



Riverfront Basketball Leagues

Note: Rules are designated to the appropriate League's as follows:

A= Boys & Girls A League

B= Boys & Girls B league

C= Boys & Girls C league

Note: All rules except those in this text will be according to NFHS rules!!

The cutoff date for age eligibility is April 1st. A child may be 14 yrs. old but not a freshman.

All teams rosters must be limited to 10 players if possible and no less than 8 players

1. Games will consist of two twenty minute halves and a five minute halftime -ABC All games will begin with a jump ball.-ABC The clock will stop in the last 2 minutes of each half and timeouts.-ABC
2. Only players on the team's roster may participate in a game. If a team cannot put 5 players on the court by game time: (a) they may start and play the entire game with no fewer than 4 players, additional players on the roster arriving late may enter the game at the next stoppage of play. (b) If a team cannot field at least 4 rostered players by game time, they will forfeit the game. They may play the game, but it is a forfeit none the less.-ABC

3. Mandatory substitutions must take place at:

The 15 minute mark of the 1st half

The 10 minute mark of the 1st half

The 5 minute mark of the 1st half

The 15 minute mark of the 2nd half

The 10 minute mark of the 2nd half

The 5 minute mark of the 2nd half

All players on the bench must enter the game at these intervals. This ensures that a player will participate in at least half of the game.

If playing with less than 10 players, a player may not play the entire half. He/ she must sit at least 5 minutes of each half. This rule does not pertain to any team playing with 5 or less players.

You may substitute freely when:

(a) a player is injured

(b) a player is over fatigued or exhausted-when this player is ready to resume play he/she must re-enter the game at the next dead ball and finish his/her sequence

(c) To start/during an overtime period there will be free substitution.

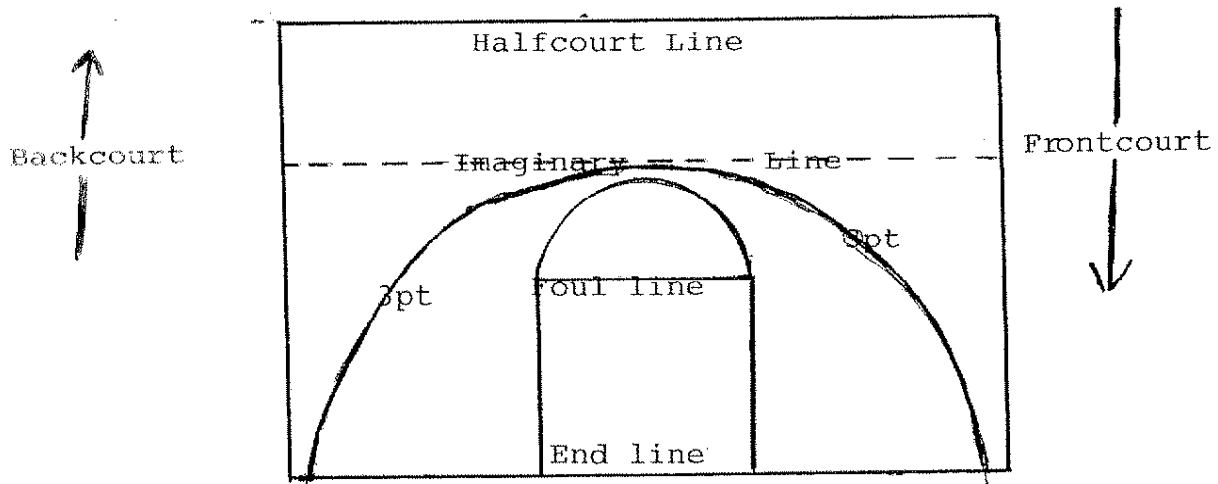
All substitutes must be at the scorers table no less than 15 seconds before they are to enter the game. This is not a timeout and substitutes must enter the game in a timely fashion. If the game official determines that any team is not getting their players in the game on time, they will warn the offending team once, and any further violation of this rule will result in a technical foul directly to that teams head coach. The team in possession of the ball at the time of substitution will put the ball in play from a spot out of bounds nearest to where the ball was last live before play was halted.-ABC

