

CHEHALEM PARK & RECREATION DISTRICT

JUNIOR TIGER BASKETBALL

LEAGUE RULES

GENERAL RULE League Rules will be governed by the National Federation of High School Association (N.F.H.S.A.) and the Chehalem Park and Recreation Junior Tiger Basketball League Policies and Rules. All policies and rules covered in the C.P.R.D. policies and rules take precedence over the N.F.H.S.A. Rule Book. The Chehalem Park and Recreation District will have the power to make any decisions on matters not covered in these rules and reserves the right to make any change deemed necessary.

INTRODUCTION It is the philosophy and intent of the District to offer a recreational basketball program. The program aims to provide an opportunity for the youth of the community to learn, play and enjoy the game. Development of skills, teamwork and sportsmanship are primary goals of the Junior Tiger program.

1. ELIGIBILITY

- To register a player for league competition, a completed registration form must be turned in to the District office prior to program participation.
- Players will be charged an additional fee if he/she resides outside the District boundaries.
- Coaches must consult with the C.P.R.D. Sports Coordinator before reducing playing time of any player for discipline purposes.

2. PLAYER/TEAM CONDUCT (FOR PLAYERS & COACHES)

- Each coach is responsible for the actions of team members and parents. It is the Coach's responsibility to inform and implement all league policies, regulations and pass on information to players and parents. Coaches are responsible to actively support policies and regulations of the league to their players and team followers on and off the court.
- Any coach or player ejected from the game for unsportsmanlike conduct will be automatically suspended for two games. Should any player, coach, or spectator swing at another player, coach, or official during or after a game, the guilty party shall be suspended from the League and any C.P.R.D. sponsored or Co-sponsored program indefinitely.
- Use of alcoholic beverages and/or tobacco products by the coach or spectators will not be permitted in the gym or on a school campus. Any one under the influence of alcohol or an illegal substance will not be permitted to participate or attend league play.



- Coaches, players or spectators who stay in the bleachers and surrounding area before and after a game and subject the officials to ridicule or verbal abuse will be suspended for two (2) games. It may result in individual or team suspension for the remainder of the season.
- No coach, player, or spectator shall be guilty of any verbal abuse, use of profane, obscene or vulgar language or objectionable demonstration of dissent or any unnecessary rough tactics in the play of the game against the body and the person of an opposing player, officials, or scorekeeper. Guilty parties will be suspended for two (2) games or for the season.
- No player or coach shall discuss with an official in any manner, the decision reached by such official with the exception of the team head coach. The team head coach may ask for clarification of rule interpretations and information. The information will be limited to who committed the infraction and what the infraction was (ex. unsportsmanlike conduct, slapping the backboard, etc.) No further dialogue or explanation will be required by the officials and, again, this only to the head coach on request. Team members are reminded to remain on the bench to insure safety and non-interference with play. Officials shall give one team warning. Should players or coaches not adhere to warning, the player or coach will be suspended from further play.
- Any player who throws a ball in a flagrant manner will be automatically assessed a technical foul.
- Anyone who receives two technical fouls for conduct in one game shall be ejected for the remainder of the game and the following league game; an additional game(s) for excessiveness. Any team receiving four technical fouls of any kind in one game will automatically forfeit that game.
- Teams with spectators under 10 years of age must have a designated parent to supervise them. All spectators are to remain seated. No part of the school building is available for children of any age to play during basketball league play (practices and games). Teams will be given one warning for unsupervised children. The second time this occurs, a technical foul for delay of game will be assessed to the child's particular team.

3. OFFICIALS

- Officials shall be in complete charge of all games and shall have the power to eject any players, spectators or coach for abusive language or unsportsmanlike conduct off the playing court. (This means out of sight and sound) the coach will voice team opinions only.
- Any bodily contact or threatening gestures against any official will result in automatic dismissal from further league play. Officials have the power to forfeit any game they feel their safety is threatened or the conditions of the game are not wholesome for the players. Players engaging in any fight shall be suspended from the game and may be suspended for the season (See Sport Manual)
- Officials for all games shall be assigned by C.P.R.D. directly. In the event that regular scheduled officials do not appear, the two coaches have the privilege of agreeing upon officials selected at random; those officials selected shall be considered official and game results will stand as played.

