

2013 Coaches Handbook

Aberdeen Recreational Basketball League

www.aberdeenwa.gov

*Add the 'Aberdeen Parks' on Facebook for updates on recreational opportunities and pictures of events.



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**** Players must be at least 18 years old to be eligible to play. NO EXCEPTIONS!**

IMPORTANT DATES, 2013

- There will be no 'informational meeting'. If you would like further information, you may call 537-3230 or email dfarmer@aberdeenwa.gov. A meeting can be set up if you wish.
- **Team Fee Deadline:** Teams may begin turning their \$769.64 (including tax) fee into the Aberdeen Parks & Recreation at any time and have until 5:00 p.m. on Friday, December 14th. A \$25.00+ Tax late fee will be added to any team fee turned in after Friday, December 14th. The \$769.64 must be paid in full at the due date to avoid the late fee. No Exceptions!
- **Coaches Meeting: TBA**, on the 3rd floor of the Aberdeen City Hall. Items to be covered are league placements, schedules, and final league questions.
- **League Play** Begins in January. Length of season is 12 games.
- **Player Transfer Deadline:** January 25th, 2013.
- **Player Addition Deadline:** TBA. Player additions may be denied or teams may be moved up or have points added to the opposition if higher quality players are added late in the season.

TECHNICALS: All technicals are an automatic award of two (2) points and the ball at mid-court. There are two different types of technicals, flagrant and non-flagrant. A non-flagrant technical will be assessed for rule violations, i.e. slapping the backboard, reaching across the line and hitting the ball in the hands of an inbounder (unless the violation is repeated). Dunking or attempting to dunk the ball will be considered a flagrant technical. Flagrant technicals will count as personal and team fouls. Any fighting or flagrant actions (one in which the player or coach physically or verbally attacks the official, scorekeeper or other participant(s) before, during, or after the game), will result in a minimum suspension of two games. The ejected player must come in to the Aberdeen Parks & Recreation Department and be successfully reinstated before being allowed to participate again.

If a player receives two (2) flagrant technicals during the same game (remember, players are responsible for their actions before, during, and after the game), that player will be ejected from the game and will not be allowed to play in the next two (2) games and will not be allowed to participate again in any activity sponsored by the Aberdeen/Hoquiam Parks & Recreation Departments until that player makes an appointment with the Aberdeen Parks & Recreation Department to go over the situation. The suspension may last longer than the two (2) games. Players may be ejected without any technicals given. If a team receives three (3) flagrant technicals during the same game, they forfeit the game.

If a player receives three (3) flagrant technicals during the course of the regular season, that player will be suspended for the remainder of the season and will be ineligible for post-season play. If a team receives a total of six (6) flagrant technicals during the season, that team will forfeit the remainder of its games. All technicals will carry over to the Post-Season tourney.

UNIFORMS: All jerseys must be like in color with numbers. The violation will be at the referee's discretion. Two (2) points are awarded at the beginning of the game for each violation. The game then begins with a jump ball. If a player with a non-identical jersey shows up late for the game, the points will be awarded when that player checks into the game.

LEAGUE CLASSIFICATIONS

We will place your team into the league that we feel will be the most competitive. Some teams may be placed in the wrong division by mistake. Please be as accurate as you can be with league request and rosters, before the schedule is made.

LEAGUE RULES

We follow many of the WIAA's (High School) rules for our league play. The following is a general list of our league rules:

1. This is a recreational league, conduct yourself accordingly. Have a great time!
2. T-shirts will be awarded to each member of the league champions. No trophies this year.
3. No grace period. You may begin the game with 4 players.
4. All teams must have like tops with numbers. Violations will result in non-flagrant technicals for each violation. Two points shall be awarded, without foul shots, for each uniform violation.

5. All league games consist of two 22-minute running clock halves with a four-minute half time. The clock will stop during: time outs; dead ball situations within the last 30 seconds of the first half; and dead ball situations within the last 2 minutes of the game. The clock will continue to run during the last 2 minutes of the game in the case that one team has at least a 12 point lead at any time during the last two minutes. Once the 12 point lead is reached, the clock will continue to run regardless of what happens with the remaining time unless a time out is called.
6. There will be 4 time outs per game per team.
7. Overtime will be 4 minute extra periods with one additional time out per team per extra period. Overtime clock rules will follow the 2nd half rules.
8. We will be playing with the “High School” free-throw rule. This allows only the shooter and two of his teammates and four defensive players in the key area for free throws. No player can fill the space closest to the baseline on either side of the lane. Ball must make contact with the rim before any player can leave their designated spot and enter the key.
9. All technical fouls are an automatic two (2) points and possession at mid court.
10. During league play, players may be added at the game up until the add deadline (TBA). However, players may only play on one team or be on one roster at a time. Players may transfer from one team to another by first contacting the Aberdeen Parks & Recreation Department up until January 25th, unless he has previously played that week (a week is considered Monday through Sunday) with a different team (players may not gain extra games by transferring from one team to another). Additions may be denied or teams may be moved up or have points added to the opposition if higher quality players are added late in the season. Players must be at least 18 years old and may not have participated on a College varsity or JV basketball team after January 1st. Games in which players have not signed their roster or have transferred illegally may be subject to forfeit. The second time that a team has a player that participates illegally, the game is considered a forfeit and the coach will have a one game suspension. The third time that a team is caught playing a player illegally, the game is considered a forfeit and the coach will be suspended for one year from any Aberdeen Parks & Recreation program. The same penalties hold for players who are caught playing illegally more than once.
11. All protests must be submitted, in writing, no later than 5:00 P.M., the day following the game in question. All protests must be accompanied with \$20.00. If the protest is allowed, the money will be refunded. If not, the team forfeits the \$20.00.
12. Any player(s) caught smoking or drinking on school grounds will be suspended for the remainder of the season. This will be strongly enforced! If any team is a continual abuser of this policy, then the entire team will be suspended.
13. No player will be allowed to play unless he/she has a pair of clean gym shoes.
14. Ejected players must leave the gym immediately.

15. Individuals playing the first game should show up no more than fifteen minutes prior to tip off. Remember that we are guests in the gyms. Treat them with respect and do not interrupt any school activities or practices.
16. Undercutting and/or flagrant intentional fouls may result in expulsion from that game.
17. Only team captains may talk to the referees or scorekeepers (on rule interpretations only).
18. No jewelry! Any player wearing jewelry will not be allowed to play. .
19. Bleeding must be stopped. If you have a cut, you will be asked to leave the game until it has been covered. A blood soaked or saturated clothing must be removed before continuing.
20. Bad Weather? Call the Activity Line (537-3242) after 4pm for game updates.

2012 Final Standings

1st Division

Willapa Log	12	-	0
Precision Pipe/Domino's	8	-	4
GH Contracting/JDR Environmental	7	-	5
Sonic Boom	2	-	10
Parkway	1	-	11

2nd Division

Oaksridge/NWO	10	-	2
Ocean Gold	9	-	3
Lana's	3	-	9
Rainydays Trucking	2	-	10

3rd Division

Lucky Dog Guide Service	11	-	1
Game Freaks	8	-	4
Westport Shipyard	7	-	5
Spill the Beans Espresso	3	-	9
Vaughan Pumps	1	-	11

