

RULES FOR 2015-2016 COMBINED OCEANPORT/WLB/MB REC GAMES

JUNIOR DIVISION: GIRLS/BOYS 3/4 GRADE

1. BASKET HEIGHT & COURT SIZE: The basket height will be at 8 feet at the start of the season and will rise incrementally throughout the course of the season if, in the discretion of the OBA/WLB coordinators, the increase in height is warranted. All games will be played on a full court at Monmouth Beach, or, if necessary, on the side courts or the full courts at Maple Place School or Frank Antonides School.

2. LENGTH OF GAME: The game will be comprised of FOUR 9 minute, RUNNING TIME quarters. (NOTE: The clock will be set at 4:30 at the start and middle of each quarter to allow for substitutions as set forth in paragraph 7.) During play, the clock will only stop on fouls that result in foul shots. In the event that the shooter is shooting two foul shots, the clock will re-start as soon as the shooter receives the ball from the referee for the second foul shot. In the event that the shooter is shooting a "one-and-one" foul shot, the clock shall re-start as soon as the first shot is missed OR, if the first shot is made, then the clock shall re-start as soon as the shooter receives the ball for the second foul shot. In the event that the shooter is shooting only one foul shot, the clock re-starts as soon as the foul shooter receives the ball from the referee.

2A. OVERTIME: One THREE (3) minute, RUNNING TIME overtime allowed, so long as both coaches agree to play an overtime. If both coaches don't agree to play an overtime, the game ends in a tie. A TIE IS A GOOD THING!

3. TIME OUTS: Each team is allowed TWO (2) full timeouts per game and ONE (1) thirty second time out per game. In the event of overtime, each team gets only 1 timeout and the timeouts from the regular game do not carry over.

4. DEFENSE:

(a) No pressing or back court defense of any kind.

(b) "On the ball" defense cannot be played until an offensive player either dribbles past the top of the key or the ball is passed to a point below the top of the key. For the purpose of establishing what, exactly, is "a point below the top of the key": in the Maple Place gym, it shall be the red volleyball court line that is between the top of the key and the mid-court line; in the Monmouth Beach Gym, it shall be the white volleyball court line that is between the top of the key and the mid-court line; in the FAS gym, it is the top of the key in full court games and the FOUL LINE in games played on the side courts; in any other full court gym lacking similarly situated volleyball lines, it shall be the top of the key. Once the ball has crossed the top of the key, defense can be played all the way to half court. NOTE: A team with a lead should not violate the spirit of this rule by purposely keeping the ball above the top of the key to take time off the clock. In the event that a team is purposely doing so, the referee may allow for the defense to play defense out to half court.

(c) If a team holds a lead of ten points or more, each player on that team must have ~~one foot~~ both feet "in the paint" on defense until the lead is less than ten points.

5. COACHES: Only TWO (2) coaches are permitted on the bench and only ONE (1) coach for each team may be standing at any one time.

6. PLAYING TIME: EXCEPT FOR THE FOLLOWING EXCEPTIONS, EVERY PLAYER MUST PLAY AT LEAST HALF THE GAME. Exceptions to this rule are:

- a. injury to a player
- b. medical condition (e.g., asthma)
- c. foul trouble
- d. late arrival, early departure

7. SUBSTITUTIONS: Unless an injury has occurred, **substitutes will only be permitted to enter a game at the start of each quarter and at the 4:30 mark of each quarter**, with the exception that players who have already played the equivalent of two full quarters can be substituted in and out for other players who have also played two full quarters. Some coaches like to make substitutions at the end of each quarter and some like to make substitutions at the 4:30 mark of each quarter. In order to allow for both types of substitutions, we will play 9 minute running time quarters, **BUT from now on the clock will be set for 4:30 at the start and middle of each quarter (eliminating the need for the ref, clock operator and/or coaches to remember to have the clocked stopped at exactly 4:30 of each mid-quarter).** Each coach will have to declare **BEFORE THE GAME STARTS** which type of substitution pattern his/her team will be using. At the end of the game, every player must have played at least half the game (subject to the exceptions set forth in paragraph 6). Inasmuch as playing time related issues are the most divisive issues in youth sports, **USE OF THE SUBSTITUTION MATRIX (attached hereto and made a part hereof) IS MANDATORY FOR ALL COACHES AND EACH TEAM'S SUBSTITUTION MATRIX MUST BE SUBMITTED TO THE REFEREES AT THE CONCLUSION OF EVERY GAME.**

8. FOULS: Each player is allowed 5 personal fouls. Upon committing the 5th personal foul, the player must be removed from the game. In the event a team is faced with the prospect of playing with less than 5 players due to players fouling out, however, the last player to have fouled out shall be permitted to remain in the game, but any fouls called on that player thereafter shall result in two foul shots and possession of the ball for the team that is fouled. In no event, however, shall the player remaining in the game under this rule commit more than seven (7) total fouls. Once the player remaining in the game under this rule has committed his/her seventh foul, that player must be removed from the game even if that player's team has to play with less than five players.

