

**COBB COUNTY PARKS  
BASKETBALL LEAGUES  
CONSTITUTION AND BYLAWS  
(Revised 4-9 2019)**

**I. GAMES**

- A. **National Federation of State High School Association Rules** shall be strictly adhered to unless contrary to the following rules and regulations.
- B. All games will consist of two (2) 20-minute halves with the clock running. (Clock stops for timeouts and emergencies only). **It will be on regulation clock for the last two (2) minutes of the each half.** Tie games shall result in a two-minute over-time period(s) until game is won. All over-time periods will start with a jump ball at center court and be on regulation clock. One time-out will be allowed per over-time period.
- C. If a 20-point difference exists in the last 2 minutes of the game the clock will continue to be a running clock. The clock will continue running even if the score drops below 20 points. Exception: **Mercy Rule: If a team is down 40 points with 2 minutes remaining the game will be called.**
- D. No jewelry, watches, earrings, or other ornaments may be worn in a game. *Exception: a smooth wedding band or religious symbol can be worn.*
- E. Only the members of a team, one coach, and one manager will be allowed on the bench. All players and coaches must stay behind the coaching line unless entering the game.
- F. All players of the same team **must** wear a legal numbered jersey (letters at least 3/4" wide and, 4" high on front or back) of the same dominant color in the game and also must wear basketball shoes on the floor at all times. (This rule may not be used in order to protest the outcome of a game). Shorts **must** be worn properly. Any player not wearing his/her shorts at the waist will be removed from the game. A two-week grace period will be allowed on jerseys. (All players must wear jerseys of the same dominant color at all times, regardless of the two-week grace period). Duplicate numbers are not allowed. All players must have a permanent number on uniform (no tape). If two teams have on the same color, the visiting team will wear jerseys supplied by Cobb County Parks. If duplicate numbers exist or if a player does not have a permanent number, that player will not be allowed to play unless the team can chooses to wear jerseys supplied by Cobb County Parks.
- G. Teams must have at least 4 players to begin the game. **All games will have a 10 minute grace period. The team who has 4 players at game time will put their starting players on the floor, the clock will start, and they will begin shooting free throws.** Each player will shoot 2 free throws and rotate. The free throws will be administered by the referees, so there will be no "speed shooting." This will continue until A) their opponents' 4<sup>th</sup> player shows up, or B) the clock hits 10 minutes. The shooting team can substitute players but must go to the table and be buzzed in between shots. As soon as the late opponents 4<sup>th</sup> player is ready to enter the game, they must use a timeout to enter the game, and the ball goes to the team that was shooting free throws. The game will resume at that point. If after 10 minutes, the team still does not have 4 players, then the non-forfeiting team will be awarded the win with the score based on the made free throws. \*In the cases of a forfeit, the non-forfeiting team will be awarded the win with a score of 2 – 0.

- H. Any player's name or number added or changed in the book after the start of the game shall result in a technical foul being called. (Maximum of two).
- I. Bonus situation shall begin on the 7th team foul and Double Bonus shall begin on the 10th team foul each half. A player shall foul out on the 5th personal foul of the game. **Technical fouls count as personal fouls.**
- J. Teams will be allowed 4 full timeouts per regulation game and one full timeout per overtime period. Any unused timeouts during regulation play **do not** carry over in overtime periods.
- K. Free throws are played on the release.
- L. All players must check in at the scores table before entering the game.
- M. Females can play on a men's team, but at no time can a team put more women than men on the playing floor.

## **II. ELIGIBILITY**

- A. Players released from a team in this league will not be allowed, under any condition, to play with the same team again that season.
- B. Rosters must be submitted on or before a team's first game. Team Rosters are limited to no more than 20 players at any one time. (Teams not turning in a roster will automatically forfeit if another team protests the eligibility of any of their players).
- C. Players that participated on either Colligate or Professional basketball level teams between January 1<sup>st</sup> and December 31<sup>ss</sup> of the current year, are **not eligible** to participate in this league.
- D. A player must turn at least 16 years old by December 31<sup>st</sup> of the current year to be eligible for play in this league.
- E. When player eligibility is in doubt, the name(s) (Limit 3) are to be reported to the League Coordinator in writing along with a \$50.00 protest fee (refundable if protest upheld) by 5:00 on the next regular work day after the game protested. If the player in question is not reported in the time set, the game will be official and cannot be contested. In the case of a player playing under an assumed name, the gym supervisor shall ask said player to show a picture I.D. If I.D. does not match name in scorebook, or if no I.D. is produced, the game is forfeited and the player is ejected for the remainder of the season.
- F. No new players must be added to a team's roster before the **last game of the season**. Once the roster is submitted, additional players must sign roster at score table prior to entering the game. All players are subject to I.D. checks if requested by the supervisor/scorekeeper.
- G. **Players must participate in at least one regular season game to be eligible to play in the playoffs.**

