



2024– 2025 Season
RULE BOOK

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1.0 BACKGROUND RULES

1.1 NJ HIGH SCHOOL RULES: New Jersey High School Rule Book will be followed except as modified for the TRBA recreational program.

1.2 CEREMONIAL HANDSHAKE: In all Divisions, the teams will conduct the ceremonial handshake at the end of the game.

2.0 GAME PLAY RULES

2.1 HOME TEAM: Shall wear the lighter tees or white sided jerseys. Home team shall sit on the side corresponding to home on the score clock. During the playoffs, higher seed is the home team (#1 being the highest). Team's benches should be opposite 1st half practice baskets.

2.2 UNIFORMS: PLAYERS SHORTS & SHIRTS: Players must wear the TRBA issued jersey. Any player not wearing TRBA issued shirt/jersey will NOT be eligible to play, unless prior approval has been granted. Players must wear their own shorts (not supplied by the league), predominately BLACK shorts ONLY. Any player not wearing such shorts will NOT be eligible to play.

2.3 GAME CLOCK:

a) GENERAL: Regulation time consists of four (4) eight (8) minute quarters during which the clock stops on shooting fouls only, except for the last two (2) minutes of the game, in which the clock stops on all referee whistles, except as noted otherwise below.

b) GAME CLOCK: BOYS HS – Regulation time consists of four (4) ten (10) minute quarters during which the clock stops on shooting fouls only, except for the last two (2) minutes of the game, in which the clock stops on all referee whistles.

c) GAME CLOCK: 3rd and 4th Grade BOYS – Regulation time consists of six (6) six (6) minute quarters/periods, running time, stopped only on referee whistles in the last two (2) minutes of the game.

d) GAME CLOCK: 2nd Grade and GIRLS Junior – Regulation time consists of four (4) six (6) minute quarters/periods, running time, stopped only on referee whistles in the last two (2) minutes of the game.

e) GAME CLOCK: Leave Running – In the event of a lopsided score, the game officials have the authority to instruct the timekeeper to let the clock continue to run during the 4th Quarter. Point differential should be 20 or more points.

2.4 OVERTIME:

a) REGULAR SEASON: Two (2) minute overtime periods will be played until a winner occurs. All players can be freely substituted on every dead ball. The clock stops on all referee whistles. All 4th quarter pressing rules apply.

After two (2) overtimes, all subsequent periods shall be one (1) minute.

- b) **OVERTIME:** SPECIAL PLAYOFF RULE – The OT period will be Four (4) minutes. All players may be freely substituted on every dead ball. In the last two (2) minutes, clock stops on all referee whistles. All 4th quarter pressing rules apply.

After two (2) overtimes, all subsequent periods shall be two (2) minutes.

2.5 SCORE KEEPING:

- a) 2nd Grade, BOYS 3rd Grade and GIRLS Junior Divisions – Scores are kept, however the referee retains full discretion with the scoreboard. No scorebook is used. No game results are recorded.
- b) BOYS 4th Grade Division – Scores will be kept and results recorded. The scorebook is used only to determine playing time compliance.
- c) All other divisions – Score is recorded and scorebooks are used to ensure appropriate compliance with the playing time rules, fouls and points.

- 2.6 TIMEOUTS:** During regulation time each team is allowed two (2) timeouts per half. Use it or lose it. Unused timeouts cannot be carried over. One timeout per team allowed in each overtime period.

There are no time outs in 2nd Grade, 3rd Grade BOYS or GIRLS Junior.

- 2.7 BASKET HEIGHT:** BOYS 3rd Grade and GIRLS Junior – 9 feet
BOYS 4th Grade – 9.5 feet All
other Divisions – 10 feet

- 2.8 BALL SIZE:** 2nd Grade and GIRLS Junior shall use a 27.5 ball. BOYS 3rd, 4th, 5th, 6th Grades and GIRLS Middle and Senior shall utilize a 28.5 ball. All other divisions will utilize standard ball size (29.5).

- 2.9 COACHES:** A maximum of two (2) coaches per team shall be allowed and on the bench during games. *If there are two Coaches on the Bench, One Coach has to remain seated at all times.* No Team shall be allowed more than one Head Coach and one Assistant Coach at any time during the season. All TRBA Coaches are expected to wear their TRBA Coaches Shirt. *If one of the Coaches on the bench does not have TRBA Coaches shirt, that Specific Coach needs to be remained seating at all times during live play. If both Coaches are not wearing a TRBA Coaches Shirt, both Coaches will need to be remained seated at all times during live play and the designated Head Coach will receive a Technical Foul.* The coaches shirt requirement is relaxed (only) for the HS Division weeknight games where appropriate work attire is permitted to be worn.