9. FOUL SHOTS: "1 and 1" after the 7th team foul in a half; 2 shots after the 10th team foul in a half.

10. BASKETBALL SIZE: 28.5

11. REFEREES: High school aged

12. GENERAL RULES:

(a) No jewelry. All necklaces, bracelets, earrings, etc. must be removed prior to the game.

(b) No chewing gum while playing.

(c) Coaches and players are prohibited from arguing with the scorekeepers or clock operators. If there are any problems at Frank Antonides School, call Beth Garrigal at 732-778-8001. If there are any problems at Maple Place School, call Jay Coffey at 201-993-9554.

(d) All team members must be wearing a team shirt and must be wearing sneakers in order to play.

(e) As of July 11, 2006, the laws of the State of New Jersey require that participants in youth sports who wear eyeglasses must now wear PROTECTIVE SPORTS GLASSES while playing sports. No child will be permitted to participate in any game while wearing non-protective sports glasses.

(f) Questioning of calls by players and/or coaches is prohibited. Any coach who receives a technical will be suspended for one (1) game and deemed the village idiot. A coach who receives two (2) or more technical fouls in the same game will be suspended from coaching for the rest of the season and will have to appear before the Board of either the WLB Sports Association or the Oceanport Basketball Association before being allowed to coach again.

(g) Any player who receives a technical foul will be suspended from playing the following week. Any Player who receives 2 technical fouls in the same game will be suspended for the rest of the season.

**RULES FOR 2015-2016
COMBINED OCEANPORT/WLB/MB
REC GAMES**

INTERMEDIATE DIVISION GIRLS/BOYS 5/6 GRADE

1. BASKET HEIGHT & COURT SIZE: The basket height will be at 10 feet and games will be played on a full court.

2. LENGTH OF GAME: The game will be comprised of FOUR 9 minute, RUNNING TIME quarters. (NOTE: The clock will be set at 4:30 at the start and middle of each quarter to allow for substitutions as set forth in paragraph 7.) During play, the clock will only stop on fouls that result in foul shots. In the event that the shooter is shooting two foul shots, the clock will re-start as soon as the shooter receives the ball from the referee for the second foul shot. In the event that the shooter is shooting a "one-and-one" foul shot, the clock shall re-start as soon as the first shot is missed OR, if the first shot is made, then the clock shall re-start as soon as the shooter receives the ball for the second foul shot. In the event that the shooter is shooting only one foul shot, the clock re-starts as soon as the foul shooter receives the ball from the referee.

NOTE: The last minute of the game will be played in regular stop time in this division.

2A. OVERTIME: One THREE (3) minute, STOP TIME overtime. ~~NO PRESSING IN OVERTIME.~~

3. TIME OUTS: Each team is allowed TWO (2) full timeouts per game and ONE (1) thirty second time out per game. In the event of overtime, each team gets only 1 timeout and the timeouts from the regular game do not carry over.

4. DEFENSE:

(a) Pressing and/or any other defense in the back court is only permitted in the last minute of each half **and during the last minute of overtime.**

(b) With the exception of the last minute of each half, "on the ball" defense cannot be played until an offensive player either dribbles past the top of the key or the ball is passed to a point below the top of the key. **For the purpose of establishing what, exactly, is "a point below the top of the key": in the Maple Place gym, it shall be the red volleyball court line that is between the top of the key and the mid-court line; in the Monmouth Beach Gym, it shall be the white volleyball court line that is between the top of the key and the mid-court line; in the FAS gym it is the top of the key in full court games and the FOUL LINE in games played on the side courts; in any other full court gym lacking similarly situated volleyball lines, it shall be the top of the key.** Once the ball has crossed the top of the key, defense can be played all the way to half court. NOTE: A team with a lead should not violate the spirit of this rule by purposely keeping the ball above the top of the key to take time off the clock. In the event that a team is purposely doing so, the referee may allow for the defense to play defense out to half court.

(c) If a team holds a lead of ten points or more, each player on that team must have one foot "in the paint" on defense until the lead is less than ten points.

5. COACHES: Only TWO (2) coaches are permitted on the bench and only ONE (1) coach for each team may be standing at any one time.