- H. Players may participate on (1) team per league in the Cobb County Basketball program. If a player plays in multiple leagues and both teams make it to the tournament, the player will have to declare which team he will play on for the remainder of the season. If a player is confirmed to have violated any eligibility rules, the player will be suspended for 2 games.

### III. PLAYER CONDUCT

- A. No rowdyism, profane language, or display of unsportsmanlike conduct before, during, or after a game will be tolerated in this league. Players, coaches or spectators who are found guilty will be ejected from the game and/or gym. Any player or coach ejected from a game for unsportsmanlike conduct cannot play or coach in the team's next two scheduled games, not counting the game that the player is ejected from.
- B. Any player or coach ejected from a game a second time in one season for unsportsmanlike conduct, etc. shall be suspended for the remainder of the season. Contention that an official's incorrect action caused unsportsmanlike conduct shall never be taken into consideration as grounds to excuse such actions.
- C. Any player or coach attempting to play or coach when ineligible because of Rule IV A shall be automatically ejected for the remainder of the season and the game shall be forfeited.
- D. Any player found under the influence of alcohol or drugs shall be immediately removed from a game and automatically dropped from the league.
- E. If a player, coach or spectator touches an official or Cobb County Representative in anger, or verbally threatens to do him/her bodily harm, he will be barred from the league/gym for an indefinite period to be set by the Cobb County Parks and Recreation Department. (Minimum ejection is (1) one-calendar year in all Cobb County Parks sports). Violators may also be subject to legal penalties as enforced by the police department.
- F. Fighting among players, coaches, or spectators, or other conduct judged inappropriate by the department might result in ejection of those individuals or teams involved for an indefinite period to be set by the department. (Minimum ejection is (1) one-calendar year in all Cobb County Parks sports). Violators may also be subject to legal penalties as enforced by the police department.
- G. **Dunking the basketball is permitted during a game but hanging on the rim or any extra action on the rim will result in a technical foul and ejection. Dunking the basketball or grabbing the rim of the basket (on any goal in the gym) is not allowed before or after the game.** Any player guilty of dunking before or after a game will be ejected for the remainder of the game and **two** additional games.
- H. A player or coach receiving two discipline related technical fouls in a game shall be ejected for the remainder of the game and two additional games. Any player that is ejected on the last night of league play will be suspended for 2 games at the start of the next season he participates in. A player's suspension will carry into the next season he participates in if the number of games suspended was not met.
- I. No bouncing basketballs inside the gym while the game ball is live.

#### **IV. THE SEASON**

- A. If a team forfeits 2 games during the season, the Recreation Department reserves the right to drop that team from the league with no refund of the entry fee.
- B. Once the schedule is completed, no games will be changed due to conflict requests and no refunds will be issued. All conflicts must be turned in at time of registration. A conflict request may or may not be accommodated based on availability.
- C. A post season single elimination tournament will be played at the end of the season. The number of teams registered will determine the number of teams that make the tournament.

#### **IV. TIE-BREAKER**

The following procedures will be used to determine the first-place finisher or to break ties for other places.

**TWO-WAY TIE:** If two teams are tied with identical records, the winner is the team that won the game when the two teams played. If the teams split their games, the team that allowed the fewest points during the entire season will be declared the winner. If the teams still remain tied, the team scoring the most points during the season will be declared the winner. If a tie still remains, the team that allowed the fewest points when they played each other will be declared the winner.

**THREE-WAY OR MORE TIE:** If three teams or more are tied, the winner will be determined by the team that allowed the fewest points, unless one team has defeated each of the other two during the season.

If two of the teams still have the same total of points allowed, the winner will be the team that won the game played between the two teams during the season. If the teams split their games, the team that scored the most points during the season will win.

\*Pre-determined Forfeit games that were recorded as a 2-0 score will not be used to determine order of finish when there is a tie. The tie breaker would then be determined by average of points scored of the played games.