COBB COUNTY PARKS, RECREATION, AND CULTURAL AFFAIRS DEPARTMENT
BASKETBALL LEAGUES
CONSTITUTION AND BYLAWS
(Revised 2011)

I. GAMES

A. **National Federation of State High School Association Rules** shall be strictly adhered to unless contrary to the following rules and regulations.

B. All games will consist of two (2) 20-minute halves with the clock running. (Clock stops for timeouts and emergencies only). It will be on regulation clock for the last two (2) minutes of the first half and the last five (5) minutes of the second half. Tie games shall result in a two-minute over-time period(s) until game is won. All over-time periods will start with a jump ball at center court and be on regulation clock. One time-out will be allowed per over-time period.

C. If a 25-point difference exists in the last 5 minutes of the game the clock will continue to be a running clock. *(The clock will continue running even if the score drops below 25 points.)* Exception: If a team is playing with less than 5 players and behind by 25 points in the last 5 minutes the game will be stopped.

D. No jewelry, watches, earrings, or other ornaments may be worn in a game. *Exception: a smooth wedding band or religious symbol can be worn if taped to the body.*

E. Only the members of a team, one coach, and one manager will be allowed on the bench. All players and coaches must stay behind the coaching line unless entering the game.

F. All players of the same team **must** wear a legal numbered jersey (letters at least 3/4" wide and, 4" high on front or back) of the same dominant color in the game and also must wear basketball shoes on the floor at all times. (This rule may not be used in order to protest the outcome of a game). Shorts **must** be worn properly. Any player not wearing his/her shorts at the waist will be removed from the game. A two-week grace period will be allowed on jerseys. (All players must wear jerseys of the same dominant color at all times, regardless of the two-week grace period). Duplicate numbers are not allowed. If two teams have on the same color, the visiting team will wear jerseys supplied by CCPRCAD.

G. Teams must have at least <u>4 players to begin the game</u>. **All games will have a 10 minute grace period. The team who has 4 players at game time will put their starting players on the floor, the clock will start, and they will begin shooting free throws.** Each player will shoot 2 free throws and rotate. The free throws will be administered by the referees, so there will be no "speed shooting." This will continue until A) their opponents' 4th player shows up, or B) the clock hits 10 minutes. The shooting team can substitute players but must go to the table and be buzzed in between shots. As soon as the late opponents 4th player is ready to enter the game, they must use a timeout to enter the game, and the ball goes to the team that was shooting free throws. The game will resume at that point. If after 10 minutes, the team still does not have 4 players, then the non-forfeiting team will be awarded the win with the score based on the made free throws. *In the cases of a pre-determined forfeit, the non-forfeiting team will be awarded the win with a score of 2 – 0.

H. A coach has the right to protest an official's interpretation of the rules provided that protest is made immediately before the next live ball. When a protest is made the official shall consult with his associate. If he is convinced that his decision is not in conflict with the rules, he shall notify the scorekeeper that the game is being played under protest. Failure of the official to make such an announcement shall not affect the validity of the protest.

I. Any player's name or number added or changed in the book after the start of the game shall result in a technical foul being called. (Maximum of two).

J. Bonus situation shall begin on the 7th team foul and Double Bonus shall begin on the 10th team foul each half. A player shall foul out on the 5th personal foul of the game. **Technical fouls count as personal fouls.**

K. Teams will be allowed 4 full timeouts per regulation game and one full timeout per overtime period. Any unused timeouts during regulation play **do not** carry over in overtime periods.

L. Free throws are played on the release.

M. Women's leagues will use a 28.5 regulation basketball

N. Females can play on a men's team, but at no time can a team put more women then men on the playing floor.

II. ELIGIBILITY

A. Players released from a team in this league will not be allowed, under any condition, to play with the same team again that season.

B. Teams shall not be allowed to carry more than 25 players on their roster at any one time. (Teams not turning in a roster will automatically forfeit if another team protests the eligibility of any of their players).

C. College students who play on a college team during the season are **not allowed** to participate in this league. To be eligible for play in this league a player must be at least 18 years old before the start of the season (16 for church).

D. When player eligibility is in doubt, the name(s) (Limit 3) are to be reported to the League Coordinator in writing along with a $50.00 protest fee (refundable if protest upheld) by 5:00 on the next regular work day after the game protested. If the player in question is not reported in the time set, the game will be official and cannot be contested. In the case of a player playing under an assumed name, the gym supervisor shall ask said player to show a picture I.D. If I.D. does not match name in scorebook, or if no I.D. is produced, the game is forfeited and the player is ejected for the remainder of the season.