6. PLAYING TIME: EXCEPT FOR THE FOLLOWING EXCEPTIONS, EVERY PLAYER MUST PLAY AT LEAST HALF THE GAME. Exceptions to this rule are:

- a. injury to a player
- b. medical condition (e.g., asthma)
- c. foul trouble
- d. late arrival, early departure

7. SUBSTITUTIONS: Unless an injury has occurred, **substitutes will only be permitted to enter a game at the start of each quarter and at the 4:30 mark of each quarter**, with the exception that players who have already played the equivalent of two full quarters can be substituted in and out for other players who have also played two full quarters. Some coaches like to make substitutions at the end of each quarter and some like to make substitutions at the 4:30 mark of each quarter. In order to allow for both types of substitutions, we will play 9 minute running time quarters, **BUT from now on the clock will be set for 4:30 at the start and middle of each quarter (eliminating the need for the ref, clock operator and/or coaches to remember to have the clocked stopped at exactly 4:30 of each mid-quarter).** Each coach will have to declare **BEFORE THE GAME STARTS** which type of substitution pattern his/her team will be using. At the end of the game, every player must have played at least half the game (subject to the exceptions set forth in paragraph 6). Inasmuch as playing time related issues are the most divisive issues in youth sports, **USE OF THE SUBSTITUTION MATRIX (attached hereto and made a part hereof) IS MANDATORY FOR ALL COACHES AND EACH TEAM'S SUBSTITUTION MATRIX MUST BE SUBMITTED TO THE REFEREES AT THE CONCLUSION OF EVERY GAME.**

8. FOULS: Each player is allowed 5 personal fouls. Upon committing the 5th personal foul, the player must be removed from the game. In the event a team is faced with the prospect of playing with less than 5 players due to players fouling out, however, the last player to have fouled out shall be permitted to remain in the game, but any fouls called on that player thereafter shall result in two foul shots and possession of the ball for the team that is fouled. In no event, however, shall the player remaining in the game under this rule commit more than seven (7) total fouls. Once the player remaining in the game under this rule has committed his/her seventh foul, that player must be removed from the game even if that player's team has to play with less than five players.

9. FOUL SHOTS: "1 and 1" after the 7th team foul in a half; 2 shots after the 10th team foul in a half.

10. BASKETBALL SIZE: 28.5

11. REFEREES: IABBO or high school age.

12. GENERAL RULES:

(a) No jewelry. All necklaces, bracelets, earrings, etc. must be removed prior to the game.

(b) No chewing gum while playing.

(c) Coaches and players are prohibited from arguing with the scorekeepers or clock operators. If there are any problems at Frank Antonides School, call Beth Garrigal at 732-778-8001. If there are any problems at Maple Place School, call Jay Coffey at 201-993-9554.

(d) All team members must be wearing a team shirt and must be wearing sneakers in order to play.

(e) As of July 11, 2006, the laws of the State of New Jersey require that participants in youth sports who wear eyeglasses must now wear PROTECTIVE SPORTS GLASSES while playing sports. No child will be permitted to participate in any game while wearing non-protective sports glasses.

(f) Questioning of calls by players and/or coaches is prohibited. Any coach who receives a technical will be suspended for one (1) game and deemed the village idiot. A coach who receives two (2) or more technical fouls in the same game will be suspended from coaching for the rest of the season and will have to appear before the Board of either the WLB Sports Association or the Oceanport Basketball Association before being allowed to coach again.

(g) Any player who receives a technical foul will be suspended from playing the following week. Any Player who receives 2 technical fouls in the same game will be suspended for the rest of the season.

RULES FOR 2015-2016 COMBINED OCEANPORT/WLB/MB REC GAMES

SENIOR DIVISION GIRLS/BOYS 7/8 GRADE

1. BASKET HEIGHT & COURT SIZE: The basket height will be at 10 feet and games will be played on a full court.

2. LENGTH OF GAME: The game will be comprised of FOUR 9 minute, RUNNING TIME quarters. (NOTE: The clock will be set at 4:30 at the start and middle of each quarter to allow for substitutions as set forth in paragraph 7.) During play, the clock will only stop on fouls that result in foul shots. In the event that the shooter is shooting two foul shots, the clock will re-start as soon as the shooter receives the ball from the referee for the second foul shot. In the event that the shooter is shooting a "one-and-one" foul shot, the clock shall re-start as soon as the first shot is missed OR, if the first shot is made, then the clock shall re-start as soon as the shooter receives the ball for the second foul shot. In the event that the shooter is shooting only one foul shot, the clock re-starts as soon as the foul shooter receives the ball from the referee.

NOTE: The last minute of the game will be played in regular stop time in this division.

2A. OVERTIME: One THREE (3) minute, STOP TIME overtime. ~~NO PRESSING IN OVERTIME.~~

3. TIME OUTS: Each team is allowed TWO (2) full timeouts per game and ONE (1) thirty second time out per game. In the event of overtime, each team gets only 1 timeout and the timeouts from the regular game do not carry over.

4. DEFENSE: (a) Pressing and/or any other defense in the back court is only permitted in the last two minutes of each half and the last minute of overtime.