- 2.10 PRE-GAME MEETING:** Prior to the start of each game, the Game Officials will meet with player representatives of each team to review conduct expectations and general game ground rules.

RATING REVIEW: Prior to the start of each game the two opposing head coaches shall (discretely) review each other's line-up. At a minimum, each coach shall advise the opposing coach which of his players are unavailable and their respective ratings. Additionally, each coach shall inform the opposing coach the names and ratings of the players who are eligible to play the extra quarters, to avoid any potential player eligibility problems.

2.11 ARRIVAL: Arrive 15 minutes early.

2.12 SCOREBOOK: Division Leader/Coaches need to complete the scorebook upon arrival at the gym, entering players' numbers, the last name then the first name, date, team name, coach's name and team jersey color. Be sure you are entering information on the correct side, i.e. home/visitor, using your league schedule as reference.

All individuals seated at the scorer's table are restricted from coaching, cheering and/or making comments to either referees, coaches and/or players while the game is in progress except as is required by their scorekeeping duties.

3.0 OFFENSIVE RULES

3.1 THREE (3) POINT SHOTS: Permitted in all divisions in which gyms are so equipped with a three point area/arc.

3.2 FAST BREAKS: 2nd Grade, BOYS 3rd Grade, GIRLS Junior: Not Permitted.

FAST BREAKS: BOYS 4th Grade: Transition basketball is permitted, however repeated "1 on none" and baseball pass outlets will be restrained by the referees.

3.3 OFFENSE: 2nd Grade, BOYS 3rd and 4th Grade and GIRLS Junior:

a) No Picks or Screens Permitted.

b) The offensive team shall not create an isolation whereby one or two players are attempting to score and the other players are removed from normal play. Such a situation will be a violation causing loss of possession.

c) The referees retain discretion to allow traveling, double dribbling, and 3 second violations and may instruct instead of penalize. Note: Instruction will be tapered down as season progresses and end with start of playoffs.

d) Shooting Fouls - 1 shot and counts as 1.

e) "and 1" situations - Count the basket, no additional foul shot.

f) Teams must attempt to advance the ball and not delay the game.

g) Referee/Coach of team with the ball has discretion to play a ball "live" at half court instead of requiring an inbounds/throw in.

4.0 **DEFENSIVE RULES**

4.1 **DEFENSE:** 2nd Grade, BOYS 3rd Grade and GIRLS Junior: Man-to-Man defense only; helping permitted only in event player driving to basket; NO double-teaming. Defense starts at hash marks/green line. 1 free pass is permitted behind hash marks. Zone defenses prohibited. Full court press prohibited. There is no stealing off the dribble or the pass (referee discretion).

4.2 **DEFENSE:** BOYS 4th GRADE: 3rd Grade rules apply except as follows: Defense picks up at 3 point line extended. There is no stealing off the dribble, but the referees will not stop play if the offensive player simply loses his dribble. Intercepting/Stealing of passes is allowed.

4.3 **DEFENSE:** BOYS 5th Grade and GIRLS Middle: The defending team must allow the offensive player the ability to cross mid court and establish a position. The offensive player will be given the opportunity to either pass the ball or drive towards the basket. Once the above has occurred, regular defensive pressure can take place.

Man-to-man defense only. Zone defenses prohibited. No defensive player is allowed in the paint for more than three seconds unless they are guarding an offensive player. No trapping, or double-teaming allowed. Helping permitted only in the event player is driving to the basket.

Full-court press is only allowed during the last two (2) minutes of the 4th quarter. Full court press must be suspended when pressing team leads by six (6) or more points.

4.4 **DEFENSE:** BOYS 6th, 7th, 8th, HS and GIRLS Senior: No defensive restrictions with following exceptions:

4.5 **DEFENSE:** BOYS 6th Grade: Defense can begin at the "Half Court" line. Full-court press is only allowed during the last four (4) minutes of the 3rd and 4th quarters. Full-court press must be suspended when pressing team leads by six (6) or more points.

4.6 **DEFENSE:** GIRLS Senior: Defense can begin at the "Half Court" line. Full-court press is only allowed during the last two (2) minutes of the 3rd quarter and four (4) minutes of the 4th quarter. Full-court press must be suspended when pressing team leads by six (6) or more points.