E. No new players may be added to a team's roster after the **fourth game**. Once the roster is submitted, additional players must sign roster at score table prior to entering the game. All players are subject to I.D. checks if requested by the supervisor/ scorekeeper.

F. In order for a player to change teams, the manager must report to the League Coordinator and verbally release the player, or the player may report to the League Coordinator requesting his release. In the case of a player obtaining his release, and wishing to play with another team, he must be added to the new team's roster by the roster addition deadline.

G. Players may participate on (1) team per league (Church B or C or Men's B, C or D), in the Cobb County Basketball program. If either team gets moved up or down at the half, the player will then declare which team he will be on for the 2nd half. ***At no time can a player play more than <u>one</u> class below the highest class participated in (male or female). If a player is confirmed to have played in a lower class game, the player will be suspended for 2 games and the next game for the <u>HIGHER</u> class team will be declared a forfeit.***

III. PLAYER CONDUCT

A. No rowdyism, profane language, or display of unsportsmanlike conduct before, during, or after a game will be tolerated in this league. Players, coaches or spectators who are found guilty will be ejected from the game and/or gym. Any player or coach ejected from a game for unsportsmanlike conduct cannot play or coach in the team's next two scheduled games, not counting the game that the player is ejected from.

B. Any player or coach ejected from a game a second time in one season for unsportsmanlike conduct, etc. shall be suspended for the remainder of the season. Contention that an official's incorrect action caused unsportsmanlike conduct shall never be taken into consideration as grounds to excuse such actions.

C. Any player or coach attempting to play or coach when ineligible because of Rule IV A shall be automatically ejected for the remainder of the season and the game shall be forfeited.

D. Any player found under the influence of alcohol or drugs shall be immediately removed from a game and automatically dropped from the league.

E. If a player, coach or spectator touches an official or Cobb County Representative in anger, or verbally threatens to do him/her bodily harm, he will be barred from the league/gym for an indefinite period to be set by the Cobb County Parks and Recreation Department. (Minimum ejection is (1) one-calendar year in all C.C.P.R.C.A.D. sports). Violators may also be subject to legal penalties as enforced by the police department.

F. Fighting among players, coaches, or spectators, or other conduct judged inappropriate by the department might result in ejection of those individuals or teams involved for an indefinite period to be set by the department. (Minimum ejection is (1) one-calendar year in all C.C.P.R.C.A.D. sports). Violators may also be subject to legal penalties as enforced by the police department.

G. Dunking the basketball or grabbing the rim of the basket (on any goal in the gym) is not allowed before, during or after the game, except to avoid injury in the official's judgement. Any player guilty of either offense will be <u>ejected for the remainder of the game and **two** additional games.</u> **Any player dunking before, during or after the team's last game of the year will result in that game being immediately forfeited to the opposing team.*

H. A player or coach receiving two discipline related technical fouls in a game shall be ejected for the remainder of the game and two additional games. Any player that is ejected on the last night of league play will be suspended for 2 games at the start of the next season he participates in.

I. No Spitting on the gym floor

J. No bouncing basketballs inside the gym while the game ball is live.

IV. THE SEASON

A. If a team forfeits 2 games during the season, the Recreation Department reserves the right to drop that team from the league with no refund of the entry fee.

B. Once the schedule is completed, no games will be changed. All conflicts must be turned in at registration.

C. At the end of the season the League Coordinator reserves the right to place the winner of each league into the next highest classification and the last place team in each league into the next lowest classification where possible.

D. A post season single elimination tournament will be played at the end of the season. The number of teams registered will determine the number of teams that make the tournament.

IV. TIE-BREAKER

The following procedures will be used to determine the first-place finisher or to break ties for other places.

TWO-WAY TIE: If two teams are tied with identical records, the winner is the team that won the game when the two teams played. If the teams split their games, the team that allowed the fewest points during the entire season will be declared the winner. If the teams still remain tied, the team scoring the most points during the season will be declared the winner. If a tie still remains, the team that allowed the fewest points when they played each other will be declared the winner.

THREE-WAY OR MORE TIE: If three teams or more are tied, the winner will be determined by the team that allowed the fewest points, unless one team has defeated each of the other two during the season.

If two of the teams still have the same total of points allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most points during the season will win.

Pre-determined Forfeit games that were recorded as a 2-0 score will not be used to determine order of finish when there is a tie. The tie breaker would then be determined by average of points scored of the played games.