

City of Tallmadge Parks & Recreation Department



Community All Star Basketball League Rules

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City of Tallmadge Parks & Recreation Department

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Community All Star Basketball League Rules

Disclaimer

Any and all information in this packet, as well as any other information and/or rules distributed verbally, electronically, or by written flyer, are subject to change by the Tallmadge Parks and Recreation Department at any time, with or without notice.

New rules have been highlighted.

- Section 1 - Rosters/Player Ages
- Section 2 - Equipment
- Section 3- Gameplay
- Section 4- Fouls, Misconduct and Suspension
- Section 5- Defense
- Section 6- Overtime
- Section 7- Tiebreakers
- Section 8- Awards

Special Rules

Concussion Certificates

Team Forfeits

Additional Rules

OHSAA rules will be in effect, except where specific league rule apply.

Section 1 – Rosters & Age Verification

1.1 – Player Verification

- A. It is the responsibility of the coach to prove that all players are of proper grade for the league in which they are playing.
- B. A coach may lodge a formal challenge of the grade of a player on the opposing team with the referee at any time during the game or up to five (5) minutes after the game has ended given the coaches, referee and player in question are all still present.
- C. When a player's grade is challenged, the referee will request verification from the coach. If the coach cannot provide proper documentation, the player will be removed from the game and will not be permitted to return until proper documentation is provided to the Tallmadge Parks & Recreation Department. If the game has ended, the coach will have one (1) business day to provide grade verification to the Tallmadge Parks & Recreation Department. If the coach fails to provide this documentation, his/her team will forfeit the game.
- D. Valid grade verification documents include a report card, class list or letter from the school.

1.2 – Rosters/Paperwork

- A. This league is designed for community-based teams. Therefore, teams must consist of players who meet at least one of the following criteria:
 - i. currently playing with a school district, sports booster or city-sponsored recreational basketball program
 - ii. currently enrolled in the same local school district
 - iii. currently reside in the same local school district
- B. AAU, CYO and other competitive travel teams are not permitted. The League reserves the right to alter this rule at any time.
- C. Coaches must turn in a completed roster to the Tallmadge Parks & Recreation Department before the season starts. All coaches must have a copy of their team roster on hand at all times in case their roster is challenged.
- D. It is also the coach's responsibility to carry a copy of their current concussion certification as well as Lindsay's Law paperwork at all times. The recreation center will no longer keep copies on file.
- E. Roster is limited to 10 players.
- F. Players are permitted to be on only one roster in the league.

Section 2 - Equipment

- A. Teams must provide their own uniforms.
- B. The uniforms must be the same color and have numbers on the back.
- C. Teams must provide their own basketballs for warm ups and games.
- D. Youth basketball size 28.5 will be used.

Section 3 - Game Play

- A. The league reserves the right to start games 10 minutes early.
- B. Scorer's time clock is official.
- C. There is a maximum of 2 coaches on the court at any time.
- D. Games consist of two (2) 12-minute halves. Clock stops on all whistles.
- E. Teams must have 5 players to start the game but may finish the game with 4 players.
- F. Teams will be allowed 5-minutes to warm up before the game. As time permits.
- G. Halftime will be 3 minutes in length.
- H. Teams will be given two (2) 45-second timeouts per half and one (1) 45-second timeout in the overtime period.
- I. Third and fourth grade leagues will use a 13-foot foul line.
- J. If one team is ahead by 15 points in the last 6 minutes of the second half, the clock will run continuously.

Section 4 – Fouls, Misconduct and Suspension

4.1 – Ejections

- A. If a player or coach receives two (2) technical fouls in the same game, he/she will be suspended for at least two (2) games (see section 4.3).

