

THE SEVEN VIEW HEIGHTS BASKETBALL LEAGUE

Partnership between the cities of: Seven Hills, Brooklyn Heights,
Cuyahoga Heights, Independence, Newburgh Heights, and Valley View

3rd through 6th Grade Boys and Girls

Eligibility & Rules

2016-17 Season

Safety – Safety is each city's – and our league's – number one priority. The State of Ohio's Return-to-Play Law mandates that all coaches and referees are to take the online Concussion Management Training Course, and all parents/guardians are to be supplied with the "Youth Sports Organization Concussion Information Sheet". Information can be found on the ODH website at <http://www.healthy.ohio.gov/vipp/concussion.aspx>

Player Eligibility Guidelines

Seven Hills guidelines are available on the website: www.leaguelineup.com/sevenhillsbasketballleague

Grade and Age Requirements

- (1) Players must be registered in school in the appropriate grade for their division (3, 4, 5, 6 grades). This is documented on the player registration form
- (2) 3rd and 4th grade players may play up in the 5th and 6th grade with the League Director's and League GM approval.
- (3) A player can only be listed on 1 roster for the season, and play for only one team.
- (4) Each city is responsible for making sure their players are legitimate under these guidelines. Rosters are mandatory and once submitted will be reviewed to be approved by the board as the official record for that team.
- (5) Teams cannot add players after they submit their final roster without the consent and approval from their city. All approved players must be from the city and/or school district of that team unless approved by the board.

General League Rules

Equipment / Uniform and Gym Usage

- (6) It is mandatory for the 3rd-4th Grade teams from Seven Hills to wear protective kneepads. **While it is still recommended, kneepads will NOT be required in the 5th-6th Grade Leagues.**
- (7) Players are asked to CARRY IN their court/game shoes in an effort to keep the playing areas clean and dry. The facilities utilized by the league are provided courtesy of the Parma School Board, The City of Seven Hills, The City of Independence, and The Village of Valley View, and need to be cared for and cleaned up after we use them.

Drafting Procedure and Processes

- (8) The Seven Hills team drafts will be conducted according to the Seven Hills Basketball Federation's "Draft Procedures" adopted and approved by the board on 8/30/11.
- (9) Other participating cities may hold their own drafts according to their city's rules and procedures. However, these drafts are required to be conducted in the same spirit of balancing the teams.

Team/Player/Player Call Up Eligibility

- (10) Parents (legal guardians), league/community representatives, coaches, or referees may decide if a player can or cannot play due to an injury sustained. In extreme cases, a note from a doctor may be required to resume participation in team activities. **NOTE: Ohio's "Return-to-Play Law" takes precedence for a player returning to play when dealing with any and ALL head injuries.**
- (11) **Player Call Up Eligibility** – The 5th-6th grade division has the ability to call up players from the 3rd-4th grade division, ONLY in cases when the team will be "short" on players due to illness, players out of town, etc., and pending approval of the GM. If a team has six (6) or more players, the team CANNOT call up a player.
- (12) All call ups must play, even if the original player being substituted for happens to show up for that game
- (13) Coaches must inform the GM of who they are calling up. **GMs will approve when a player is to be called up or not. (This is based on circumstances that coach/team face).**
- (14) GMs will work with coaches that different players get the chance to be called up and not always the same few select players.

- (15) ONE CALL UP PER WEEK is permitted per team unless the League GM approves more than that due to special circumstances, (sickness, travel, poor grades – grounding from parents, etc.)
- (16) Call ups should not play more in a game than a regular 5th-6th grade team member.
- (17) The player called up can only play one game and for one team per day in addition to playing with their own team.
- (18) Teams can only call up players from their own city or league. There is NO CROSS TEAM play within the Division.

