

# OCBL Handbook and Policies

## ASCEND Extracurricular Activity Participation Policy

Participation in extracurricular and interscholastic activities as a part of a school's educational program is a privilege and not a right. Students wishing to participate are required to meet standards of personal behavior and academic performance which are identified in the ASCEND K-8 School Code of Conduct and/or established by the Education for Change. The material that follows defines student participation, student eligibility, and student transfer requirements as stated by the State Legislature and the Education for Change.

### Definitions

For purposes of this policy, the following definitions apply:

1. "Activity" means any extracurricular or interscholastic activity including but not limited to any academic, artistic, athletic, recreational or other related activity offered by a public school.
2. "School of attendance" means the school in which a student is enrolled and attends classes.
3. "School district of residence" means the school district in which a student resides.
4. "School of participation" means a school in which the student participates in an activity but is not the student's school of attendance.
5. "School of residence" means the Oakland attendance area in which a student resides.

### Participation in activities

All students meeting eligibility requirements may participate in extracurricular activities at their school of attendance. Subject to the same eligibility requirements, the School shall allow students enrolled in any school to participate on an equal basis in any activity offered by ASCEND K-8 School that is not offered at a student's school of attendance, subject to space availability. If an activity is not available at ASCEND K-8 School, the student may choose to participate at another public school in the District of attendance or School of residence.

To participate in activities at a school of attendance, a student shall meet all of the requirements imposed by the school of attendance. To participate in activities at a school of participation students must comply with:

1. All eligibility requirements imposed by the school of participation.
2. The same responsibilities and standards of behavior, including related classroom and practice requirements that apply to enrolled students.

### Non-discrimination Clause

ASCEND does not discriminate on the basis of race, color, national origin, sex, disability, or age in its programs and activities and provides equal access to designated youth groups. The following person has been designated to handle inquiries regarding the non-discrimination policies:

Ana Gomez Buenrostro, Office Manager  
3709 E 12th St, Oakland, CA 94601  
(510) 879-3140

**PLAYER ELIGIBILITY:**

Any team using an ineligible player in any authorized league game, upon protest of the individual's eligibility by an opposing team or league staff members, shall forfeit the game(s) in which the individual has participated. Specific eligibility rules are listed below:

- A. All players must be enrolled in the participating school to be eligible to participate in OCBL
- B. Roster Requirements: 5x5 leagues – 5 player minimum
- C. No player is allowed to participate on more than one team in his/her respective division, and is not allowed to play for any other high school team. If you do and you are caught that is cause for team suspension from the league.
- D. No player may participate until his/her Player Contract/Liability Waiver Form is completed
- E. No player may play under an assumed name.
- F. Players may not be added after the Player Add date, which is before the start of the third game.

**PROTEST OF ELIGIBILITY PROCEDURE:**

A protest will be accepted on the basis of eligibility. Any team captain/coach may lodge a protest of eligibility under the provisions listed below:

- A. Any protest of eligibility must be made before, during, or within 5 minutes after the conclusion of the game.
- B. In the case of an eligibility protest, rosters will be on site.
- C. Player(s) in question must present a picture I.D. to verify their eligibility.
- D. OCBL staff will make the final decisions regarding protests.
- E. If a protest of eligibility is upheld, the violating team will forfeit all games in which the ineligible player(s) participated. (Please see policies & procedures for rule violations).
- F. Any player who is judged to have played illegally shall be suspended indefinitely and the coach of the team for which a player plays illegally will also be suspended for a minimum of four games.

**GYMNASIUM ENTRANCE TIME:**

Players, coaches, and school members may enter the gymnasium thirty (30) minutes before their scheduled game time. Fans, parents, school officials are permitted to attend games as long as cheering is supportive and representative of good-sportsmanship. Team coaches are ultimately responsible for fan behavior and poor sportsmanship of players or fans may result in forfeit of game (refer to Sportsmanship Agreements). When entering the gymnasium please do not interrupt the game and wait for a break in play (time-out or out of bounds play) to walk to your seat.

**WARM-UP TIME:**

Prior to the start time of the game, teams will have a ten (10) minute warm-up period on their assigned court beginning at their scheduled game time. Note: If a game is running behind schedule, the referee may shorten the warm-up period.

**GAME FORFEIT TIME:**

- A. Coaches and teams are recommended to be at their court five (5) minutes prior to their scheduled game time to present their roster
- B. A five (5) minute grace period will be instituted if one or both teams are not ready to begin play at the assigned time. If at the conclusion of this five minute grace period one of the teams is not ready to begin play, a forfeit will be declared. League representative will notify both teams of the beginning and end times of the grace period.
- C. To start a game, teams must have at least 5 players.
- D. If a forfeit is determined due to lack of players, and if both teams desire, the teams scheduled to play at this time still have the rights to the court and may play a scrimmage or pick-up game which will not count in the standings. Note: scrimmage games will not be officiated.

**COURT USAGE:**

For all leagues, courts will be assigned for games in 50 minute time slots. Upon completion of your game please vacate the bench and bleachers promptly so the next teams can begin warming up.

**TEAM LINE-UP:**

In addition to the roster OCBL has on file, all captains/coaches must submit the games active line-up to the scorekeeper five (5) minutes before game time.