4.2 – Team and Spectator Conduct

- A. Players, coaches and spectators should perform a health check prior to the game and should not attend if exhibiting any signs or symptoms of COVID-19 or other illness.
- B. Teams and spectators should plan to arrive no more than 20 minutes prior to the start of the game.
- C. Players, spectators and coaches are encouraged to wear masks while in the facility.
- D. Coaches are responsible for the behavior of every person on their side of the court, including the players, spectators and themselves. A coach may receive technical fouls or ejections from the referee without prior warning.
- E. Except for the referee and players in the game, no other person is allowed on the court unless authorized by the referee. Coaches, scorekeepers and players not currently in the game are permitted on the bench and/or at the scorekeeper table. Coaches must wear their lanyards for identification.
- F. Fighting by any persons, either in the game or on the sidelines, and/or loud verbal abuse or physical/verbal assault of the referee, shall be grounds to immediately suspend the match if the referee so chooses. Such a decision is that of the referee and/or Recreation Center management. If play is suspended due to disciplinary issues, the outcome of the game will be decided by the Recreation Center management.

4.3 – Suspensions

- A. The Parks & Recreation Department offers this league for the benefit and enjoyment of those who participate. Individuals who display poor sportsmanship **are not welcome**. Any player, spectator or coach ejected from a game for unsportsmanlike conduct, abusive language, fighting, touching officials or any other reason detrimental to league play must leave the playing field and/or facility immediately. Failure to do so may result in his team's forfeiture of the game. Ejected individuals are automatically suspended from participating in the **next 2 scheduled games/weeks** (whichever is longer) or longer depending on each individual league rules and may not enter the Recreation Center during the suspension. Any player or coach ejected for fighting or any other reason determined by the League Director to be detrimental to the league can be subject to suspension for the remainder of the season or longer.
- B. All individuals ejected from the facility, including spectators, shall not be permitted to enter the Recreation Center for two (2) weeks.
- C. Ejected individuals may be asked to provide photo I.D. to aid management in proper identification and completion of incident reports.
- D. Once an individual's suspension has been finalized by Recreation Center management, a suspension letter will be issued to the coach and/or person being suspended. This letter will include the date the suspended individual will be able to return to the Recreation Center.

Section 5 - Defense

- A. Teams may play man-to-man or zone defense.
- B. Full-court press is not permitted until the 2nd half for 5th and 6th grade teams and until the last 6 minutes of the second half for 3rd and 4th grade teams. If a team is winning by 15 or more points, there will be no full-court press permitted.
- C. Teams will receive one (1) warning on back-court defense. Additional occurrences will result in 2 foul shots.

Section 6 - Overtime

- A. If teams are tied at the end of regulation, one (1) two-minute overtime period will be played.
- B. Each team will be given (1) timeout for the overtime period.
- C. If the teams are still tied after one overtime period, the game will end in a tie.

Section 7 – Tiebreakers

- A. Tie-breakers will be determined by:
 - a. Head-to-head competition
 - b. Lowest points allowed (reward defense)
 - c. Point differential, maximum of 15 points per game
 - d. Points scored
 - e. Coin toss

Section 8 - Awards

- A. League champions will receive individual player awards (maximum of 12).
- B. If there is more than one division, each division champion will receive awards.

SPECIAL RULES

CONCUSSION CERTIFICATES and LINDSAY’S LAW PAPERWORK

- A. All youth and High School teams must have a coach who has successfully passed concussion recognition training on the team bench at all times.
- B. It is the coach’s responsibility to carry a copy of their current concussion certification as well as Lindsay’s Law paperwork at all times. The recreation center will no longer keep copies on file.
- C. Recreation Center staff will perform periodic spot checks at games to ensure each team has a coach on the bench who is certified. Coaches must have a photo ID available during these checks.
- D. If there is not a coach on the bench with a valid concussion certification, the team must forfeit the game.
- E. At the beginning of the season, coaches will be provided with information sheets they must hand out to the parents regarding the Concussion and Lindsay’s Law information.

FORFEIT FEES

- A. If a team is unable to play its scheduled game, the coach must call the Recreation Center to report a forfeit no less than 4 hours in advance of the game. Failure to do so will result in a \$30 forfeit fee charged to the team. This fee must be paid before the team’s next scheduled game or it will result in another forfeit.

ADDITIONAL RULES

- A. All other playing rules will follow the Ohio High School format.
- B. All TRC facility rules will be enforced.
- C. Payment is due in full at time of registration.