4.7 **DEFENSE:** BOYS 7th Grade: Full-court press is only allowed during the last four (4) minutes of the 3rd and 4th quarters. Full-court press must be suspended when pressing team leads by ten (10) or more points.

4.8 **DEFENSE:** BOYS 8th Grade and BOYS HS: Full-court press is allowed through the entire game. Full-court press must be suspended when pressing team leads by ten (10) or more points.

4.9 **DEFENSE:** OVERTIME: 4TH quarter defensive rules apply.

4.10 **DEFENSE: BOYS HS Division only (Special Playoff Rule):** The 10 point Defensive Rule will not be observed during playoff games. Teams may apply a full court defensive press without being penalized. Coaches are asked to use discretion should score differentials become significant, i.e. more than 20 pts.

4.11 **DEFENSE: Violations – Non-Competitive Divisions:** Referees will instruct players on the rules.

All Competitive Divisions: The penalty for violating any defensive restriction rule shall start with one warning per half. All subsequent violations shall result in a "team" technical foul. The Offensive team will be awarded two shots (Coach's choice) as well as possession of the ball.

5.0 **PERSONAL FOULS:** New Jersey High School Rules apply with the following exceptions:

5.1 **FOULS – BONUS SHOTS:** On the 10th team foul per half, the opponent will be awarded a 2 foul shots. All subsequent fouls will also entitle the opponent to a 2 foul shot.

5.2 **FOULS – DISQUALIFICATION:** 2ND Grade, BOYS 3rd and 4th Grade, GIRLS Junior: *There are no "foul outs" or disqualifications, however the referees and the player's coach are allowed to remove a player for excessive fouls and/or rough play.*

5.3 **FOULS – DISQUALIFICATION:** BOYS 5th and 6th Grade and GIRLS Middle Divisions: A player is disqualified on the sixth foul.

5.4 **FOULS – DISQUALIFICATION:** BOYS 7th, 8th Grade, HS and GIRLS Senior Divisions: A player is disqualified on the fifth foul.

5.5 **FOULS – DISQUALIFICATION – PLAYER SUBSTITUTION:** Any disqualified player shall be substituted by a player equal or lesser in rating. Plus (+) or Minus (-) ratings apply. If there is no player of equal or lesser rating available, then the player closest in rating shall substitute.

If there is no player available, then a team shall play with less than 5 players.

Time played by the replacement player shall not be considered as a quarter played for purposes of the "playing time" rules.

5.6 **FOULS – OVERTIME:** Team fouls and "bonus shots" status from the second half continues to apply through all overtimes.

5.7 **FOUL SHOTS:** 2nd Grade, BOYS 3rd, 4th, 5th, GIRLS Junior and GIRLS Middle: Players are allowed to go "over the line" to shoot, but cannot follow the shot until the ball strikes the rim.

6.0 PLAYING TIME RULES

6.1 GENERAL:

- a) **10 Player Game Roster:** When **10 players are present** and qualified to participate **all players are required to play two (2) full quarters in all games.**
- b) **9 Player or less Game Roster:** When less than 10 players are present all players are still required to play two (2) full quarters and for the “extra” quarters see 6.2.
- c) **Substitutions:** No substitutions may be made during regulation play except for player illness, injury or disqualification. See Rule 6.5 for full details regarding who can substitute into the game.
- d) **11 Player Game Roster:** When 11 players are present and qualified to participate, four (4) players must play one and one half quarters each. No player shall play less than one and one half quarters each. The coach can only substitute twice in total, using only the four (4) affected players. Coaches must assure that reduced playing time is fairly and equitably distributed among the team’s players over the course of the season. Should any of the players become ill, injured or disqualified during the game, all available extra time shall be played by players of equal or lesser rating than the player(s) absent. For determining playing time, “Equal or Lesser” rule and Plus (+) or Minus (-) ratings apply.

6.2 PLAYING TIME: – Distribution of Extra Quarters:

- a) There are 2 rules that co-exist with respect to the distribution of extra quarters in a game. These are referred to herein as (1) “Equal or lesser rule” and (2) “Four (4) Quarter Rule.”

EQUAL OR LESSER RULE – All available extra quarters shall be played by players of equal or lesser rating than the player(s) absent. For determining playing time, **Plus (+) or Minus (-) ratings apply.** Essentially, this rule is that if one (or more) of your players is absent for whatever reason, **you must match exactly or lesser to the rating of each player absent.** [Note that this is also subject to the “4 Quarter Rule” - see below].

