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Basketball Rules 2017  
(Men's/Women's JH, HS, College and Adult Leagues)

**Administration:**

- 1) His Eminence Metropolitan Serapion is in charge of and oversees all operations related to the Coptic Orthodox Diocese of Los Angeles Sports Ministry Program (The Coptic League), and appoints and approves the basketball League officials responsible for organizing, coordinating, and supervising all league activities.
- 2) His Eminence Metropolitan Serapion and the appointed league committee (identified by league ID) are granted authority over any coach, site coordinators, assistant coach, players, and spectators or any other bystanders present at any game.
- 3) When participating in The Coptic League, all coaches, players, and spectators agree to follow these Rules at all times.
- 4) Please see the news/events/important dates and deadlines section for time sensitive information (meetings, registration, league fees etc...)

**General:**

- 5) "Trash Talking" falls under the category of "Anti-Christian" behavior and unsportsmanlike conduct, and will not be tolerated in this church basketball league. It is against league rules for players and/or coaches to be involved in any form of "Trash Talking" either on the court during a game, in anticipation of an upcoming game, or after the completion of a game either in person or through social media or any other means.
- 6) "Trash Talking" related to the basketball league, whether it occurs during a game or apart from it, will be punishable by suspensions imposed by the league committee.
- 7) "Trash talking" with or without swear words or vulgarity will result in a two (2) shot technical foul and possession of the ball remains the same. If it is then heard again, the player/coach involved will be ejected from the game (due to receiving their second technical foul in the same game) with possible suspensions of involved individual according to the discretion of the committee. If a player has a repeated history of problems within the league, other actions will be taken.
- 8) Foul language is not tolerated at all in this Christian league. Foul language coming out from the mouth of any player will result in a two-shot technical foul. The possession of the ball will remain the same. If it is heard again from the same player it will result in removal of that player for the rest of the game (as they would have received their second technical foul in the same game).
- 9) Foul language heard from a coach/assistant coach, that coach is receive two immediate technical fouls and is to be ejected from the game immediately and is to be reported to the league committee for further consequences.
- 10) If the coach is ejected from a game and they are the only coach present, the game will be terminated and forfeited to the opposing team regardless of the score.
- 11) Fighting or foul language coming from a spectator will result in removal from the premises by the Referee and/or coach.
- 12) Any fighting caused by any team member or coach will result in that player or coach's suspension (minimum three games) to disqualification from the league.

- 13) Players and coaches must show respect to the Referees and the scorekeepers at each game.
- 14) There will be no arguing with the referee. The team captain and the head coach may speak to the referees only, if permitted by the referee. There may only be one team captain and one head Coach per team that may speak to the referee. The referee can choose not to talk to either one if too much tension occurs.
- 15) All bench players must be seated at all times during the game. Assistant coaches may get up in a very limited role, but must remain seated for a majority of the game. You will be warned once and the referee will then distribute technical fouls as deemed necessary.
- 16) Only registered head and/or assistant coaches and suited and registered players may be seated on the coaches/players bench. A registered coach/player is one who's name appears on that team's page on the league website. All fans must be seated away from the coaches/players bench. No fans are allowed on coaches/players bench. The registered coach may be from a different league, but from the same church whose name also appears on the team roster.
- 17) Any team/church intentionally tries to embarrass or humiliate another team by insults, rude gestures, jokes, or any other unsportsmanlike behavior will be subject to discipline by The Coptic League.
- 18) Teams who play the last games on the schedule are required to have the gym "spotless" before leaving the premises, and must have spectators and players exit the premises immediately after the game has concluded.
- 19) League referees or attending committee members are hereby granted the authority to call off any given game if, in their judgment, the players or spectators are in any way engaging in "anti-Christian" or unsportsmanlike conduct.
- 20) League referees or attending committee members are hereby granted the authority to make decisions as to whether a particular game should continue or be immediately terminated due to escalating tempers, unnecessary confrontation, and/or taunting.
- 21) League referees or attending committee members on the premises of any game are granted permission to make any necessary modifications to the organization (example: set-up, or operation of the event for the purpose of ensuring fair play and good sportsmanship, and for avoiding arguments and altercations between players and/or coaches).
- 22) League referees or attending committee members have authority over the assistant coaches, players, and unruly fans in terms of making final decisions and enforcing penalties along with the CIF Referee(s). The CIF Referee(s) have the final say according to our league rules.
- 23) At all games there must be the head coach or the assistant coach (whose name must appear on that specific team's church coach's roster online) present. If a coach or the assistant coach is not present, the game will be forfeited without rescheduling. A registered coach from a different league, but from the same church is approved to substitute if needed, but not on a regular basis.
- 24) A league fee is collected per team at the time of registration. Registration without payment will not be accepted. Please see the dates and deadlines page for more information.