**TEAM SPOKESPERSON:**

Only the captain/coach may address the official. Players may only address the official through their captain/coach.

**PROTEST ON OFFICIAL INTERPRETATIONS:**

There will be no protests on official's judgment decisions. Protests involving rule interpretations of the game, must be brought to the attention of the head official & scorekeeper at the time of the dispute.

**BASKETBALL GAME PLAY:**

- A. Game Length - Two (2) 16 minute halves, with a running clock except in the last two (2) minutes of the second half and during time-outs. The clock will not stop if a team is ahead by sixteen points or more in the second half of the game.
- B. Pressing: Full court press is allowed for the entirety of the game except when a team is winning by 15 points or more.
- C. Half Time- There will be a four-minute break at half time. The referees will enforce this rule strictly. Teams not on the court and ready to play at the end of this break will be charged with a technical foul for every minute (1) they delay the start of the second half.
- D. Time outs- Each team will have one sixty second (60 sec.) time out and one thirty second (30 sec.) time out per half. Time-outs do not carry over, unless there are extra from the fourth quarter, going into overtime.

- E. Player and Team Fouls- As a reminder, players will be allowed five (5) personal fouls before they are disqualified from the game (foul out). The “bonus” situation will occur when a team is charged with their seventh (8th) team foul of the half. All bonus situations will be treated as a one and one. 10th team foul results in a 2 shot foul situation for the rest of the half.
- F. Player Substitution- As a reminder, player’s may substitute for a teammate at any dead ball situation. Players entering the game must first check in at the scorekeeper’s table.
- G. Overtime- The length of the first overtime will be three (3) minutes with a stopped clock in the last one (1) minute. There will be one (1) twenty second (20) time-out per team during the overtime period. If at the end of the first overtime the game is still tied, teams will have a free throw shoot off for the win. Five members of each team will be selected to shoot free throws. Teams will alternate shots at the same basket. The best of 5 shots will advance with the win.

#### **HANDLING OF BODILY FLUIDS DURING A GAME:**

The purpose of this rule is to provide guidelines for officials and coaches as to their responsibilities during a contest should an injury or illness occur which results in a player losing blood or other body fluids.

- A. As soon as the game official can see or has their attention called to a player who is bleeding, they are to stop the contest as soon as possible.
- B. The player must leave the game at that point. The custodian on duty or the building supervisor will be responsible for cleaning up the floor if necessary.
- C. The injured player must have the wound cleaned up, bleeding stopped and wound covered before being allowed to re-enter the game.
- D. Player’s family will be notified immediately of the injury and must be given permission to join the game prior to re-entry
- E. The injured player must re-enter the game as a substitute by rule
- F. Any injury requiring basic first aid support must be reported to league staff and an incident report will be required to be filled out by the head coach (incident report attached)

#### **CONTROL OF SPECTATORS:**

OCBL reserves the right to remove any spectator(s) from the facility during basketball games for the purpose of public safety. Any person acting outside of league sportsmanship expectations will be given a formal warning by league referees and upon second notification be asked to leave the building.

#### **JEWELRY AND HEAD BANDS:**

- A. No “equipment” or jewelry may be worn by players. The only exceptions to this rule is: religious or medical necklaces which must be securely taped underneath the team uniform. Also, no headbands wider than 2 inches or any form of cloth bandanas/rags are permitted under any circumstance.
- B. Earrings are not allowed in any situation. Players must remove their earrings to participate. Players cannot tape earrings, they must remove them.

C. It is the responsibility of each coach to make sure his/her players are adhering to this rule.

**TOBACCO USE, ALCOHOLIC BEVERAGES AND FOOD:**

All forms of tobacco, alcoholic beverages and food are prohibited in the gymnasium areas. All violators will be asked to leave the playing area.

**TECHNICAL FOULS:**

Referees have been instructed to handle technical fouls in the same manner they would during High School games. As a reminder:

A. No taunting will be allowed. Referees have been instructed to call technical fouls in situations where players are taunting their opponents..

B. Arguing (player or coach) with an official in an unsportsmanlike manner is prohibited.

C. Fighting between two players will result in a flagrant technical foul and immediate ejection of both players from the game. Each team will shoot two (2) free throws and the alternating possession arrow will determine who gets the ball. Note: a single player can also be called for a flagrant technical as a result of fighting or hitting an opposing player.

D. A break-away foul which is intended to do bodily harm to the offensive player, will result in a flagrant technical foul and ejection.

**BENCH PERSONNEL:**

Only eligible players, captains and a scorekeeper will be allowed on the team's bench or surrounding area. All spectators and children must sit in the designated spectator area, with adequate supervision.

**BENCH DECORUM:**

A. Technical fouls will be assessed for any vulgar, disparaging or threatening language and (or) gestures, or any other unsportsmanlike conduct from a benched player, player/coach or manager.

B. Coaches, a scorekeeper and other bench personnel must remain in the bench area at all times. The exceptions to this rule are coaches standing or players substituting or exiting game.

**EJECTIONS AND SUSPENSIONS:**

Coaches and players will be subject to ejection or suspension if their behavior or actions are not in line with league sportsmanship expectations/agreements. After a coach's or player's second ejection of the season will result in an automatic league suspension. Students who engage in inappropriate physical contact (pushing, shoving, fighting, groping, etc.) will be suspended from the league.