4. FORFEITED GAMES

- A team not having at least (4) eligible players on the court ready to play at scheduled time or within a 10-minute grace time will forfeit the game. If a team has four (4) players at game time, the game must start, or as soon as the fourth player arrives. The time will be deducted from the first half. Regular posted time limit is in effect to start the next game on time.
- If any rule is willfully violated after fair warning from the game official the game is forfeited.
- The game shall be forfeited if order for removal of a player or coach is not carried out within two minutes. (Out of sight, out of sound)
- The 4th technical foul of any kind in one game by any combination of team players will result in an immediate forfeited game by the team with the fouls.

5. EQUIPMENT

- The teams provide game ball. Any ball may be used if proper regulation size (3rd & 4th Grades-Junior, 5th, 6th and Major-Intermediate) if agreed upon by both coaches. If there is no agreement by either coach a C.P.R.D. issued ball must be used.
- Loose balls, equipment and apparel of all kinds must be kept out of the court of play during games. Each team is responsible for maintaining it's and staying within their own bench area.

6. PROTEST

- Protests will not be allowed on rule interpretation or judgments at any time during or after a game. Please submit in writing your concerns to the Sports Coordinator to help improve future league play.
- Protest on ineligible players must be made in writing to the Sports Coordinator after the player competes. The protesting team must gather all facts on ineligible player(s).
- The Sports Coordinator will have final judgment on all protests.

7. SPECIAL RULES

- League games shall consist of four- (4) ten- (10) minute running quarters. There will be a one-minute break between quarters and a three-minute half time.
- Each team may call one (1) one-minute time out per half. The clock will stop only for time outs, technical fouls, and injuries.

8. SCOREKEEPER INSTRUCTIONS

- Write player's full name and number on provided score sheets.
- Players should be listed numerically.
- Fill in all information possible.
- Assist the official with the direction of possession.
- Let the official know when there are 7 team fouls (bonus) and 10 team fouls (double bonus).
- Return score sheets to officials after the game.
- Each game will begin with a center jump. During the game, including the beginning of the third quarter, all jump ball situations are taken out of bounds, each team alternating possession. In any overtime or sudden death period, a center jump will begin play.
- Full court presses will not be allowed in the 3rd and 4th and 5th and 6th Grade Leagues. Defense must be person to person. If a team has a 15-point lead or greater, it will not be allowed to fast break or press. A fast break is when the defensive team has fewer players defending the offensive team. Any fast break scores will be disallowed and a turnover will result. This may be waived if the defensive team fails to return to defense promptly.
- When a team gains possession, the members of the opposing team must return to their defensive end of the court. 5th and 6th Grade players must take a defensive position behind the mid-court line. However, 3rd and 4th Grade players must take their defensive position inside the 3-point arc.
- The offensive team may not stall. A delay of game warning will be given to the offending team with subsequent two

shot technical fouls for each additional violation. Clear outs are not allowed during offensive possessions. Offenses must start within the three-point circle area. No clearing or overlapping to draw defense away from the basket will be allowed. There will be one warning for illegal offense or defense, the second offense results in a one shot technical.

- A player holding the ball for seven (7) seconds will lose possession and a turnover will result for 3rd, 4th, 5th and 6th Grade Leagues. The Major League will observe a five-second held ball rule.
- The 3rd and 4th Grade League will not have a three-second violation. However, the 5th and 6th and Major Leagues will observe this rule.
- 3rd, 4th 5th and 6th Grade Leagues may substitute only at the end of each quarter. The only exception would be for injuries and/or player fouling out. Major League may substitute during any dead ball. ALL PLAYERS will play a minimum of two full quarters per game, unless Discipline issues arise, in addition all players must sit out a minimum of one quarter, (exception: if there are less than 7 players available.)

9. SCORING & OVERTIME

- Major League- If a game ends in a tie, a one time two minute periods will be played. Substitutions must be made at the end of regulation. Each team may carry over their time outs plus be granted one for overtime.
- All coaches must provide a scorekeeper for their team. Scores will be turned in to the official at the conclusion of each game. See 9E for detailed instructions.
- The referee will have the final judgment in all decisions including scoring. If the official must refer to a scorebook, the home team will be the official scorekeeper and will be the book of record. Scorekeepers should compare statistics during half time and before any overtime periods. Exception: Since each team is recording their own fouls, foul problems will be determined by that team's particular score sheet, not the home one. Again, problems will be alleviated with scorekeepers comparing statistics at the half. Otherwise home team will have final say regarding scoring.