

**Monroe Parks and Recreation Department -- www.MonroeRec.org**  
**2021/22 Basketball League – 3<sup>rd</sup>/4<sup>th</sup> Grade Boys**  
**Have Fun – Do Your Best**

**Regularly scheduled games played at FAWN HOLLOW**

Team #1 UConn, Coach Fenton  
 Team #2 Georgia, Coach Curley  
 Team #3 Notre Dame, Coach Egan

Team #4 Washington, Coach Ginty  
 Team #5 Tulane, Coach Garrity  
 Team #6 UNC, Coach Mok

	12/4	12/11	12/18	1/8	1/15	1/22	1/29	2/5	2/12	2/26
<b>9am</b>	1-2	4-5	1-3	2-6	1-5	2-3	5-6	1-4	3-6	2-5
<b>10am</b>	3-4	1-6	2-5	1-4	3-6	4-5	1-2	3-5	2-4	1-3
<b>11pm</b>	5-6	2-3	4-6	3-5	2-4	1-6	3-4	2-6	1-5	4-6

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 weekends.  
**DO NOT CALL THE PARKS & RECREATION OFFICE**

- Please have your team arrive **15 minutes prior** to the start of their game.
- **Mandatory make-up games** might be made-up on a Monday or Friday, replacing the scheduled practice, at the discretion of the Monroe Parks and Recreation Department.
- Standings are not kept for this league. There is no end of season tournament. There is no league champion.

**2021/22 Rules and Regulations**  
**Are on the back of this game schedule**

**2021/22 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 6 minutes start/stop time. Play is stopped at the 3-minute mark of each quarter for SUBSTITUTIONS ONLY. At the 3-minute mark, all remaining players on the bench must enter the game and play the entire last 3 minutes of the quarter (exception being illness, injury, disciplinary, foul trouble or when all 11 players show up from your team for the game). The first overtime period will be 2 minutes with 1 addition time-out provided (no carry over). Each team will get (2) 30-second time-outs per half (no carry-over). If tied after the 1<sup>st</sup> overtime period, a "sudden death" period of the "first team to score" wins. A jump ball will start the game and each overtime period. After that, the alternate possession rule is in effect. There are no 3-point shots.
3. **PLAYING TIME:** Each player MUST play at least 9 minutes per game. All players must play in all quarters. Every player will get to start at least 3 games. Each player MUST wear sneakers, shorts, and a Parks and Recreation shirt from this year. No jewelry: to including pierced ears (even if taped over), nor 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. A player is disqualified for committing a fifth foul.
5. **PRESSING:** Full court pressing is not allowed. Players may only defend on their defensive half of the court behind the half court line. Exception: The team trailing may press in the last 10 seconds of the game. This prevents a team from running out the clock.
6. **PLAYOFFS:** Standings are not kept for this league. There is no end of season tournament. There is no league champion.
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) There is no food, drinks or water bottles allowed in the gym by players, coaches or spectators. D) If you sit on a folding chair during the game, you must return it to the chair rack outside of the gym upon exiting the building. E) 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 1<sup>st</sup> personal "Technical Foul" in a game, the player must sit out the next 6 minutes of the game (the length of one quarter) as a penalty (if less than 6 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 12 minutes of the game (the length of two quarters) as a penalty (if less than 12 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!