4. All defenses must be a variation of a zone defense. No box on one or triangle on two defenses are allowed-C

5. All defenses and variations thereof are legal-BC

6. A full court press by 2 defensive players only in the last two minutes of the game is allowed. At no other time is a team allowed to contest the ball in the back court.-C

7. A full court press by all players is allowed over the course of the entire game.-AB
8. A full court press is not allowed by any team that is winning by ten (10) or more points.-ABC
9. When the ball is entering the frontcourt in the possession of the offense, the defense cannot contest/defend the ball until the ball passes an imaginary line at the top of the three point line extended to the sidelines as illustrated below. After the ball crosses the imaginary line the first time in each offensive sequence (each offensive possession in the front court) the defense may defend any play in the entire frontcourt until that offensive sequence ends -C



10. There are three sixty second and one thirty second timeouts per team per game.-ABC
11. Each HOME TEAM will be responsible for clock management and scorekeeping. That team is designated as the second team on your schedule. (Example-1 vs 5=5 is the home team)-ABC
12. Each coach will be responsible for \$15, or one half of the officials fee of \$30 to be paid to the official prior to the start of the game (one official)-BC
13. Each coach will be responsible for \$28dollars of the \$56 officials fee to be paid prior to the start of the game (2 officials @\$28 each)-A If only one official shows each coach will pay him \$15.-A
14. Three point shots are allowed-AB
15. There will be three point shots. However, the imaginary line as indicated in rule #9 must first be crossed. This gives the defense the ability to defend the shot to create a situation of fair play.-C only
16. There is no closely guarded (5 second) rule in effect.-ABC
17. The ten second rule is in effect but backcourt will be determined in each gym prior to the start of the game-ABC
18. FOULS:
- (a) A player is disqualified after committing his/her 6th personal foul-C
- (b) A player is disqualified after committing his/her 5th personal foul.-AB
- (c) All technical fouls are two shots and loss of possession.-ABC
- (d) If a team has only 5 players and no substitutes, and a player is disqualified, his/her team must play shorthanded according to the rules of basketball-ABC
- (e) All free throws are to be taken from the 12 ft line-C only
- (f) A player may cross the line while attempting a free throw, but cannot advance for the rebound until the ball hits the rim or backboard. If this violation occurs the shot will be disallowed.-C only
- (g) One & One on the 7th team foul of each half and two shots on the tenth team foul of each half.-ABC
19. Any pass/throw from the back court to the frontcourt deemed to be errant by the on court official, may be retrieved by either team anywhere in the frontcourt.-ABC

20. NO JEWELRY, RUBBER BANDS OF ANY TYPE, OR METAL HAIR CLIPS ARE ALLOWED !
21. FINGERNAILS DEEMED TO BE EXCESSIVELY LONG BY THE OFFICIAL MUST BE TRIMMED AND REINSPECTED/APPROVED BY THE OFICIAL BEFORE A PLAYER IS ALLOWED TO ENTER THE COURT.

22. TAPED EARRINGS ARE DEFINETLY NOT ALLOWED!!!

23. Uniform shirts will not be altered except to remove the sleeves only. No tethers or dangling fabric shall be hanging from anywhere on the shirt.-ABC

24. In the event of a tie score at the end of regulation play, a shootout including the ten players on the court at the end of regulation will decide the winner. The shot's will be taken at the home team's foul line, in an alternating sequence. A visiting player will shoot 1st and if at the end of the sequence the score remains tie, the procedure will continue until a winner is decided.—C

25. In the event of a tie score at the end of regulation, a Three (3) minute overtime period, beginning with a jump ball will be played to decide the winner. If tied at the and of the overtime period, a shootout ,as described in rule #24 will take place until a winner is decided.-AB

26. League championship games only-In the event of a tie at the end of regulation, a four (4) minute overtime period, and if necessary, sequential four (4) minute overtime periods beginning with a jump ball will be played until a winner is decided.-ABC

27. The winning coach of each game MUST contact their specific league director in the manner described below within 24 hrs of the game and relay the following information.

