

# NWBR BASKETBALL 2003-2004

## GENERAL INFORMATION

### AGE GROUPS PLAYERS:

3 <sup>rd</sup> GRADE	Youth in 3 <sup>rd</sup> grade and not 10 years old before January 1 <sup>st</sup> 2004.
4 <sup>th</sup> GRADE	Youth in 4 <sup>th</sup> grade and not 11 years old before January 1 <sup>st</sup> 2004.
5 <sup>th</sup> GRADE	Youth in 5 <sup>th</sup> grade and not 12 years old before January 1 <sup>st</sup> 2004.
6 <sup>th</sup> GRADE	Youth in 6 <sup>th</sup> grade and not 13 years old before January 1 <sup>st</sup> 2004.
7 <sup>th</sup> GRADE	Youth in 7 <sup>th</sup> grade and not 14 years old before January 1 <sup>st</sup> 2004.
8 <sup>th</sup> GRADE	Youth in 8 <sup>th</sup> grade and not 15 years old before January 1 <sup>st</sup> 2004.
9 <sup>th</sup> GRADE	Youth in 9 <sup>th</sup> grade and not 16 years old before January 1 <sup>st</sup> 2004.
10 <sup>th</sup> GRADE	Youth in 10 <sup>th</sup> grade and not 17 years old before January 1 <sup>st</sup> 2004.
11/12 <sup>th</sup> GRADE	Youth in 11 <sup>th</sup> or 12 <sup>th</sup> grade and not 19 years old before January 1 <sup>st</sup> 2004.

Any exceptions to the age guidelines above must be voted on by the basketball supervisors.

Teams will be assigned to upper and lower divisions according to their record from the previous year where possible.

### AGE COACHES:

Grades 3 through 8. The minimum age for head coach is 18.

Grades 9 through 12. The minimum age for head coach is 25.

### ROSTER FORMS

1. All teams must submit a roster of players to their area supervisor. These forms must be submitted to the grade level Director on or about Nov. 20. Roster additions and/or changes made between beginning of scheduling and December 31 must be submitted to the Director of that grade level in writing. Once the season starts the Director will call the coach to inform him of the eligibility of the new player. Roster changes will not be allowed after December 31, except in emergency situations (lack of sufficient number of players.). Failure to comply could result in forfeiture of games.
2. The Area Supervisor and coach must sign the roster to indicate the information is correct and that a properly signed liability disclaimer has been received for each player on the roster.

## COMMUNITY LEAGUE

1. NRBL was established to allow the children in the Northwest Local School community to participate in recreational basketball. Other areas have joined the NRBL program to allow their children to participate also. This is **not** an open league!

The majority of gym time used to support this league is from the Northwest Local School district. We encourage areas to accept these local players for their teams. Other area organizations may be eligible to participate in this league if they abide by NRBL rules and provide additional gym time if required to do so.

2. Players should be a member of or participant in the organization the team represents. They should live near the operational base of the organization and be eligible to attend the public school systems that service that organization.
3. Player eligibility will be determined by the Director. Director decisions may be appealed to supervisors.
4. Players may not be assigned to teams based on ability . Teams who conduct tryouts or have other exclusianary policies, will not be allowed to participate in NRBL, any team found to have had tryouts etc, will be removed from the league with no refunds.

## GYMNASIUMS

1. Elementary school gyms open at 7:45 AM in Northwest schools.
2. Evening games: teams are not to enter the gym before 5:45 PM. If someone is using the gym before your game, treat them with the same courtesy with which you would expect to be treated if it were you.
3. Teams and/or players should arrive at the game site not more than 20 minutes prior to start of game. Players should sit on the bleachers if they enter the gym before the scheduled start of the game. Players must not stand on the gym floor waiting for their game. Players must not bounce balls in the hallways.
4. **ALL SCHOOLS ARE TOBACCO FREE.** Smoking is prohibited except in the designated area outside each building.
5. Each coach should check the gym areas before and after all games and report any problems or damage immediately to the custodian.
6. No food or drink allowed in the Northwest Schools gyms. Each player is allowed to have a closible bottle of water. Teams that bring in food or drinks may be fined \$25, payable by head coach prior to next game. If problem persists, team may be suspended.

