

Stow Parks and Recreation

RULES AND REGULATIONS HIGH SCHOOL BASKETBALL LEAGUE

****NATIONAL FEDERATION/OHSAA RULES APPLY UNLESS NOTED****

TEAM GUIDELINES

Players must be residents of Stow or Munroe Falls. A team member may not participate in the playoffs or championship games unless they have competed in two regular season games. There will be no additions to rosters for any reason, including suspensions, after the team's third scheduled game. All teams will be provided numbered shirts which will be the same color and style. Edges must be kept neat. T-shirts may not be altered or changed in any way. Player will be declared ineligible to play if this occurs.

PLAYING TIME

Playing time will be determined by each individual team. There are no restrictions.

NO JEWELRY WILL BE PERMITTED TO BE WORN DURING A GAME.

CLOCK

There will be two halves. Each HALF will be 18 minutes, continuous clock. During "running clock" the clock is stopped only for time-outs or undue circumstances. During the last two minutes of each half, the clock will stop on all dead ball situations, all whistles; i.e., out of bound plays. The clock will run continuously if a team is up by 20 points. There will be a maximum of five minutes for warm ups and a two-minute half time.

OVERTIME

If there is a tie at the end of regulation play, there will be a two-minute overtime period. Each team will have one time-out (time-outs from regulation play do not carry over). All overtime periods carry the same rules as the second half. If there is a tie after the first overtime, there will be an additional overtime of two minutes (1st minute running, 2nd minute clock stopping). If there is still a tie, the game will end in a tie. This rule does not apply during playoffs. There are no additional time-outs after the first overtime and it does not carry over.

TIME-OUTS

Each team will have two time-outs per half. These time-outs do not carry over. Time-outs can be called by a player presently in the game or by the HEAD COACH.

FOULS

Each player is permitted five personal fouls per game. The first six fouls accumulated by a team will be non-shooting (unless the foul occurs in the act of shooting). After six team fouls, on the seventh team foul we will shoot 1-and-1. On the tenth team foul, the opposing team is awarded two shots. In overtime, team fouls carry over from the second half.

1. **Intentional Foul.** A player intentionally fouled, in the referee's opinion, will shoot two free throws and his team is awarded the ball.
2. **Technical Fouls.** Any player or coach who receives an inappropriate behavior or flagrant technical during the game will be automatically ejected for the remainder of the game. Coaches must leave the gym. Players must sit on the bench until the game is over. Any player that leaves the bench area will be automatically suspended. Any such technical

received during the last six minutes of the game, that player/coach will be suspended from the next game. Any flagrant technical will also sit out the next game. Any two or more inappropriate behavior or flagrant technicals received during the course of the year are just cause for removal from the program. Ejection by any two or more members on the same team during the course of the season is just cause for removal of the entire team for the remainder of the season. All technicals are reviewed by the Recreation Supervisor and may be cause for more severe penalties.

- a. Dunking/hanging on the rim is prohibited before, during, or after a game and will result in a technical foul.
- b. Unnecessary Roughness – elbowing, tripping, pushing opposing players or own team member.
- c. EXCESSIVE ARGUING.
- d. Profanity.
- e. Taunting, “unsportsmanlike” conduct.

SUSPENSIONS/TECHNICAL FOULS

Any player or coach assessed with one technical foul during the game will be suspended for the remainder of their game. Any such technical received during the last six minutes of the game, that player/coach will be suspended from the next game. Any display of unsportsmanlike conduct as a player or spectator on school property including, but not limited to the gymnasium or parking lot, will result in league suspension. The severity of the suspension will be determined by the Recreation Supervisor and Director of Parks and Recreation.

A participant will be assessed a Technical Foul, and could be dismissed from the league for the following:

1. Using abusive language
2. Threatening players, officials, spectators or personnel
3. Drinking or drunken condition when appearing at the gym
4. Fighting
5. Smoking on school grounds
6. Possession of illegal substances
7. Using profanity
8. Throwing tantrums
9. Taunting

A team may be suspended for harassing or showing a total lack of respect to league participants, including officials, coaches and staff. No player, at any time, is permitted to question the referees or scorer's table.

DEFENSE

Pressing is not allowed if your team is up by 20 points at any time in the game. Back-court defense only.

FORFEITURES

There will be a five-minute grace period before a game will be forfeited. Each team must have five (5) players to start a game. If a team forfeits a game, they will have to pay Stow Parks and Recreation \$25.00 prior to their next scheduled game. A forfeit will be considered a win to the non-forfeiting team.

COACHES DUTIES

The coach must be at least 21 years of age. The coach is responsible for the behavior of their players on and off the court. The coach is expected to set a good example for their players by not challenging every call made by an official and showing proper respect towards the officials and table personnel. The coach is responsible for bench players. Spectators will not be allowed on the bench or behind the team.