GREATER MIDLAND COMMUNITY CENTER

CCL BASKETBALL LEAGUE
NINTH THROUGH TWELFTH GRADES GIRL'S AND BOY'S LEAGUE RULES
1. An adult coach who is a minimum of 21 years old, must be on the bench at each game and responsible for the teams and its followers.

2. Games will be scheduled every fifty-five (55) minutes.

3. Teams must have a minimum of four (4) players and a coach to begin play. A team may play a game in its entirety with four (4) players.

4. Game time is forfeit time. NO EXCEPTIONS!

5. Games will consist of two (2), eighteen-minute (18) halves. Teams will be given two (2) minutes between halves. In the both halves, the clock will run until the last two (2) minutes of the half and at that time, the clock will stop for all official whistles, and for all foul shooting situation. If a fifteen point or greater margin exists, the clock will not stop in the last two (2) minutes of the second half.

6. Double Bonus shooting fouls will occur on the eighth (8th) team foul of each half.

7. Each team will receive two (2) - thirty (30) second time-outs per half. No carry-over is allowed. Each team will receive one (1) additional time-out in each overtime period. The clock will stop for all time-outs.

8. If an overtime period is necessary, the teams will receive thirty (30) seconds to prepare for the jump ball. Any overtime period will be three (3) minutes with the clock stopping for all official whistles. The second half foul statistics will be carried into overtime periods. If a second overtime period is required, a jump ball begins the period. Sudden victory (the first team to score in any matter) determines the winner. If at the end of the second overtime period, the score is still tied, the game ends in a tie. Sudden victory does not apply in single-elimination tournament play.

9. Substitutions may be made on any dead ball (not on a made basket!). The clock will continue to run during substitutions unless it is already stopped in the last two (2) minutes of either half. All substitutes must report to the score table and wait to be signaled into the game by either the official scoreboard operator or the referees. If substitutes fail to report to the score table, they will be returned to the score table until the next dead ball.

10. Any team ahead by fifteen (15) points or more is not allowed to full-court and/or half-court press. Any half-court or full-court trapping defense will be considered a press. Full-court or half-court pressing beyond this guideline will result in a warning, and then a delay of game technical foul will be called against the team. This foul will count as a team foul.

11. Team shirts shall be of the same solid color, front and back, and each shall be numbered, either front or back, with large visible, numerals of the same solid color, contrasting with the color of the shirt. Arabic numerals 00 through 99 are acceptable.)

12. All names (last, first initial) must be printed in the official scorebook prior to the start of the game. **Every player must present a picture identification prior to the start of the game**. If a player is unable to present such identification, that player will not be allowed to participate in that particular game. No names may be added to the book after the game has started.

13. Technical fouls will not be shooting situations. All technical fouls will be worth two (2) points, which are awarded to the opposing team and possession of the ball under the opposing team's own basket.

14. Unsportsmanlike technical fouls can include fighting, swearing, and any infraction, which the referee feels is disruptive to the flow of the game (for example, throwing the ball to the opposite end of the court). If any player or coach receives an unsportsmanlike technical foul, they will be ejected from the game. If a team receives two (2) unsportsmanlike technical fouls in a game, the game is forfeited. Any further unsportsmanlike technical fouls on the season will result in a suspension; the commissioner and/or the athletic committee will determine the length of that suspension. If the behavior continues, the ejection could become permanent. All other technical infractions are treated the same, except there will be no ejection or forfeiture.

15. Fans can and will be ejected from the gym for behavior which disrupts the game in any matter. If the behavior continues, the ejection could become permanent.

16. This league is intended to help in the development of young female and male basketball players. There will be mistakes made by the league's coaches, players, and referees. Please remember that any actions taken will be in the best interest of all of the players.

17. The safety and well-being of everyone who participates and attends the Midland Community Center is our first concern. Anyone involved in a fight by throwing punches, shoving, etc. will be immediately ejected from the contest and will be asked to leave the premises. Any individual involved in a fighting incident will forfeit their eligibility for the remainder of league and tournament play and their Midland Community Center privileges will be revoked for one year.

Midland Community Center Policy

a. No type of alcoholic beverage is permitted on premises of the Greater Midland Community Center.

b. The use of tobacco in any form is not permitted on Greater Midland Community Center property.

All concerns should be addressed to the commissioner in writing. The address is:
Athletics Director
Midland Community Center
2205 Jefferson Avenue
Midland, MI 48640
The e-mail address is: JLounsberry@GreaterMidland.org

18. All rules and regulations can and may be changed or modified during the course of the season by the commissioner or the athletic committee. This will be done only in the best interest of the players.