



Office of Sports, Community & Well-Being

CALVERT COUNTY PARKS AND RECREATION

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2022-23 YOUTH INTRAMURAL BASKETBALL PROGRAM RULES AND REGULATIONS

I. THE LEAGUE

- A. Philosophy: The Youth Intramural Basketball Program is intended to provide an organized and instructional basketball program for Calvert County youth with emphasis on exercise, fun and good sportsmanship.
- B. League Format: The League is designed for boys and girls to participate in separate grade Divisions. The regular season will consist an 8 to 10 game season. Games will be played on Saturdays, some Sundays and weekdays, if necessary. Standings are recorded but may not be posted and a post-season tournament may be held (details of which will be provided after the season has begun). Participants in the Intramural Program can look forward to a fun and relaxed, but structured atmosphere. Each Grade Division must have a minimum of 4 teams to participate in the Intramural League.
- C. Administration: The League will operate under the jurisdiction of Calvert County Parks & Recreation's Office of Sports, Community & Well-Being. Any questions or comments regarding League operations should be directed to this office.

II. COACHES/MANAGERS

- A. The coach or manager shall be the team representative and shall be responsible for the following:
1. Being the liaison between the Office of Sports, Community & Well-Being and the team.
 2. Attending all coaches and managers meetings.
 3. Informing players and parents about information pertaining to the league.
 4. Being aware of and taking action on player and spectator conduct.
 5. Distribute league schedules and all other league material and/or information to team members and parents.
 6. Coach's applications are accepted starting September 1 each season. Any correspondence (phone, email or regular mail) sent prior to this date will not be accepted and returned. Minimum age for coaching is 21; however, coaches under the age of 21 (16 minimum) must be accompanied by an adult at games and practices. At all times, no exceptions. CCPR reserves the right to deny Coach's application for cause and or supersede application date in favor of more qualified applicants.
 7. All coaches must be NYSCA certified and submit to and complete a background check; read and sign the Coaches Code of Ethics. Those persons that do NOT meet qualifications will not be permitted to coach.
 8. All coaches must wear an approved coach's badge or volunteer shirt at practices and games. Those persons not having said badge or shirt will not be permitted in the bench area.
 9. Due to insurance regulations, teams are not permitted to scrimmage or play against children/teams outside of their own grade division.

III. TEAM MEMBERSHIP

- A. The boys' and girls' intramural teams will consist of a minimum of 7 players and a maximum of 10.
- B. All participants must register in the grade division they are currently in.
- C. It is recommended that all participants register in the middle school area boundaries they are designated for. Any questions regarding these boundaries should be directed to the Office of Sports, Community & Well-Being.
- D. No additions can be made to team rosters after team selections and league play has begun without approval from the Office of Sports, Community & Well-Being.
- E. Any coach, who knowingly or unknowingly plays a non-rostered or illegal player, will, upon realization of this violation, may be subject to disciplinary action. If confirmed, said player will be removed from the team and placed on the team appropriate to his or her grade division if space allows.
- F. All teams must wear the Parks & Recreation blue/gray reversible intramural jersey.

IV. DRAFT PROCEDURES

- A. Following skill evaluations, all players are to be rated by the coaches as a group on a scale of 1, 2 or 3 with 1 being exceptional, 2 being average and 3 a beginner. The CCPR Representative will moderate the draft. We will rate each player that was in attendance and give them a rating agreed upon by all coaches.
- B. All 3's, 2's, and then 1's will be drafted in that order. At the conclusion of the draft or player placement, each team in theory should have an equal overall player rating. Coaches and up to one Assistant Coach's child will be drafted as the first pick of each round that they are graded. **E.g.: Coach Smith's child is rated a 1. Coach Smith will use his first pick when we start drafting players rated as 1's to take his child.**
- C. Unless the coaches or the Office of Sports, Community & Well-Being have prior knowledge of a player's skill ability, players not present for skill evaluations will be rated a 2 and placed equally on teams by grade via a hat pick.
- D. The head coach's and assistant coach's children must participate in the skill evaluation. This is important to ensure that all teams are equally balanced skill-wise. Any children not in attendance will be considered a hat pick and will be divided by grade and picked for a team.
- E. Points of Emphasis: It is in the coach's best interest to encourage all children to attend the skill evaluation. Consideration will not be given to specific requests to play for a coach. Once the rosters are finalized, there will be no trading unless it is for a player of equal skill rating. After that, the success or failure of any particular team may very well rest on coaching experience and ability.

V. PLAYER ELIGIBILITY

- A. Participants will be assigned to teams via rule IV following skill evaluations each season. The format for the draft may not be modified by the coaches. Head coach's children are protected; assistant coach's children are not. When possible, high school rostered players will be distributed equally throughout their respective division.
- B. The Youth Intramural Basketball Program will consist of a Boys program with grade divisions as follows: 4/5, 6/7, 8/9 & 10-12. The Girls program consists of grade divisions: 4/5, 6-8 and 9-12. Girls may register for the boy's program if they desire.
- C. Suspensions from league play due to misconduct (see Youth/Teen Basketball Disciplinary Policy and Procedures attached).
- D. All participants must participate in the grade division in which they currently are enrolled. The only exceptions are children that qualify under ADA guidelines and children held back a grade or home schooled. These will be handled on a case-by- case basis.