Player Max/Min Playing Time Requirements and Player Substitutions

- (19) **Minimum Playing Time:** Each player is required to play one half of **EVERY** quarter, which will amount to playing a minimum of half of the game.
- (20) **Player Substitutions:** at approximately four (4) minutes into each quarter, or as close as possible, the referee or scorer will call a fifteen (15) second timeout to allow coaches to substitute players from the bench. **ALL PLAYERS THAT WERE ON THE BENCH AT THIS BREAK IN PLAY MUST ENTER THE GAME.** This is not a team timeout and NO COACH should be on the floor strategizing play. This is a **SUBSTITUTION TIMEOUT**. The 1st warning = Referee warning, no penalty. The 2nd warning and beyond may result in a team technical foul, with the awarding of one free throw.
- (21) **Maximum Playing Time:** If a team has six (6) or more players, **ALL PLAYERS MUST SIT OUT AT LEAST ONE HALF OF ONE QUARTER PER GAME**, which means the maximum each player can play in a regulation game is 3 ½ quarters. The exceptions to this rule would be if a team has five (5) or fewer players at the game, or an injury or illness occurs during the game that then limits the team to five (5) or fewer healthy and eligible players. ***Fouling out is not an exception to a child not sitting out his/her required half of a quarter***, so, a team with only six (6) players could potentially have to play with four (4) players if one player fouls out and another player has not sat out one half of a quarter at some point during the game. A coach is not required to sit a player more than the one-half quarter minimum; however, they should attempt to equalize playing time for their team as much as possible – especially if the game is a blow out.
- (22) **Playing time for overtime periods:** If the game goes into overtime or multiple overtimes, there are **NO** requirements for playing time during those extra periods, the coaches can play whomever they want and substitute freely. However, it is strongly encouraged that coaches work to get every player some playing time during any overtime period(s).
- (23) There are NO substitutions outside of the planned four (4) minute mark timeouts. The only exceptions are due to an injury, replacing a player who has been disqualified, or during overtime. **Note: The consequence for not meeting maximum and minimum playing time requirements can lead to the forfeiture of the game. Ignorance of the rule or the misunderstanding/misapplication of the rule by the coach is not an excuse for violation. Check with the scorer's table throughout the game if needed to verify your team's compliance. It is NOT the responsibility of the scorer to "save" the coach from violating the rule. What the scorer's table has noted for playing time is OFFICIAL.**

Game Rules

Game Logistics and In-Game Rules

- (24) Any rule not outlined in this document will be the referee's call by following the Ohio High School Athletic Association (OHSAA) Basketball Rules
- (25) ALL DIVISIONS will use a 28.5" basketball
- (26) Games will consist of four (4), eight (8) minute quarters with a running clock.
- (27) The last minute of each the first three (3) quarters will be STOP CLOCK on all fouls and dead ball situations
- (28) The last two (2) minutes of the fourth quarter will be STOP CLOCK on all fouls and dead ball situations. However, there will be no clock stop in the 4th quarter ONLY if one team has a lead of ten (10) points or more in the 3rd-4th grade divisions, or a lead of fifteen (15) or more points in the 5th-6th grade divisions.
- (29) The clock will stop temporarily for the lining up of players for free throws. The clock will start again when the ball is handed to the shooter for his/her final attempt; or, if rules 27 or 28 are in effect, when the ball is touched in play
- (30) Half time will last four (4) minutes with a running clock

- (31) Each team will be permitted three (3) timeouts per game. All timeouts are thirty (60) second timeouts and timeouts do NOT carryover. An illegal timeout request will result in a technical foul on the team calling a time out. ONLY the OFFENSE can call timeout when the ball is in play. ONLY COACHES will be granted timeouts, as players cannot call timeouts.

Player Fouls

- (32) Players with five (5) fouls shall be disqualified from further participation in the game
(33) If a team has only four (4) eligible players remaining, any player that commits his/her 5th foul shall remain in the game. However, all subsequent fouls by the player(s) will result in the opposing team being awarded two (2) points plus possession of the ball.
(34) All leagues will go to "1-and-1" on the seventh (7th) team foul and a double-bonus (2 shots) at ten (10) team fouls.

Ejections

- (35) Any coach, player, or spectator ejected from a game for ANY REASON will be automatically suspended from their team's next game.

Three Point Shots

- (36) 3-point shots are allowed in all grade groups and divisions, IF marked by the appropriate lines in the respective gyms in which we play.

Forfeit of a Game

- (37) Teams must have a minimum of four (4) players to start a game. If a team does not have four (4) players to start a game, a forfeit will be declared. There will be a ten (10) minute grace period from the scheduled start time prior to declaring a forfeit.
(38) If a team with five (5) or more players chooses to "play down" with four (4) players to match an opponent with only four (4) players, the team playing down must wait until halftime to add the 5th player back into the game. If the team that started the game with only four (4) players present has the 5th player show up in the first half, then both teams will be allowed to substitute a 5th player **at the next scheduled substitution break or charged timeout.**
(39) A forfeit may be declared due to misconduct or rules violations by a team's coach, spectator, or player. The referee or a league official has the right to call a forfeit under these circumstances.

