

Advanced Basketball Rules (6th- 8th)

Montgomery County Recreation through the League Office reserves the right to amend the rules and schedules as conditions may warrant.

Unless modified by this set of rules, all Montgomery County Recreation Advanced Basketball Leagues shall be played in accordance with the current National Federation of State High School Associations Basketball rules.

I. PLAYER ELIGIBILITY

1. A player may not appear on more than one (1) Advanced Basketball roster in a particular league (grade level) during the regular season and playoffs.
2. There shall be a minimum of eight (8) players on each team roster and a maximum of twelve (12).
3. Divisions are based on grade level. A player may not be more than one (1) year older than or 1 year younger than the appropriate age for that grade level (ex. 6th grade – 10-12 year old; 7th grade – 11-13 year old; 8th grade – 12-14 year old). Ages are based at the start of the school year (September 1). Players in 4th grade and below are prohibited from participating in league play.
4. A player may not play in a grade level higher than their team's designated grade level. (Example: If a team is registered as a 7th grade team, an 8th grade player may not play on that team unless the entire team plays up one grade.)
5. The following must be completed through online registration via Active Montgomery or via electronic form and submitted to the League Office to finalize registration and be included on the game schedule:
 - a. Individual Enrollment on Team Roster (signed by each parent).
 - b. Coach, Parent + Spectator Code of Conduct Form (signed by each coach and parent).
 - c. Non-Employee Background Screening Form (completed by all *new* head coaches/ assistant coaches and appointment scheduled to be fingerprinted).
 - d. Volunteer form completed by all coaches new or returning
 - e. Coaches Code of Ethics signed by each coach
6. Failure to complete these items within the designated time may result in exclusion of that team from the league.
7. The team manager shall submit to the League Office by the scheduled team managers meeting, the official roster with all the players on his/her team. Changes, additions, or deletions can be made prior to the third scheduled game in writing to the League Office on the roster addition/deletion form. It is the Manager's/Coach's responsibility to alert the League Office of roster changes. make sure that all rosters and changes have been received in the League Office.

to participation in a league game. Each player on the official roster must have an Individual

- a. Enrollment Form Player Registration Form and
 - b. Standards for Spectator Behavior completed, signed by his/her parent, and submitted to the League Office before participating in a league game.
8. A player must be listed on the final team roster (due by game 3) to be eligible for the playoffs during the winter league only. A player who has not participated during the season because of an injury shall be eligible to play in the playoffs if they are listed on the final roster.
9. Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated. If a team uses a player under an assumed name that team shall be dropped automatically from the League. All games played and all scheduled games not played shall be forfeited to the opponents. Any player who participates under an assumed name or a coach who uses an ineligible player will automatically be suspended from all Montgomery County Recreation Department activities for a period of one (1) year from the date of the incident
10. Teams participating in the Advanced Basketball League are ineligible for the MCR Youth Basketball League. A maximum of two (2) Advanced Basketball League players may participate on any one MCR Youth League team.
11. A player must be officially released in writing, by email before he/she may play with another team. The Release Form, available from the League Director, must be submitted.
12. Any coach or spectator who attempts to recruit a player currently participating on another Advanced Basketball roster at a league game will automatically be suspended immediately for the remainder of the season. In addition, that suspended coach or spectator will be required to schedule and attend a meeting with the League Office before their reinstatement into any Montgomery County Recreation Department activities.
13. Only protests regarding player eligibility will be accepted and no protest fee is necessary. The protest must be submitted in writing to the League Office within 48 hours after the completion of the game. Proof of participant's ID is the responsibility of the protesting team.
14. Any team that drops from the League, after the schedule has been completed, or due to league violations, shall forfeit their entire franchise fee.

II. PROTEST ADMINISTRATION PROCEDURES

1. Only protests regarding player eligibility will be accepted and no protest fee is necessary. The protest must be submitted in writing to the League Office within 48 hours after the completion of the game. Proof of participant's ID is the responsibility of the protesting team.

III. **GRACE PERIOD AND FORFEITS**

1. There shall be a 10-minute grace period from the scheduled starting time for the first game only. A team must start the game at the scheduled starting time if the minimum number of players is present within the 10-minute grace period. The following subsequent games shall start at the scheduled starting time or within 5 minutes after completion of the previous game, whichever is later.
2. Any team that drops from the league, after the schedule has been completed, or due to league violations, shall forfeit their entire franchise fee.
3. If a team forfeits (2) two games during the season due to insufficient number of players, that team may be dropped from the League. All scheduled games not played shall be forfeited to the opponents. That team will also forfeit its entire registration fee.
4. Forfeited games will not be rescheduled.