VI. GAME RULES

- A. Official National Federation of State High School Association Rules will govern league play except for the modifications listed below:
- B. Mandatory Play Rule
1. Purpose of the Rule
 - a. The purpose of the Mandatory Play Rule is to ensure that every youth who is registered to play is given the opportunity to compete. The Intramural program is designed as an instructional program with emphasis placed on fun and fitness.
- C. Implementation of the Rule, all Divisions
1. Every four (4) minutes of each eight (8) minute quarter, play will be stopped and ALL players from the bench will enter the game, up to five (5) substitutes. Early substitutions will be allowed for a player who is experiencing health issues.
- D. **Regardless of roster size, each player on the bench will enter the game at the 4-minute substitution mark. If your roster is below ten (10) players, it does not matter which player(s) you leave on the court as long as you have substituted all of your bench players.**
- E. Enforcement of the Rule:
1. The official scorer at each game will closely monitor this rule. However, it is the coach's responsibility to make sure players are in compliance with the rule.
 2. Intentional violation of the Mandatory Play Rule will result in disciplinary action.
 3. If a coach feels that an opposing team has failed to follow the mandatory play rule the following procedure is to take place at the time of the suspected infraction:
 - a. Notify the official scorer and opposing coach that the game is being contested because of suspected mandatory play rule violations.
 - b. Upon investigation the scorekeeper will notify both teams of the validity of the suspected violation and then insert and or remove the players involved.
 - c. If a coach repeatedly attempts to circumvent the mandatory play rule the scorekeeper will supply a written report to the Office of Sports, Community & Well-Being. Once investigated, the coach in question may be subject to disciplinary action.
 4. A coach will **not** be subject to disciplinary action if:
 - a. A player who has not fulfilled the requirements of the playing rule is injured or experiencing health issues and unable to return to the game.
 - b. An injured player, who re-enters the game in order to fulfill the requirements but fails to do so due to the lack of time remaining.
 - c. A player who has not fulfilled the requirements of the playing rule fouls out of the game.
 - d. A player has been removed from the game due to disciplinary reasons.

- e. A player's playing time is restricted due to previous disciplinary reasons. The Office of Sports, Community & Well-Being and the opposing team must be notified before the start of the game.
- F. Games will consist of four 8-minute quarters. The game clock will stop for substitutions at the four (4) minute mark only, time outs and foul shots.
- G. The last two minutes of each game will consist of regular high school time stops.
- H. Substitutions can only be made at the four (4) minute mark with the following exception:
 - 1. Injury: Injured players may be replaced but cannot return in the same four-minute interval. He/she may be replaced by any player on the bench.
 - 2. Foul Trouble: A player that receives three fouls in the first half may be replaced but cannot return in the same four-minute interval. He/she may be replaced by any player on the bench.
 - 3. Players cannot be subbed for foul trouble in the Second Half.
- I. All games will begin at the scheduled time. There will be **NO GRACE PERIODS**.
- J. Five minutes will be allowed for half time. One minute between quarters.
- K. No full court press until the last **two (2)** minutes of the game. **G10-12 Boys - no restrictions unless a team goes up by 12 points**. Once a player controls a rebound, the defensive players may not actively defend in the backcourt and must retreat to the other end of the court to play defense. They may pick up loose balls caused by errant passes as they are retreating to play defense.
- L. No back-court press will be allowed by a team with a 10-point lead for all division except the G 10-12 Boys Division (12-point lead).
- M. One and one bonus will be shot on the seventh team foul.
- N. Technical fouls count toward the five (5) disqualification fouls per player and also count toward the bonus.
- O. All divisions will play with a three-point shot.
- P. Games that are tied at the end of regulation will remain so (with the exception of tournament play).
- Q. Ball Size: All Girls and Boys Grade 4/5 Intermediate. Grade 6 – 12 Boys Official.

VII. CONDUCT –

The following shall be in effect before, during and after scheduled league activities (i.e., practice games, etc.):

- A. Any physical assault or threat of physical assault by any member of the league (coaches, assistants, officials, players, etc.) towards another individual or individuals will not be tolerated for any reason. Upon investigation by the Office of Sports, Community & Well-Being disqualification and ejection from the league may be implemented. If there is a question of physical assault or threat thereof, all parties are to be put on immediate suspension until the investigation is completed.
- B. See Disciplinary Policy and Procedures (attached).

VIII. LEAGUE REGULATIONS

A. Protests:

1. Protests are not accepted in the intramural program. Complaints and/or concerns should be directed to the Office of Sports, Community & Well-Being in writing immediately following the game to sports@calvertcountymd.gov
2. Coaches should also inform the League Coordinator or Scorekeeper at their site of their concerns and request they follow up with the Office of Sports, Community & Well-Being.