## GYMNASIUM LOCATIONS

Ann Weigel Elementary (AW)	3242 Banning Road	Groesbeck
Betch Fieldhouse (BFH)	White Oak Dr. @ Haubner Field	White Oak
Bevis Elementary (B)	10133 Pottinger Road	Bevis
Colerain Middle School (CM)	4700 Poole Road	Colerain
Houston Elementary (H)	3310 Compton Road	Groesbeck
Monfort Heights Elementary (MH)	3661 West Fork Road	Monfort Heights

Pleasant Run Elementary (PRE)	11765 Hamilton Avenue	Pleasant Run
Pleasant Run Middle School (PRM)	11770 Pippin Road	Pleasant Run
Ross Christian Church (RC)	3756 Herman Rd. (Rt.27&128)	Ross Township
St. John /Bevis (SJB)	5375 Dry Ridge Road	Dry Ridge
Struble Elementary (S)	2760 Jonrose Avenue	Groesbeck
Taylor Elementary (T)	3173 Springdale Road	Bevis
Waycross Elementary (WC)	825 Waycross Road	Forest Park
Welch Elementary (W)	12084 Deerhorn Drive	Pleasant Run
White Oak Middle School (WOM)	3130 Jessup Road	White Oak

## CONDUCT

1. Spectators, including children and players arriving early for the next game, will not be allowed to be on the gym floor to shoot and/or dribble basketballs during time-outs or quarter breaks. This is distracting to coaches addressing their players and delays the game. Penalties may be assessed to offending teams if problems persists.
2. No spectator may approach and or address game officials prior to, during, or after games. This includes players and coaches, unless addressing the official during a time-out for informational purposes only. Penalties may be assessed as warranted. Officials have jurisdiction for the entire time they are assigned to gyms, not just during the game. This policy is intended to eliminate the verbal abuse game officials have experienced.
3. No foul language will be tolerated, including comments to your own team.
4. Parents are responsible for their children. Keep them from running around the halls and entering the stage areas, or going onto the court.

The following are examples of unsportsmanlike behavior that will result in penalties issued by the league.

- Use of profanity or abusive language directed to an official, player, coach or fan.
- Use of threatening actions or words towards an official, player, coach or fan.
- Aggressive physical contact with an official, player, coach or fan (grabbing the arm, turning individual around, poking, bumping, pushing, striking, etc.).
- Refusing to leave the playing area when instructed to do so by an official.
- Constant and excessive heckling and harassing of an official, player, coach or fan.
- Instructing or allowing players to play in a dangerous, illegal or unsportsmanlike manner.
- Violating the rules of the league.
- Using or under the influence of a chemical substance during a game.

## COMMENTS BY THE BASKETBALL COMMITTEE

Participation in the NRBL provides opportunities for the youth of our community. It promotes responsibility and confidence in oneself and others. It promotes teamwork. It is a means of learning a sense of accomplishment and the enjoyment of a job well done. With your cooperation (coaches, players, officials and spectators), this program will continue to offer recreation for our youth. REMEMBER: This program is for youth, is there any other reason to be involved?

*"SPORTSMANSHIP IS SIMPLE. IT IS MERELY CONTROL IN STRENGTH, BEING COURAGEOUS IN WEAKNESS, KEEPING THE RULES, PLAYING THE GAME, BEING ON THE LEVEL WITH ADVERSARIES AND ON THE LEVEL WITH YOURSELF. IF EVERYONE WILL DO THEIR JOB, THE NUMBER OF ATHLETIC PROBLEMS SHOULD BE NIL, BUT LET ANYONE NEGLECT OR HALFHEARTEDLY DO THEIR ASSIGNMENT, AND THE ENTIRE ORGANIZATION WILL SUFFER."*

## COACHES CODE OF ETHICS

1. Know the rules of the game and teach them to your players.
2. Abide by the rules of the game and NRBL rules.
3. Treat the officials (referee, umpire) with respect, no matter what the call.
4. Exhibit exemplary conduct at both practice and games. Team discipline reflects the coach's attitude 100%.
5. Coach clean, skillful, honest sportsmanlike play.
6. Stress good sportsmanship. The coach is responsible for the conduct and attitude of the players.
7. Help maintain a climate of enjoyment among spectators by discouraging negative remarks or harassment of players, officials and other spectators.
8. Work at team moral as hard as game skills and tactics. Stress individual skill development. Have **FUN** playing the game.
9. In dealing with team members, maximize praise, minimize criticism. Make corrections slowly and calmly in a manner tailored to the individual.
10. Refrain from profanity or vulgar language. Remember you are helping to mold the character of your players.
11. Coach talented and non-talented players with equal vigor.
12. Welcome feedback from players and parents alike concerning problems and ways to improve.
13. Alcohol usage prior to a game should be discouraged. Alcohol usage during a game is prohibited.
14. Show respect for opposing coaches, team members and spectators.

# LEAGUE RULES

The NRBL follows National High School Federation Rules unless otherwise indicated in these rules.