IV. **PLAYING RULES**

1. Unless modified by these rules, all games of the league shall be played in accordance with the current National Federation of State High School Associations Basketball rules.
2. Substitutions shall be unlimited. A game may start with a minimum of four (4) players. A team must begin start the game at the scheduled starting time if the minimum number of players is present. (Note: Once a team has met these requirements, a team may finish the game with as few as one (1) player provided that said team has a chance to win the game.)
3. Each team shall be allowed four (4) team fouls per half before the double bonus rules shall apply.
4. All games shall consist of two (2) fourteen (14) minute halves. There shall be a four (4) minute rest period between the two (2) halves. There will be three (3) 30-second timeouts and one (1) full timeout that can be used at any time during the game. The clock will stop on **all whistles**. NEW- if a team is winning by 25 points or more in the second half there will be a running clock for the remainder of the game. The clock will still stop on timeouts.
5. The first overtime period shall be three (3) minutes. The clock will stop on **all whistles**. The second overtime shall be sudden death (exception: no sudden death for playoff tournament). Repetitive (3) minute overtime until winner is declared in playoffs.
6. There shall be a 10-minute grace period from the scheduled starting time for the first game only. A team must start the game at the scheduled starting time if the minimum number of players is present within the 10-minute grace period. The following subsequent games shall start at the scheduled starting time or within 5 minutes after completion of the previous game, whichever is later.
7. **DUNKING** or **GRASPING THE RING** is not allowed before, during, or after the game. Any player guilty of dunking/grasping ring will automatically be ejected from the game. Each team will be held responsible for replacing any backboard or rim broken or damaged by their players.

8. If a team forfeits (2) two games during the season due to insufficient number of players, that team may be dropped from the League. All scheduled games not played shall be forfeited to the opponents. That team will also forfeit its entire registration fee.
9. Forfeited games will not be rescheduled.
10. **UNIFORMS:** All team players shall dress in the same color shirts with at least a six-inch number on the back (no duplicate numbers). The home team shall wear their light-colored jersey and the visiting team will wear their dark colored jersey. Teams must have two (2) uniform colors available at each game. Failure to have an alternate uniform color available could cause the game to be forfeited to the opposing team.
11. **GAME BALL:** The 5th and 6th Grade Boys and all Girls grade levels will use an intermediate sized ball (28.5 inches) for all games. 7th and 8th grade boys will use a regulation sized ball (29.5 inches). The home team is responsible for supplying an official game ball for each league game.

V. LEAGUE FORMAT

1. REGULAR SEASON:
2. 8 game season.
3. Games played on Saturday or Sunday depending on grade level. Please check coaches letter or website for this information
 - a. Saturday start time: 5 pm to 10 PM
 - b. Sunday start time: 12 PM to 6 PM

VI. GAME DAY PROCEDURES

1. Coach/Team Manager must submit a line up sheet to table staff prior to start of the game.
 1. Line up sheet must have first and last name of each player to be accepted.
2. Protests about ineligible players must be brought to the attention of the table staff prior to the start of a game.
3. Coach/ Team Manager must initial/ sign the score sheet confirming the final score with table staff.
4. Teams/ Parents and Spectators are required to clean up their bench area at the conclusion of games. Failure to do so can result in loss of gym permit.
5. Gym Facility Rules
 - a. Bouncing balls in the hallways is prohibited.
 - b. Roaming around the school is prohibited.
 - c. Leaving trash at the conclusion of games is prohibited.
 - d. Congregating in spaces/ rooms other than the lobby or gym is prohibited.
 - e. Failure to adhere to the rules may result in loss of gym permits.

6. In the event of forfeiture, it is the responsibility of the team manager/ coach to notify their opponent and the league coordinator in advance.

VII. RESCHEDULING OF GAMES

1. In the event of inclement weather or gym closures, games will be rescheduled at the league coordinator's discretion.
2. Forfeits will not be rescheduled.
3. Changes to winter regular season game schedules will not be made by the league coordinator after the schedules have been posted unless:
 - a. Inclement weather occurs.
 - b. Unforeseen closure of a gym occurs.
 - c. Coaching conflict for people that coach multiple teams in MCR affiliated leagues (RSL, Youth Rec or HS Rec.).
 - 1a. Must be initiated by the team/ coach with the conflict. The opponent must be contacted by the coach, and written agreement must be sent to the league coordinator for approval.

VIII. DISCIPLINARY ACTION & APPEAL PROCESS – Please see page 27 and 28, Section I. and II. for details.

XI. MISCELLANEOUS