

Recreational Basketball League By Laws & Rules

1.0 Administration

- 1.01 The Howard County Department of Recreation and Parks sponsors the Recreational Basketball League (hereinafter referred to as the League).
- 1.02 If necessary, Howard County Recreation & Parks reserves the rights to modify these rules at any time to assure the best possible experience for the youth.
- 1.03 Once League play begins, the league coordinator is empowered to operate the league within the rules of the program and in accordance with the Department's operating practices.

2.0 Team & Player Eligibility

- 2.01 Teams will be broken into teams by a league draft. Coaches will draft their own teams. The draft will be a serpentine draft. All coaches will have their children automatically placed on their team. The draft order will be picked from a hat. Team placement on the schedule will also be drawn from a hat.
- 2.02 Any coach or player removed from the game as the result of technical or flagrant fouls are subject to a minimum one game suspension. League Coordinator will review reports to determine if further sanctions are necessary.
- 2.03 Players cannot change teams once the teams are drafted.
- 2.04 Players must be registered through Howard County Recreation & Parks and signed a participant information form to be eligible to play.

3.0 Rosters

- 3.01 Each team must have a minimum of 8 and a maximum of 10 players.
- 3.02 Each team will have at minimum (2) 11 year olds, (2) 12 year olds and (2) 13+ year olds.
- 3.03 The league director must approve all changes to rosters.
- 3.04 Any team that uses an ineligible player will forfeit any game that player has participated in and the removal of the Head Coach for the remainder of the program.

4.0 Coaches

- 4.01 All coaching staff members must be ASEP (American Sports Education Program) certified through Howard County Recreation & Parks.
- 4.02 Coaches are required to attend all scheduled practices and games.
- 4.03 All coaching staff members are subject to the Leagues *Code of Ethics and Behavior* and are subject to League disciplinary decisions if necessary.

5.0 Season Play

- 5.01 All age Divisions will play a 6 game schedule (weather permitting).
- 5.02 League balls will be provided by the home team (second team listed on the schedule).
- 5.03 Teams and officials will have a maximum of ten minutes between games for warm up and pre-game conferences.
- 5.04 At the completion of each game, both game officials must review and sign the official game scorebook. The home team is responsible for submitting the scorebook immediately to the League representative on site.

6.0 Playing Rules

- 6.01 Unless modified by these rules, the League will follow the rules of the National Federation of State High School Associations (NFHS). A special note that rules regarding team jersey numbers applies to this league.
- 6.02 All players who are participating must meet the minimum-playing requirement.
- 6.03 All divisions will play (2) halves with a 20-minute running clock that stops only on time-outs and whistles in the last 2 minutes of each half.
- 6.04 Each team will receive (2) time-outs per half. These time-outs do not carry over into an overtime period.
- 6.05 There will be (1) overtime period lasting (3) minutes long. If the game is still tied at the end of this overtime period multiple overtimes will be played.
- 6.06 Backcourt Defense: Backcourt defense will be allowed unless a team is ahead by (15) or more points. The second infraction will result in a technical foul charged against the team.
- 6.07 Each player suited up for a game must play (8) minutes per game, not including any overtimes. Coaches are free to play whomever they wish during overtime periods.
- 6.08 A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. An athlete shall not continue competition unless the bleeding is controlled and the wound covered.

7.0 Game Officials

- 7.01 The League Commissioner will secure a contract for competent game officials utilizing local Board of Officials with preference for IABBO Certified Officials.
- 7.02 Game Official judgment calls are final.
- 7.03 League fees will cover the cost of game officials, scorekeepers, t-shirts and administration.

8.0 Disciplinary Actions

- 8.01 Any player, coach, spectator, administrator who is ejected from a game by an official shall be suspended from any participation for at least 1 game (not including the game from which he/she was ejected). Any further ejection during the current season shall be dealt with more severely by the League Coordinator.
- 8.02 Anyone who strikes, shoves, pushes, bumps or otherwise physically or verbally threatens an official, a member of his/her team or any other team or spectator shall automatically be suspended from all Department sponsored activities for at least 1 year from the date of the incident.
- 8.03 The use of vulgar or profane language may result in the ejection of that player from the game.
- 8.04 The Head Coach is responsible for the conduct of their team and spectators. Failure to take action to control fan behavior could result in the League taking action.
- 8.05 A team member and or spectator may be removed from the immediate field area when deemed necessary by the game official or HCRP staff. Failure to leave the area when requested may result in immediate termination and possible forfeiture of the game.
- 8.06 The Howard County Employee Manual requires the Department to take action against anyone who harasses any Department of Recreation and Parks staff including volunteers.
- 8.07 Any player, coach or manager suspended from play from another program or jurisdiction shall also be suspended from participation in any program operated by the Howard County Department of Recreation and Parks.
- 8.08 Any request for disciplinary action review must be made in writing within 48 hours of decision.