## OFFICIALS FEES

1. Fees are to be paid to the officials prior to the start of the game.  
Coaches are responsible for the fees as follows:

3 <sup>rd</sup> , 4 <sup>th</sup> grade and 5 <sup>th</sup> grade girls	\$15.00 per team
5 <sup>th</sup> grade boys and 6 <sup>th</sup> , 7 <sup>th</sup> and 8 <sup>th</sup> grades	\$17.00 per team
9 <sup>th</sup> , 10 <sup>th</sup> grade boys/High School girls	\$20.00 per team
11/12 <sup>th</sup> grade boys	\$22.00 per team

2. The game will not start until the fees are paid.
3. If there is only one official at the game he will receive both fees.
4. If a game is forfeited, both teams are responsible for their fees. The forfeiting team receives the loss, the winning team reports the score as 2-0.

If both teams agree to reschedule the game, proceed as follows:

- a) Original officials are still paid for the regularly scheduled game.
- b) Team requesting the rescheduled game change provides a gym and time agreeable to the Director **and** the opposing team.
- c) team requesting the rescheduled game notifies Assignor of Officials of the need for officials, and must pay both officials for the rescheduled game.
- d) Winning team notifies the division secretary of the change in status of the game.

## UNIFORMS

1. All uniform shirts must be identical and have a printed number on the back.
2. A player's shirt shall be tucked inside the pants and the pants shall be above the hips and worn properly. A player not conforming to this uniform policy shall be directed to leave the game.
3. Any shirt worn under the regular uniform shirt must be the same color for all team players.
4. Any pant worn under the regular uniform short must be according to Ohio High School rules, i.e. solid color spandex only. All team members must wear the same color spandex shorts.
5. All teams should have a change of jersey available in case of color conflicts with the opposing team.
6. Game officials will make all decisions regarding uniform conflicts between opposing teams. They have the right to request uniform changes.

## JEWELRY RULE

Players are not allowed to wear head decorations, headwear and jewelry. This includes but is not limited to earrings, necklaces, rings, watches, bracelets (metal, leather, or string), beads (as is worn in hair), barrettes and/or hair pins. Headbands may be worn.

## **STARTING TIME**

There will be no grace period on the starting time of the game. It is not necessary to wait until the next scheduled starting time if the previous game ends early. Games may begin 5 minutes after the end of the previous game.

## **BENCH LOCATION**

Each team's basket for pregame warm-up and for the first half shall be the basket opposite its bench.

## **PLAYERS**

1. All player's first and last name and uniform number must be entered in the scorebook and the number of quarters entered should be recorded.
2. Every youth must play in at least one half of the league games in which his/her team participates during the NRBL season to be eligible for the post season tournament sponsored by the league.
3. Every youth in good standing with the team should play at least 5 to 10 minutes per game.
4. In the event of injury or illness, a player who was not able to play in the required number of games may qualify by providing a doctor's certificate indicating the length of his/her incapacity within 7 days of the injury or illness.

## **INELIGIBLE PLAYERS**

1. Ineligible players, coaches or fans may be protested by any league coach, area supervisor or Director at any time. Formal protest must be submitted to your league supervisor.
2. If age is questioned, a copy of the players birth certificate is to be given to the Director within 48 hrs of notification to the area supervisor.
3. Protests pertaining to matters not related to ineligibility must be filed in writing by the area supervisor; and submitted to the Director within 24 hours of the infraction. NRBL supervisors will rule on the protest as soon as possible.

## **HOME TEAM**

1. The second team listed on the schedule is the home team.
2. The home team must provide a stopwatch and a timer, the official scorekeeper with a scorebook, and the game ball. If the home team cannot supply the above the officials may designate the visiting team's equipment and personnel.

## SCOREKEEPERS AND TIMEKEEPERS

1. Scorekeepers and timekeepers are considered officials of the game and must conduct themselves accordingly.
2. The scorekeepers from both teams and the timekeeper from the home team must sit together at center court between the two benches during the entire game.
3. At the end of each quarter both scorekeepers should verify the score and fouls.
4. At any time during a game that a dispute regarding the score or number of fouls is discovered, the game may be stopped and the dispute resolved. If it cannot be resolved the designated official scorer prevails.

## PLAYING TIME

1. All age groups will play the 1st, 2nd, and 3rd quarters as 10 minutes straight running time.
2. The 4th quarter for all age groups will be 6 minutes stop and go.
3. The running clock will be stopped for time outs, injuries, and/or at the discretion of the officials.
4. There will be 1 minute allowed between each quarter and 3 minutes allowed for half time.

