if A-group players are ineligible for play and must be removed from game action.

DISCIPLINE

1. 1 Flagrant technical foul to any individual will result in that player being eliminated for the remainder of the current game and the next game. Any flagrant foul will result in a automatic 2 points and the ball.
2. 2 Flagrant technical fouls to the same person during the season will result in being ejected from the current game, the next game, and possible league expulsion.
3. 1 technical foul will result in 2 shoots and the ball.
4. Coaches receiving a technical will be suspended for the next game! No exceptions!
5. If player, coach, or spectator is ejected from gym, they have 1 ½ minutes to leave the gym. Refusal will result in a forfeit by his/her team.
6. All other disciplinary actions and unsportsmanlike conduct cases will be determined by League Director. This may include game and/or league suspensions.
7. Arguing calls, profanity, and unsportsmanlike conduct will not be tolerated!

TREAT OFFICIALS, COACHES, PLAYERS AND ALL OTHERS WITH RESPECT! THIS IS RECREATION FOR 10-12 YEAR-OLDS!

COACHES EXPECTED BEHAVIOR

All Youth Coaches are required to conduct themselves in a responsible manner; striving to teach the fundamental skills of basketball and to be a positive role-model for our community youths. It is paramount that the behavior and attitude of our coaches provide a healthy and rewarding experience and atmosphere. **At this level winning should not be emphasized over skill development and fun.**