#### **Technical Foul Rule**

- 25) This rule applies both to coaches and to players alike and to all technical fouls issued (conduct and non-conduct)

- 26) Technical Fouls Rule is as follows:
- a) First Technical (combined during season) – one game suspension
  - b) Second Technical (combined during Season) – 2 game suspension.
  - c) Third Technical (combined during Season) – Suspended from The Coptic League for the remainder of the season and possibly into next season.
- 27) A player/coach may continue to participate if he/she receives one technical foul during the course of a game, however, will not be allowed to play in the next scheduled game.
- 28) If a player/coach receives two technical fouls in a single game, they are deemed ejected from the game, and are subject to sitting out the next two scheduled games.
- 29) If any player/coach accumulates three technical fouls within a given season, he/she will be suspended for the remainder of the season and possibly in the future.
- 30) If a player/coach plays the next game after receiving a technical foul, they will be suspended from the league for the rest of the year and possibly in the future and that game will be forfeited for the team.
- 31) Technical fouls will reset once the season is over, after the end of the finals not regular season games.
- 32) If a player/coach receives a technical foul during the playoffs, the same rules shall apply.
- 33) Coaches are responsible to notify the league by email of any technical fouls that occur during their scheduled game and are to ensure that players/coaches are suspended according to the rules.

### **Game Day Instructions**

- 34) Each team will have a 5-minute grace period after the starting time of season games. After the 5-minute grace period is up, whichever team delays will lose the game. No rescheduling will be allowed in this case. PLEASE BE ON TIME! A forfeited game may still be scrimmaged for the remaining time. The referees will still officiate as usual. The game will end, even if not completed, in order to allow the following scheduled game to begin on time.
- 35) Transportation must be provided to and from the game by each team.
- 36) Official games of the league are those which are published on the league website or administered by a league committee member.
- 37) The league does not allow schedule changes, but will allow a game swap with an existing future game. For this to occur, all teams involved must email the league notifying the league of the approval. From each team involved, the league should receive an email that includes the original scheduled game details (teams, date, time and location) and with which game the swap will take place (teams, date, time and location). Once all this information is received and confirmed, then the league will announce the game and post the change on the league website. If the change does not occur on the league website, then it was not approved.
- 38) Any team that will forfeit a game must notify the league via email as early as possible.
- 39) It is the requirement of each team coach to notify the opposing team if they plan on forfeiting a particular game. It is not the league's responsibility to notify teams of forfeited games.
- 40) After the final game of the day, all players, coaches, assistant coaches, and spectators must leave after the game has ended.
- 41) Each team is responsible to ensure that the gym is left in an immaculate condition prior to

leaving the premises.

### **Gym Rules**

- 42) Foods, drinks, hard-soled and back-soled shoes are absolutely prohibited in the gymnasium.
- 43) All players, coaches, and spectators must insure that the gym is spotless before leaving the gym. This includes, and is not limited to: restrooms, spectator's seating area, Player's/Coach's area, the main court, and the parking lot. The gyms should be cleaned after each game. Both teams must clean the gym.
- 44) Please respect the public property. We are granted the gym as a privilege that may be taken away from us if we abuse this privilege.
- 45) Please note also that coaches and teams are responsible for the spectator's actions.
- 46) Games will be hosted in a gym according to availability. If a gym is not available for a certain weekend, an outdoor location will be assigned by the league.
- 47) Please keep all entrances and exits to the all facilities clean because it is a fire hazard.
- 48) No noise making equipment is allowed at any of the games (including, but not limited to blow horns, drums, tablas etc...).

### **Dress Code for Players**

- 49) All teams must have team uniform for each player and each with their own registered jersey number. Players without their own registered jersey number may not play. No exceptions for all leagues. No church names may be printed on the jerseys; only team names. If church names are already printed, they need to be removed or covered.
- 50) Any teams sharing the same colored jerseys will be required to get an alternate color OR reversible jerseys as well to alleviate discrepancies in officiating the games.
- 51)
  - a) Male Leagues
    - i) Shorts must be at waist high. There will be a general warning at the beginning of the game, if you are caught during the game it will result in a two (2) shot technical foul.
    - ii) Jerseys must be tucked in at all times. There will be a general warning at the beginning of the game, if you are caught during the game it will result in a two (2) shot technical foul.
  - b) Female Leagues
    - i) Shorts cannot be shorter than knee height. There will be a general warning at the beginning of the game, if you are caught during the game it will result in a two (2) shot technical foul.
    - ii) Jerseys must be tucked in at all times. There will be a general warning at the beginning of the game, if you are caught during the game it will result in a two (2) shot technical foul.
- 52) Players may not swap jerseys after the first day of games. The jersey that a player is registered (as noted on that team's webpage on the league website) with is the one they must wear all season long. The same number cannot be used more than once per team.