## OVERTIME

1. The first overtime period will be 3 minutes stop and go for all age groups.
2. The second overtime period if necessary will be sudden victory. There are no ties.

## COACHING LOCATION

Federation rules require that a coach remain seated on the bench, except to: spontaneously react to a fine play by his team, signal his team to request a time-out, go to the scorer to have the timer signal the officials for a correctable error, to allow a spectator behind him to leave, or for personal illness. At all other times while the ball is alive, a coach off the bench is liable for a technical foul. COACHES ARE URGED TO REMEMBER THIS!

## 3 POINT SHOT

The 3 point shot will be in effect for all ages if the gym floor has the 3 point line clearly marked.

## TIME-OUTS

1. Four time-outs per game; these may be used at any time during the regulation game. They may not be carried over into overtime.
2. One time-out per overtime period.
3. Time-out occurs when an official grants a player's or head coach's oral request or hand signal for a time-out. The request is granted only when:
  - a. The ball is in control or at the disposal of a player of his/her team.
  - b. The ball is dead.

**Note: No time-outs shall be honored unless requested from a player on the floor or by the head coach.**

## SUBSTITUTIONS

1. Substitutions may be made when the ball is declared dead by an official. Examples: *jump ball, foul, violation, or time out.*
2. Substitutions will be permitted during free-throw situations as follows:
  - Before administering the first free throw of a bonus situation.
  - Before the second free throw in a two shot foul.
  - Before the third free throw in a three shot foul.
  - After the last free throw is successfully converted.
3. Substitutes must report to scorekeepers before entering the game.
4. An injured player must be removed if the coach or other bench personnel is beckoned and/or comes onto the court.

## TIME LINE

1. In these gyms: Weigel, Bevis, Houston, Pleasant Run Elementary, Struble and Welch, the 10 second line will be the midcourt line. After this line has been crossed, over and back will be the free throw line extended farthest from the offensive team's basket unless there is a set of lines on the floor for this purpose.
2. In Taylor, White Oak Middle, Pleasant Run Middle, Colerain Middle, Monfort Heights Elem., Ross Christian, Betsch Fieldhouse, Waycross Elem. and St. John/Bevis gyms the 10 second line and the over and back line will be the mid-court line.

## FREE THROWS

1. Bonus free throws will be awarded for each common foul (except player control) beginning with a team's 7<sup>th</sup> foul during the half, provided the first attempt is successful. Two free throws will be awarded for each common foul (except player control) beginning with a team's 10<sup>th</sup> foul during the half. (Commonly referred to as the Double Bonus on 10.)
2. No player, including the shooter, may enter the lane until the ball has touched the rim.

## **FOULS; TECHNICAL AND INTENTIONAL**

1. All technical fouls result in two free throws and possession of the ball.
2. All technical fouls are also team fouls and count towards the bonus situation.
3. A single flagrant technical foul or the second technical foul charged to a player results in automatic expulsion from the gym.
4. The third technical foul or the second technical foul charged directly to the head coach or a single flagrant foul results in automatic expulsion from the gym.
5. Expulsion of players, coaches or fans may occur without assessment of a technical foul.
6. All technical fouls called on fans will be assessed to the head coach or acting head coach.
7. All bench technicals are charged to the head coach or acting head coach.
8. Ejection of players, coaches or fans for any reason will result in an automatic one game suspension from the next game their team plays. This suspension is defined as no admittance to the building during the team's next game. Failure by any of the above to comply will result in forfeit of the game.
9. Any foul judged intentional by the referee will result in a two shot personal foul, and possession of the ball.
10. The technical foul for reaching through the throw-in plane is a team technical, which is charged to the head coach. It is not charged to the player. If the ball is touched during the reaching through the throw-in plane, the technical foul is assessed to the player.
11. The officials have the authority to clear the gym in cases of unsportsmanlike conduct. Failure to comply will result in a forfeit.
12. Players, coaches, and spectators ejected for fighting will receive a two game suspension pending investigations. This suspension is defined as no admittance to the building during their team's next two games.
13. If a player, under the age of 18, is ejected from a game and no responsible adult is present to accompany him/her out of the building, the head coach must accompany the player.

## **CORRECTABLE ERRORS**

1. Basketball rules provide for a coach-official conference to prevent or rectify a correctable error. These errors are:
  - a. Failure to award a merited free throw;
  - b. Awarding an unmerited free throw;
  - c. Permitting a wrong player to attempt a free throw;
  - d. Attempting a free throw at the wrong basket;
  - e. Erroneously counting or canceling a score.
2. In order to correct any of these errors, such error must be recognized by an official during the first dead ball after the clock has properly started.