Overtime

- (40) Tie games will have a two (2) minute stop time period added at the end of regulation play. There will be a maximum of two (2) overtime periods added to regular season games before a tie is ruled. For playoff games, additional periods will be played until the deadlock is broken.
(41) One (1) additional timeout will be awarded per team per each overtime period (timeouts do NOT carryover)

Foul Line Distances/Alignment

- (42) 3rd-4th Grade Leagues: the foul line will be eleven (11) feet. The position below the block shall remain vacant and players can enter the lane on release of the shot
(43) 5th-6th Grade Girls League: the foul line will be thirteen (13) feet. The position below the block shall remain vacant and players can enter the lane on release of the shot
(44) 5th-6th Grade Boys League: the foul line will be fifteen (15) feet. The position below the block shall remain vacant and players can enter the lane on release of the shot

Half Court Defense/Full Court Pressing/Alternating Possessions

- (45) The defensive team must allow the player dribbling the ball to enter the front court; they must stay back from the half court line by at least three (3) feet.
(46) In the 3rd-4th Grade Leagues, full court pressing is allowed only in the last two (2) minutes of the fourth quarter and any overtime period(s). A team leading by ten (10) or more points CANNOT press.
(47) In the 5th-6th Grade Leagues, full court pressing is allowed only in the last four (4) minutes of the fourth quarter and any overtime period(s). A team leading by fifteen (15) or more points CANNOT press.
(48) If repeated pressing occurs during a non-press situation, referees can issue a warning on the first

offense, and a two (2) shot foul and possession after each additional violation. The shooting team selects the foul shooter from the players who were on the court when the infraction was called.

- (49) Prior to the press in all leagues, there will be an official fifteen (15) second time out for the coaches to prepare their team.
- (50) All teams have ten (10) seconds to bring the ball across the half court line
- (51) A jump ball will start all games and any overtime period. The possession arrow will then determine all other possessions following tie ups, at the beginning of quarters, or for other circumstances as dictated by OHSAA rules. However, if a team is down by fifteen (15) or more points to start a quarter, the losing team will be awarded possession.
- (52) Lane violations will be five (5) seconds for 3rd-4th Grade Leagues, and three (3) seconds for 5th-6th Grade Leagues

Clock Operator/Scorekeepers:

- (53) Host sites provide the clock operator and scorekeeper. Clock operators ARE NOT referees or rule interpreters, but must be treated respectfully at all times and should not be subjected to arguing.
- (54) Many clock operators/scorekeepers are teenagers, and are learning as our players are learning. They are doing a job and should be left undistracted.
- (55) If there is a suspected scoring conflict regarding points, fouls, etc., the referee will stop the game to resolve the dispute. The officials may confer with each other, the head coaches, and the league reps in addition to the scorers in an effort to arrive at a conclusion. If there is not a consensus on resolving the discrepancy, what is recorded in the **scorebook** (NOT on the scoreboard) will stand. The game will resume with the ball going to the team who had possession at the time of the stoppage.

Violations of Rules and Guidelines/Sportsmanship – Coaches/Referees/Parents/Guests

This league promotes learning the key essentials of the game of basketball, good sportsmanship, fair play, and parity between players and teams; a program that serves as a beginning, in all facets possible, to city, school(s), and regionally-organized basketball programs as the players age and grow in their basketball skill development. Any behavior that is ruled to be inappropriate, out of line, harmful in any way to the youth basketball players, coaches, families or friends of the league, will be subject to a League committee review that may lead up to suspension/expulsion of the offending person(s). This includes following all league rules, managing roster eligibility, and general guidelines, in addition to treating all league facilities, participants, coaches, officials, and referees with decency and respect at all times.

Spectators, players, or coaches who are deemed unruly or verbally abusive to the players, spectators, coaches, referees or league officials may be asked to leave the gym or even the facility. The game will not resume until they leave and if they refuse to leave the gym or facility, the game could be forfeited by the team they represent.

Suspension/Expulsion Appeal

Any coach, player, or spectator who has been suspended or expelled may file an appeal. The request for an appeal hearing must be submitted **in writing** to the Director of the Seven Hills Basketball Federation, or the Recreation Director of the community which the individual represents, within 24 hours of being notified of the suspension/expulsion.