

**Monroe Parks and Recreation Department -- [www.MonroeRec.org](http://www.MonroeRec.org)  
 2024/25 Basketball League – 7<sup>th</sup>/8<sup>th</sup> Grade Boys  
 Have Fun – Do Your Best**

**Regularly scheduled games played at JOCKEY HOLLOW**

**Team #1 Running Rebels, Coach Murphy  
 Team #2 Huskies, Coach Fenton**

**Team #3 Tar Heels, Coach Mack  
 Team #4 Orangemen, Coach Palmieri**

	12/7	12/14	12/21	1/4	1/11	1/18	1/25	2/1	2/8	2/22
<b>12pm</b>	1-2	2-3	2-4	3-4	1-4	1-3	1-2	1-4	2-4	3-4
<b>1pm</b>	3-4	1-4	1-3	1-2	2-3	2-4	3-4	2-3	1-3	1-2

Whenever school is closed for inclement weather, league play is automatically cancelled.  
 Call the Parks & Recreation Departments **CANCELLATION LINE @203-339-6106** after 3pm weeknights and after 8am on weekends.  
**DO NOT CALL THE PARKS & RECREATION OFFICE**

- Please have your team arrive **15 minutes prior** to the start of their game
- **Make**-up games **may** be made-up during the week at the discretion of the Monroe Parks and Recreation Department.

**2024/25 Rules and Regulations  
 Are on the back of this game schedule**

## 2024/25 Rules and Regulations

1. **PURPOSE:** The goal of this program is to provide an opportunity for boys to become acquainted with the skills and techniques to play basketball in game like situations. Sportsmanship, participation, skill development and FUN will be emphasized OVER competition.
2. **TIME:** Playing time shall be 4 quarters of 10 minutes running time (stopping on shooting fouls, timeouts & at the 5-minute mark for SUBSTITUTIONS ONLY. The clock will begin again when the ball is handed to the shooter on foul shots. Halftime will be 3 minutes. Each team will have (2) 30-second timeouts per half with no carry over and one additional, 30-second timeout, per overtime period (no carry over). Overtime will be 2-minutes of running time. The game clock will stop on all whistles the last minute of the 2<sup>nd</sup> and 4<sup>th</sup> quarter as well as the last minute in each overtime period. There will be 1-minute between quarters.
3. **PLAYING TIME:** Due to low numbers, to start a game, each team only needs 4 players. If only 4 players are there for a given team, then the game will be an official game of 4x4 and count towards the standings. If a team only has three players, then the game will be a forfeit, but a combination of the two teams will play a scrimmage game. Each player MUST play at least fifteen minutes per game and sit out for ten minutes or the game may be forfeited. Each player MUST wear sneakers, shorts, and a Parks and Recreation shirt from this year. No jewelry, including pierced ears (even if taped over), nor is anything allowed on wrists or around the neck.
4. **FOULS/FREE THROWS:** A team will be awarded a bonus free throw beginning when the opposing team commits seven team fouls and two shots after the tenth team foul. Player is disqualified for committing a fifth foul.
5. **PRESSING:** Full court pressing will be allowed, in any quarter, unless you're winning by 15 or more points. When not pressing, all defenders must return behind half court.
6. **PLAYOFFS:** There will be no post season tournament for this league. The league champion will be determined by regular season winning percentage. The tie-breaking criteria is:  
A) result(s) vs tied opponent(s); B) result vs highest ranked team(s)
7. **CONDUCT:** A) Anyone found roaming the hallways or any other part of the school (including non-players) will be excluded from further league play. B) Only players participating in the actual game are allowed on the gym floor [includes all timeouts and intermissions]. \* PARENTS - DO NOT ALLOW YOUNGSTERS TO PLAY IN THE HALLWAYS \* C) Smoking is not allowed on school grounds. D) Please observe all posted parking signs.
8. **SPORTSMANSHIP:** Cheering and words of encouragement only from players, coaches & spectators. Profanity, coaching your kid from the stands or any form of negativity will not be tolerated and the offender will be asked to leave the gymnasium.
9. **Technical Fouls/Flagrant Fouls:** A player's 1st personal "Technical Foul" in a game, the player must sit out the next 10 minutes of the game (the length of one quarter) as a penalty (if less than 10 minutes are left in the game, the remaining minutes are to be carried over to the beginning of the next game that the player is "in attendance" for. If the player commits a 2<sup>nd</sup> technical foul in the same game, that player will be ejected for the remainder of that game and must sit out the next full game that the player is "in attendance" for. The player is however allowed to sit on the bench and cheer on his/her team during this penalty.  
A player's 1<sup>st</sup> personal "Flagrant Foul" in a game, the player must sit out the next 20 minutes of the game (the length of two quarters) as a penalty (if less than 20 minutes are left in the game, the remaining minutes are to be carried over to the beginning of the next game that the player is "in attendance" for. A "Flagrant Foul" with intent to injure (this is based on the certified official making this particular call in the game) the player will be automatically ejected and suspended from further participation in the program *and* must apply for reinstatement through the Director of Monroe Parks and Recreation. The above "Playing Time" Rules are no longer in effect during either of these instances. Neither refunds nor credits will be provided for missed game time.
10. Please note games may start EARLIER than scheduled if teams and officials are ready!