3. If in #1e the error is made while the clock is running and the ball dead, it must be recognized by an official before the 2<sup>nd</sup> live ball.
4. If an error is corrected, play shall be resumed from the point at which it was interrupted to rectify the error, unless it involves awarding a merited free throw(s) and there has been no change of team possession since the error was made, in which case play shall resume as after any free throw attempt(s).
5. Use of this rule is strongly urged when justified. This privilege does not apply to judgment calls. Protests arising from the decisions and interpretations of the rules by the officials during the game will not be considered. Their decisions are final. Officials and coaches must remain calm during the game so that both teams have an equal opportunity to win under the rules.

## **RUNAWAY GAMES**

In the 4th quarter, if there is a 20-point difference, the game may be called 5 minutes before the scheduled starting time of the next game or the contract curfew.

## **REPORTING SCORES**

1. For 3<sup>d</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grade: winning coach call 385-6937 leave team gender, grade level, division, your name, time and place of game and score. Call within 48 hrs. or possible loss.
2. For all other levels, you will be notified how to report your win. It is the winning coaches responsibility to report the win within 48 hours. Failure to do so could result in a forfeit.

## **TOURNAMENT**

A post season tournament will be held if possible (3<sup>rd</sup> and 4<sup>th</sup> grade will not have a post season tournament – they have a grade level play off). First place teams in each division will advance to the next level of competition for the tournament. This may be a higher division within the grade level or it may be the next age level, depending on the number of teams participating. Under most circumstances there is no charge for the post-season tournament. This may change depending on finances of the league. There may be a gate collected at the finals.

## **BAD WEATHER POLICY**

In NORTHWEST SCHOOL gyms, games will be played even if students do not attend school that day because of bad weather. If the gyms are going to be closed, the announcement over local broadcasts will indicate that no school personnel will report, including custodians. Call 385-6937 to see if there is a message about cancellations – if none assume game is on.

Policy varies in other school districts and community gyms. Please contact your area supervisor if you have any questions.

## **CANCELLED GAMES**

Any game cancelled for any reason will only be rescheduled if it has a bearing on 1<sup>st</sup> place in the League.

## **SPECIAL RULES AND NOTES**

### 3<sup>RD</sup> AND 4<sup>TH</sup> GRADE

1. There is no backcourt press. Offensive player cannot be defended until he/she crosses the 10-second line with both feet and the ball. (PENALTY) A personal foul may be assessed on the offending player.
2. Free throws will be shot from the bottom of the circle in the foul lane.
3. The 3-second zone is from the bottom of the circle to the baseline.
4. Only the first three spaces on each side of the lane may be occupied.
5. In the last minute of the game and the last minute of overtime, the clock will not start after a dead ball or made basket until the ball crosses the 10-second line. (DEAD BALL DEFINITION) A ball is dead when the official blows his whistle. When shooting free throws the ball is still dead if the free throw is made.

### 5<sup>th</sup> GRADE GIRLS

1. There is no backcourt press. Offensive player cannot be defended until she crosses the 10-second line with both feet and the ball. (PENALTY) a personal foul may be assessed on the offending player.
2. Free throws will be shot at a point half way between the regulation free throw line and the bottom of the circle. If there is no line marking this spot, the referee will use his judgement in selecting one.
3. Only the first three spaces on each side of the lane may be occupied.
4. The 3-second zone is regulation, from the regulation free throw line to the baseline.
5. In the last minute of the game and the last minute of overtime, the clock will not start after a dead ball or made basket until the ball crosses the 10-second line. (DEAD BALL DEFINITION) A ball is dead when the official blows his whistle. When shooting free throws the ball is still dead if the free throw is made.

### 5<sup>th</sup> GRADE BOYS

1. There is full court press. If at any point a team has a lead of 15 points or more, that team can no longer full court press. If the lead falls below 15 points, full court press can be resumed. It is the responsibility of the official scorekeeper to notify the officials and benches this rule is in effect.
2. Free throws will be shot at a point half way between the regulation free throw line and the bottom of the circle. If there is no line marking this spot, the referee will use his judgement in selecting one.
3. Only the first three spaces on each side of the lane may be occupied.
4. The 3-second zone is regulation, from the regulation free throw line to the base line.
5. The clock will start and stop in the fourth quarter and in overtime as regulation.

### 6<sup>th</sup> GRADE THROUGH 12<sup>TH</sup> GRADE

Regulation basketball except: If at any point a team has a lead of 15 points or more, that team can no longer full court press. If the lead falls below 15 point, full court press can be resumed. It is the responsibility of the official scorekeeper to notify the officials and benches this rule is in effect.