ALPHARETTA RECREATION, PARKS & CULTURAL SERVICES

TEEN LEAGUE BASKETBALL RULES

# LEAGUE ORGANIZATION

## The governing body of this league will be Alpharetta Recreation Parks and Cultural Services (ARPCS).

1. The National Federation of State High School (NFHS) rules will govern this league unless superseded by an ARPCS rule.

#### ELIGIBILITY

## Players must be at least 15 years of age and no older than 19 years of age, as of the first game of the season and in high school (or just graduated for the summer season), to participate.

1. All players must be registered online in order to be eligible to participate.

1. No new players may be added to a team after the midway point of the season.
2. A player may not play for more than one team at a time during the season.
3. A team caught using an illegal or ineligible player will forfeit the game in which the illegal player participated.

#### COACH’S RESPONSIBILITIES

## Each team is required to have the PARENT of one of the players on the team as MANAGER/COACH and present on the bench throughout the entire game.

## It is the responsibility of the coach to know the contents of these rules and make sure all of his/her team members are aware of and abide by these rules.

3. It is also the coach’s responsibility to inform all of his/her team members of the game schedule, and any changes made to that game schedule.

4. The coach is also responsible for controlling his/her players and keeping unauthorized people off the players’ bench.

#### GAMES

 1. Game time is forfeit time.

1. Exception – there will be a 10-minute grace period on the first game of the day.
2. If a team fails to place 4 players on the court at the proper time, the game will be declared a forfeit.
3. If both teams fail to place 4 players on the court at the proper time, the game will be declared a double forfeit.
4. When there are only 3 players, the team shall forfeit the game…UNLESS the referee believes that team has an opportunity to win the game.

2. Games will consist of two 20-minute halves and a 5-minute half time.

1. The game clock will run continuously except for:
* Timeouts
* The last 2 minutes of each half.
1. If a game is tied at the end of regulation play, teams will play an overtime period:
* Overtime will consist of a 2-minute period. **Clock will stop on all dead balls and whistles**. There will be only 1 overtime period during the regular season
* During tournament play, overtime periods will continue until a winner is determined

3. **If one team has a 20-point lead with 2 or less minutes remaining, the clock will continue to run.** If a team goes ahead by 30 or more points at any time during the last five minutes of the game, the game will be stopped and considered complete.

 4. Each team will be given 4 timeouts to be used at any time.

1. Each team will also be given 1 timeout for each overtime period.
* If a team does not use all of its timeouts during regular play, it may not use them during the overtime period(s).

 5. A jump ball will be used to begin each game and the overtime period.

 7. All players must check in at the scorer’s table with their photo ID prior to each game

 8. All players must report to the official scorer prior to entering the game.

1. Substitutions shall be allowed only when the ball is dead
2. A player must wait for instructions from the official before entering
3. Failure to wait for the official’s instructions may result in a technical foul

10. If a team is ahead by 15 or more points at any time during the game, it will not be allowed to full court press.

1. If a team illegally presses, ball will be awarded out of bounds to offended team
2. If a team continues to press illegally, they will be charged a technical foul

#### CONDUCT

## Each team is required to have the PARENT of one of the players on the team as COACH and present on the bench throughout the entire game.

1. Failure to have a PARENT representative present at any time during the game at any time will result in forfeiture of the game
2. Non-players are not allowed on the bench with the exception of the following:
3. Coach/manager, assistant coach
* These people must be designated prior to the game
* There cannot be more than 2 non-players on the bench during the game
1. If a team receives 3 unsportsmanlike technical fouls, the game will be declared a forfeit.
2. If a player or coach/manager receives 2 technical fouls, they will be ejected from the game. If a player receives 2 technical fouls they will be suspended for their next game.
3. If any one player receives a total of four (4) unsportsmanlike technical fouls during the season, that player will be suspended for the remainder of the season.
4. If a team forfeits 3 games, they will be suspended for the remainder of the season.
5. The team may re-enter the league by remitting a $50.00 forfeit fee and a written request to the ARPD within 24 hours following the third forfeit.
6. Any player or coach/manager ejected from a game due to unsportsmanlike conduct or a flagrant foul will be suspended from his/her team’s next scheduled game.
7. Any player, coach/manager ejected from the game is required to leave the gym.
8. Any player, coach, assistant coach, manager, or spectator who threatens or causes bodily harm to an official, ARPCS employee, or fellow player will be suspended from the league indefinitely.
9. The minimum suspension for this will be the remainder of the season
10. Any player, coach, assistant coach, or manager, who is ejected from two games, will be suspended from the league for the remainder of the season.
11. **Profanity and unsportsmanlike conduct will not be tolerated in this league.**
12. **A player, coach, assistant coach, manager, or spectator may be ejected at any time, regardless of whether or not a technical foul has been called.**
13. Any team caught using an illegal player will forfeit the game in which the illegal player participated.
14. If the illegal player is a member of another team in the league, he/she will be suspended from his/her team’s next scheduled game.
15. Any person under the influence of alcohol or any other intoxicant will be ejected from the game and suspended for the remainder of the season.
16. The player is also subject to further suspensions if it is deemed necessary.

#### UNIFORMS

1. The ARPCS will provide jerseys.

1. **No substitute jerseys will be allowed**
2. **Jerseys may not be altered in any way**
3. **Jerseys must be tucked in at all times**
4. If there is a question of whether a jersey is legal or not, a representative of **ARPCS** will make that determination before play begins.
5. Only an **ARPCS** representative can make a ruling on an altered jersey.
* Their decision is final and cannot be debated.
1. A player will not be allowed to participate with an illegal jersey.
2. **Players must wear shorts designed for athletic play; no khaki or pocketed shorts will be permitted**.

#### OTHER

1. ARPCS Teen Basketball will be governed by the NFHS “Blood Rule”, details of which are as follows:
2. If a player is bleeding, the referee will call an official’s time-out. A substitute must replace the affected player.
3. The bleeding must be stopped, and the wound covered before the player is allowed to return to the court.
4. If any part of the player’s uniform is saturated with blood, that uniform part must be changed before the player can return to the game.
5. Referee’s discretion will determine if a “bleeding situation” has been sufficiently managed to allow a player’s return to the court.
6. Spectators may not bring food or drinks into the gym.
7. Players are permitted to bring water bottles

4. **IT IS REQUIRED THAT ALL PLAYERS REMOVE ALL JEWELRY (RINGS, NECKLACES, EARRINGS, ETC.) BEFORE PARTICIPATING IN ANY GAME. REFEREES HAVE THE AUTHORITY TO REQUIRE THAT SUCH JEWELRY BE REMOVED BEFORE A PLAYER CAN PARTICIPATE.**

1. **THE JEWELRY MAY NOT BE COVERED (except for wedding bands);**

**IT MUST BE REMOVED.**

**ARPCS reserves the right to edit, remove, and/or change any of the aforementioned rules.**