(b) With the exception of the last two minutes of each half, "on the ball" defense cannot be played until an offensive player either dribbles past the top of the key or the ball is passed to a point below top of the key. For the purpose of establishing what, exactly, is "a point below the top of the key": in the Maple Place gym, it shall be the red volleyball court line that is between the top of the key and the mid-court line; in the Monmouth Beach Gym, it shall be the white volleyball court line that is between the top of the key and the mid-court line; in the FAS gym, it is the top of the key in full court games and the FOUL LINE in games played on the side courts; in any other full court gym lacking similarly situated volleyball lines, it shall be the top of the key. Once the ball has crossed the top of the key, defense can be played all the way to half court. NOTE: A team with a lead should not violate the spirit of this rule by purposely keeping the ball above the top of the key to take time off the clock. In the event that a team is purposely doing so, the referee may allow for the defense to play defense out to half court.

(c) If a team holds a lead of ten points or more, each player on that team must have one foot "in the paint" on defense until the lead is less than ten points.

5. COACHES: Only TWO (2) coaches are permitted on the bench and only ONE (1) coach for each team may be standing at any one time.

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6. PLAYING TIME: EXCEPT FOR THE FOLLOWING EXCEPTIONS, EVERY PLAYER MUST PLAY AT LEAST HALF THE GAME. Exceptions to this rule are:

- a. injury to a player
- b. medical condition (e.g., asthma)
- c. foul trouble
- d. late arrival, early departure

7. SUBSTITUTIONS: Unless an injury has occurred, **substitutes will only be permitted to enter a game at the start of each quarter and at the 4:30 mark of each quarter**, with the exception that players who have already played the equivalent of two full quarters can be substituted in and out for other players who have also played two full quarters. Some coaches like to make substitutions at the end of each quarter and some like to make substitutions at the 4:30 mark of each quarter. In order to allow for both types of substitutions, we will play 9 minute running time quarters, **BUT from now on the clock will be set for 4:30 at the start and middle of each quarter (eliminating the need for the ref, clock operator and/or coaches to remember to have the clocked stopped at exactly 4:30 of each mid-quarter)**. Each coach will have to declare **BEFORE THE GAME STARTS** which type of substitution pattern his/her team will be using. At the end of the game, every player must have played at least half the game (subject to the exceptions set forth in paragraph 6). Inasmuch as playing time related issues are the most divisive issues in youth sports, **USE OF THE SUBSTITUTION MATRIX (attached hereto and made a part hereof) IS MANDATORY FOR ALL COACHES AND EACH TEAM'S SUBSTITUTION MATRIX MUST BE SUBMITTED TO THE REFEREES AT THE CONCLUSION OF EVERY GAME.**

8. FOULS: Each player is allowed 5 personal fouls. Upon committing the 5th personal foul, the player must be removed from the game. In the event a team is faced with the prospect of playing with less than 5 players due to players fouling out, however, the last player to have fouled out shall be permitted to remain in the game, but any fouls called on that player thereafter shall result in two foul shots and possession of the ball for the team that is fouled. In no event, however, shall the player remaining in the game under this rule commit more than seven (7) total fouls. Once the player remaining in the game under this rule has committed his/her seventh foul, that player must be removed from the game even if that player's team has to play with less than five players.

9. FOUL SHOTS: "1 and 1" after the 7th team foul in a half; 2 shots after the 10th team foul in a half.

10. BASKETBALL SIZE: 28.5 Girls, 29.5 Boys

11. REFEREES: IABBO.

12. GENERAL RULES:

(a) No jewelry. All necklaces, bracelets, earrings, etc. must be removed prior to the game.

(b) No chewing gum while playing.

(c) Coaches and players are prohibited from arguing with the scorekeepers or clock operators. If there are any problems at Frank Antonides School, call Beth Garrigal at 732-778-8001. If there are any problems at Maple Place School, call Jay Coffey at 201-993-9554.

(d) All team members must be wearing a team shirt and must be wearing sneakers in order to play.

(e) As of July 11, 2006, the laws of the State of New Jersey require that participants in youth sports who wear eyeglasses must now wear PROTECTIVE SPORTS GLASSES while playing sports. No child will be permitted to participate in any game while wearing non-protective sports glasses.

(f) Questioning of calls by players and/or coaches is prohibited. Any coach who receives a technical will be suspended for one (1) game and deemed the village idiot. A coach who receives two (2) or more technical fouls in the same game will be suspended from coaching for the rest of the season and will have to appear before the Board of either the WLB Sports Association or the Oceanport Basketball Association before being allowed to coach again.

(g) Any player who receives a technical foul will be suspended from playing the following week. Any Player who receives 2 technical fouls in the same game will be suspended for the rest of the season.