IX. INCLEMENT WEATHER POLICY

1. Monday through Friday if schools are closed or close early due to inclement weather, Calvert County Parks & Recreation will cancel all games and practices for that day. Information may also be obtained **(410) 535-1600 ext. 2640**, our website www.co.cal.md.us or friend us on Facebook.
2. Weekends - If the snow emergency plan is in effect two hours prior to the first scheduled game, then all Calvert County Parks and Recreation basketball games are cancelled for that day, no exceptions. If the snow emergency plan goes into effect any time during the day, programs will be cancelled from that point on.

On weekdays, some schools may cancel their activities, however, CCPR activities may still be scheduled. Please check the weather hot line and do not rely solely on announcements from other sources.

X. YOUTH/TEEN BASKETBALL DISCIPLINARY POLICY AND PROCEDURES

Children who participate in the CCPR Youth Basketball program are expected to conduct themselves in a proper manner so as not to jeopardize themselves or any other person affiliated with the program.

The following procedures have been developed to alleviate any confusion as to what is required of all our basketball participants. Children who violate the Basketball Rules and Regulations established by CCPR will be subject to the following procedures:

- A. **FIRST INFRACTION:** The child will be given a verbal warning by his/her Coach, or Office of Sports, Community & Well-Being personnel as to the consequences for further infractions.
- B. **SECOND INFRACTION:** A written warning will be mailed to the child's parents from the Office of Sports, Community & Well-Being stating disciplinary actions to be taken and what measures will be taken if improper behavior continues. The child may be denied the right to participate in the next game.
- C. **THIRD INFRACTION:** The parents of the child will again be notified by the Office of Sports, Community & Well-Being in writing that their child will be suspended from the Basketball Program for three (3) games.
- D. **FOURTH INFRACTION:** The parents of the child will be notified by the Office of Sports, Community & Well-Being in writing that their child has been suspended from the Youth Basketball Program for a

period of one (1) year. No child will be dismissed without the approval of the Recreation Division Chief of Parks and Recreation. NOTE: Before the child can register for any future basketball programs, the parent and child must meet with the Sports Coordinator and the Recreation Division Chief of Parks and Recreation and approval must be obtained by the Division Chief before the child can be allowed to return.

- E. **The Calvert County Department of Parks & Recreation Sports Office reserves the right to discipline players and coaches for inappropriate behavior and deal with each incident on an individual basis with each incident based on its own merit.**

XI. Coach/Player/Parent/Spectator Conduct

Sportsmanship and courtesy to referees (**COMMENTS DIRECTED TOWARDS REFEREES WILL NOT BE CONDONED**), opposing players and coaches, is vital to CCPR's philosophy and success. That being said, the following rules have been implemented in order to deter individuals from causing disruptions at CCPR Youth basketball events.

Players

- A. Any Player receiving a conduct technical foul during a game shall sit for the remainder of the quarter. This allows the player to cool off and does not jeopardize him/her from receiving a second technical foul.
- B. Any player receiving a second conduct technical foul during the same game, will be ejected from the game and must leave the gym immediately (with a parent/coach). Any player ejected from a game will receive a one-game suspension. If the player's actions are egregious, the Sports Office reserves the right to issue further discipline.
- C. Any player receiving a third conduct technical foul during the course of the season may be removed from the program for the remainder of the season and possibly the next.

Coaches

- A. Any coach receiving a technical foul of a conduct nature shall receive a written warning from the Sports Office.
- B. A second conduct technical foul in the same game results in an ejection. The coach must leave the premises immediately. Coaches ejected from a game will receive a one game suspension. If the coach's actions are egregious; the Sports Office reserves the right to issue further discipline.
- C. A third technical foul of a conduct nature in the same season may result in the coach's permanent removal from the program for the remainder of the season and possibly the next.

Spectators

- A. Any spectator asked to leave a game due to conduct must leave the premises immediately. Said spectator will receive a one game suspension and depending on the severity of the incident, may be suspended for the remainder of the season and possibly the next.

The Department of Parks & Recreation reserves the right to implement the above guidelines on a case by case basis, however, participants are urged to adhere to CCPR behavior guidelines at all times and not use game situations or others as an excuse for their own behavior.

XII. Concussion Policy

It is the policy of the Division of Parks & Recreation to make sure that every precaution is taken when accessing the condition of our young athletes for all suspected injuries and especially concussions. The following list of guidelines has been mandated by the State of Maryland on the subject of concussions. Coaches, parents and players must abide by these guidelines for the safety and well-being of all athletes. The following has been mandated by the state.

Coaches, parents and athletes must have the opportunity and or resources to receive training.

Any player suspected of having received a concussion must be removed from play immediately and is required to have written authorization from a medical professional before the athlete can return to practice/game.

All coaches, parents and players should take advantage of the Sport Concussion Management Program as outlined on XLNTbrain Sport. This tool (www.xlntbrain.com).

You may also go to : <http://www.cdc.gov/concussion/HeadsUp/Training/HeadsUpConcussion.html>

This website is an online training tool on the basics of concussions.