(a) The league of play Example: Boys A league

(b) The place, time and date that the game was played Example: 1/21/05- 7pm at Ridgeway/Edgewater Park

(c) The teams playing in the game -NUMBERS, NOT COLLEGE NAMES

Example: Team 1 vs team 5 and 5 is the winner

So it should be: Boys A league -1/21/05-7pm @ Ridgeway/Edgewater Park - Team 1 vs 5 and 5 is the winner

If you don't make the contact you will be given the loss/it happened 26 times last year!!!!!!!

Contact:

For Boys leagues: Mark Erlston @ 856-764-3237 or email @ mjeriston@aol.com

For Girls leagues: Rhonda Whatley@ 856-461-4754 or email at rhondaprn@yahoo.com

Topics:

- 1. Coaches certification- every coach must be certified. If not certified by the beginning of the season, some classes will be made available to you in the near future.**
- 2. Any and all rules are to be applied in the leagues.**
- 3. Medical release forms- must be filled out by a parent or guardian and signed in the presence of a notary public. A raised seal must be affixed to them before being returned to the team coach who must bring them to every game. There will be spot inspections and if not filled out properly or not returned by a parent that player will not play**
- 4. CODE OF CONDUCT**

By placing your signature on the signup sheet at your coaches meeting on Wednesday, December 1st, 2004 @ Riverside Turners, or any coach who may participate in any Riverfront Basketball League games, at any venue, and/or becoming aware of this fact by written/verbal statement, is bound by the guidelines of good conduct & sportsmanship as described below.

1. You are responsible for your courtside manner and that of your players and fans. Do not harass any game official. If given a technical foul you must remain seated for the remainder of the game. After receiving your 2nd technical foul, you must immediately leave the confines of the facility. Ant further action will result in disciplinary action from the league. Coaches are responsible for the actions of their fans by rule. If a parent is warned by an official for misconduct, it is your responsibility to calm them. If a fan is ejected by the game official, it becomes your responsibility to first :

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1. Attempt to find the person(s) responsible for the facility and have them escort them out of the building immediately.
2. If that person in charge is not available, it becomes the head coach's responsibility to escort this person(s) from the facility, or contact the local police department to have this person(s) removed.

!!!!FAILURE TO FULFILL ANY OF THESE REQUIREMENTS WILL RESULT IN YOUR IMMEDIATE SUSPENSION FROM ALL ACTIVITIES OF RIVERFRONT BASKETBALL UNTIL FURTHER REVIEW BY THE DISCIPLINARY COMMITTEE!!!!

3. If any player is ejected from a game for any reason, and unless he/she is directed to leave the facility, he/she will remain on the bench for the remainder of the game and is the coach's responsibility.
4. Any COACH/PLAYER/FAN who is ejected from a game must be reported by the home team coach immediately following the game. The home team coach must contact Mark Erlston at 856-764-3237 or mjlerlston@msn.com.
5. All issues, large and small, or misconduct must be documented by the league in case these situations become problematic or repetitive with an individual(s). In some cases a pattern of misconduct by accumulation can lead to disciplinary action.
6. Any coach running up scores or creating a pattern of doing so will be sanctioned. It is an unsporting act and will be dealt with. The losing coach of such a game must report the situation immediately to Mark Erlston. The league has no problem with coaches sitting its best players for extended periods during blowout games if you are winning by 20 or more points.

DISCIPLINARY COMMITTEE:

The Disciplinary Committee is made up of two members from each participating association of Riverfront Basketball Leagues. All decisions regarding misconduct that are approved by said committee are final! While all instances of misconduct may not be addressed in this text they are common sense issues. Though each instance is different your responsibilities as a coach remain the same. Your impact on the game, both positive & negative is a direct reflection on our program.

MISSED PRACTICES

In the recent past a player could not make practices and still be bound by league rule to play his/her allotted minutes in a game. This is not fair to fellow players who show dedication making practices. So, if a player misses two (2) consecutive practices in a row without excuse, he/she maybe required to sit on the bench for a game. If that child refuses, he/she cannot play in a league game until that requirement is fulfilled. This goes for all players, not just your lesser thans!!! If it is determined that a coach is taking advantage of this rule in an effort to get the win, every game that he/she has had a child sit out a game for missing 2 consecutive practices will be forfeited. If a player contacts the head coach by phone or email that he/she will not be attending practice, this will be considered an excused absence, unless the reason is deemed unacceptable.