### **Eligibility & Registration**

- 53) Players

- a) Junior High Males and Females: Born in the year 2003 or later. Those born in the year 2003 and are eligible to participate in the high school league, have the choice to play in either the high school league or the junior high league, but not both. Coaches have the right to open up their team to younger players at their discretion.
- b) High School Males League: Born in the year 1999 or later. Those born in the year 1999 and are eligible to participate in the college league, have the choice to play in either the high school league or the college league, but not both. Coaches have the right to open up their team to younger players at their discretion.
- c) Girls League: Born in the year of 1994 or later. Coaches have the right to open up their team to younger players at their discretion.
- d) College Males League: Born in the year 1994 through 1999. Those born in the year 1999 and are eligible to participate in the high school league, have the choice to play in either the high school league or the college league, but not both. Those born in the year 1994 and are eligible to participate in the adult league, may do so given that the adult league and the college league are not hosted at the same time.
- e) Adult League: Born in the year 1994 or before. Those born in the year 1994 and are eligible to participate in the college league, may do so given that the adult league and the college league are not hosted at the same time.
- f) Player open registration (free of charge) and player late registration (fee to register) is handled online through the league's website. Please check the events/news/dates and deadlines page for more information.
- g) A player may not swap teams after the first day of games. All league rules must be met prior to swapping teams.
- h) General Guidelines
  - i) Proof of ID may be required.
  - ii) Baptized within the Coptic Orthodox Church or any of its sister churches. Contact the league for any exception requests.
  - iii) A player is to participate in the age category that is applicable to them according to their year of birth, irrespective of their year of study in school.
  - iv) Once a player is registered for a team and the registration period is over or the season has started (which ever comes first), therefore may not switch teams for any reason.
  - v) A player may not play in more than one league/team simultaneously unless otherwise noted.
  - vi) A valid player is one that is on that specific team's roster and meets the eligibility requirements to participate
  - vii) A player must always play with their registered jersey number as per the team roster.
  - viii) A Player must play for the church they attend regularly. In the event the church they attend does not have a team, then they with the approval of that team's parish priest and coach can join the requested team. If there is a discrepancy in the church the player states they attend then the following two rules apply:
    - (1) The Player is to play for the team they played for a majority of the past 3 years (college and high school and junior high can be used to calculate this).
    - (2) If the player has played for 3 various teams then the coach for the last team he

played for as well as the new team the player will be playing for have to agree that:

- (a) This is what's best for the Player's spiritual benefit in terms of church attendance
  - (b) The Player moving from team to team is mutually beneficial in that it is not deteriorating a team for the benefit of another.
- (3) Steps to switching teams: All of these steps must be completed, if any of them are missing, that player will not be allowed to participate until all paperwork has been completed. Once the League approves the move, an email will be sent to the Coach regarding the status of that Player; the Player may be asked to "red-shirt" (sit-out the entire year) or will sit-out half of the regular season games.
- (a) A written letter from the coach must be sent to the league stating the reasoning switching to another team.
  - (b) A written letter from the player must be sent to the league stating the reasoning switching to another team.
  - (c) The parish priest of the team that the player wants to switch to must contact the league to confirm that they are now part of that parish church and that the player's move is in the best spiritual interest of the player.
  - (d) Please contact the league for certain exceptions

#### 54) Coaches (team servants)

- a) A coach is one that is appointed by his parish church priest to serve a particular team. A valid coach is appointed by his parish church priest, attends the coach's events as outlined by the league (Please check the events/news/dates and deadlines page for more information) and is listed on the coaching staff for that church.
- b) Coaches are league appointed members that are responsible for the overall smooth operation of game sites for particular game days. They are present to communicate between gym staff if need be, to coordinate unexpected events, enforce league rules, ensure that each team keeps the gym clean, and act as a representative on behalf of the League.
- c) Coaches, you are to be servants and models of this league. Any rule that appears within these set of rules have a much higher consequence if a coach or an assistant coach breaks it whether it is noted or not. These consequences could be, but are not limited to, suspending you as a Coach or suspending your whole team.
- d) A head or an assistant coach cannot be a player for the same team that they are coaching.
- e) Baptized within the Coptic Orthodox Church or any of its sister churches. Contact the league for any exception requests.
- f) No changes to coach's roster after final registration date as listed on the events/news/dates and deadlines page.
- g) Coach and team registration is handled through the league website. A league fee must be submitted at the time of registration. Please check the dates and deadlines page on the league website for more information.
- h) The league encourages and is working towards that the coach servant of the team to be the same gender as the team they are coaching (ie a male coach for a male team and a

female coach for a female team). This is for both head and assistant coaches.

### **Playoffs**

- 55) Only the top 35-50% of each league will advance into playoffs for all leagues. This percentage and corresponding number will be posted on the league website prior to the start of the season. Playoffs will be according to regular season games, but single elimination. Advancement seating will be tournament style.
- 56) General Record Determination:
- a) Overall league record per team by percent.
  - b) When two teams are tied in the standings, regular season head-to-head results are used as the tie-breaker. If the season is not split (one team winning both games) then they (the team that won both games) takes the higher position.
  - c) If three or more teams are tied, the combined record of each team against the other teams involved in the tie is used to break the tie. (If 3 teams have not played head-to-head each other the same amount of games, percentages will be used to determine standings.
  - d) If the above procedures fail to establish an advantage, point differentials against of each team against the other teams involved in the tie is used to break the tie.
  - e) If the above procedures fail to break the tie, then season points differentials will be used to break the tie.
- 57) Please be advised that all nonparticipating players, all coaches, and all fans will be charged a \$5.00 entrance fee per day of playoff and final game days. Payment is collected upon entrance. All proceeds go to fund The Coptic League

### **Game Rules**

- 58) The three-second rule in the key applies when the offensive player has any part of the foot in the key. When a legitimate shot is released, the three-second rule is no longer in effect, the count starts over.
- 59) Players are allowed only 5 seconds to inbound the ball.
- 60) Players are given only 10 seconds to get the ball and both feet across the half court line.
- 61) Game clock for all League's and Tournaments
- a) Regulation:
    - i) 20 minutes running time, two halves. Time does not stop during free-throws and out of bound plays. The clock stops during timeouts and injuries when officially called by the referee. Time also stops within the last two minutes of the second half, only if the difference between the two teams is within 10 points (i.e. 50-59 pts. time stops; 50-60 pts. time DOES NOT stop.). There are three 1-minute timeouts per game per team. Timeouts do not carry over into overtime from regulation.
  - b) Overtime
    - i) First and Second Overtime: 4 minutes running time. Time does not stop during free-throws and out of bound plays. The clock stops during timeouts and injuries when officially called by the referee. Time also stops within the last one minute only if the difference between the two teams is within 10 points (i.e. 50-59 pts. time stops; 50-60 pts. time DOES NOT stop.). There is one 30-second timeout per overtime per team. Timeouts from regulation do not carry over into overtime.

Timeouts from overtime do not carry over into other overtime sessions.

- ii) Third Overtime: two minutes running time. Time does not stop during free-throws and out of bound plays. The clock stops during timeouts and injuries when officially called by the referee. Time also stops within the last one minute only if the difference between the two teams is within 10 points (i.e. 50-59 pts. time stops; 50-60 pts. time DOES NOT stop.). There is one 30-second timeout per overtime per team. Timeouts from regulation do not carry over into overtime. Timeouts from overtime do not carry over into other overtime sessions.
- iii) Fourth overtime is sudden death. No timeouts are available.

62) After calling a timeout, a team cannot advance the ball. □

63) After a made basket the clock does not stop. The clock is still "live" unless the Referee □ calls an official timeout.

64) When a technical foul is called, it is 2 shots and possession of the ball remains the same.

65) A technical foul is considered a personal foul in addition to a team foul. A technical foul on a coach/team bench also counts as a team foul.

66) During free-throw shooting, players that are lined up along the key are allowed to enter the key when the ball is released from the hand of the shooter, except for the shooter and those behind the shooter who must wait for the ball to hit the rim.

67) When a player receives his fifth (5<sup>th</sup>) foul, they are to be removed from the game immediately.

68) At all games you must use a legal sized men's basketball. No exceptions for the girls.

69) If a player, coach, or spectator is ejected from a game by the CIF Referee he/she must leave the premises immediately.

70) All other CIF rules apply; please check with referees if there are any questions or concerns with any game rules.

71) All these rules are subject to change with or without notice. Players and Coaches are still responsible for the addition/clarification/change of the rules at any given time.

Last Revised: January 18, 2017.