At no time shall a coach be able to give extra quarters to a higher rated player unless all equal or lesser-rated players have played an extra quarter. However, once all of a team's equal or lesser rated players have already played 3 quarters, then and only then is a team permitted to play a higher rated player. If a higher rated player must be played, the lowest rated player (of the higher rated players available) shall play the extra quarter(s) working from the lowest rated remaining player upward.

For teams with an initial “season” roster of 10 players, if during the season a player(s) is unable to participate for whatever reason, the team will play equal or less of that “missing” player(s) in each and every game.

For teams with an initial “season” roster of 9 or less players at the beginning of the TRBA Season, the "missing" player(s) is assumed to be a “C” rated player, unless specified otherwise, and subject to change by the Division Leader.

For teams with a “season” roster of 11 players only, the rating of lowest rated "missing player"(s) shall be disregarded when determining extra playing time. For example, a team of 11 missing a both a "C" and a "B" rated player may disregard the "C" rated player and match playing time to the "B" rated player.

FOUR QUARTER RULE – In short, all players shall play three (3) quarters prior to any player playing four (4) quarters.

b) **6 PLAYERS** – Any team having 6 players only can distribute the 4th quarter playing time to match the lowest and highest missing player.

PLAYING TIME CHART

Number of Players Present	2 Quarters	Extra Quarters
11 players	7 Players play 2 quarters	4 Players play 1.5 quarters (Only 2 substitutions allowed)
10 Players	All Players play 2 quarters	
9 Players	7 Players play 2 quarters	2 Players play 3 quarters <i>(equal or lesser to missing player)</i>
8 Players	4 Players play 2 quarters	4 Players play 3 quarters <i>(equal or lesser to each missing player)</i>
7 Players	1 Player plays 2 quarters	6 Players play 3 quarters <i>(equal or lesser to each missing player)</i>
6 Players	4 Players play <u>3</u> quarters	2 Players play 4 quarters <i>(equal or lesser to highest and lowest rated missing player)</i>
5 Players	All Players play <u>4</u> quarters	

c) **INJURY OR DISQUALIFICATION** – Time played as a replacement for player illness, injury or disqualification shall **not** count toward playing time, however an equal or lesser rated substitute player must be used. If no equal/lesser player is available then the closet rated player must be selected.

d) **PLAYING TIME** – Distribution of Extra Quarters/Periods: **BOYS 3rd and 4th Grade:** Coaches can select any player to play extra periods, however all players must play four (4) periods before any player can play five (5) periods. All players must then play five (5) periods before any player can play six (6) periods.

e) **PLAYING TIME** – Distribution of Extra Quarters/Periods: **BOYS 2nd Grade and GIRLS Junior:** Coaches can select any player to play extra periods, however all players must play two (2) periods before any player can play three (3) periods. All players must then play three (3) periods before any player can play four (4) periods.

- 6.3 **PLAYING TIME PER HALF:** All players must play at least one quarter/period in the first half of the game and at least one quarter/period in the second half of the game to the extent the player is available and eligible.
- 6.4 **PLAYER TARDINESS:** Players arriving before the **start of the second quarter must play two quarters**. Players **arriving after the start of the second quarter are allowed to play one quarter only**. Replacement time must follow all other playing time rules. The “tardy” player is eligible for additional playing time in the event of Overtime and as a replacement for injured/ disqualified players, etc.
- 6.5 **PLAYER INJURY:** In the event of injury during a game, the Coach can select his own replacement; however, the Coach shall choose a player of **equal or lesser rating. Plus (+) or Minus (-) ratings apply**. If no equal or lesser rated player is available then the next higher rated player shall be the replacement player. The recuperated player should re-enter the game on the next dead ball. Time played by the replacement player shall not be considered as a quarter played for purposes of this rule.
- 6.6 **TRBA COURTESIES:** If a team has less than 10 players, they can offer to remove their more experienced players who have already completed two quarters and substitute players of the lesser experience in the event there is a lopsided score. If the lead drops to ten (10) points or less, the original players can re-enter. These substitutions shall be made with the full knowledge of the opposing Coach and done **discretely** to avoid embarrassing the opposing team.
- 6.7 **PLAYING TIME RULE VIOLATIONS:** Violations regarding playing time will be reviewed by the board on a case by case basis. **The penalty for such violations may range from a warning to game forfeiture**. Repeated violations may result in the dismissal/replacement of the coaching staff.
- 6.8 **OVERTIME:** Playing time rules do **not** apply. Anyone can play. Substitutions are permitted both during a quarter and if the game proceeds to additional overtime periods.
- 7.0 **CONDUCT RULES AND PENALTIES**
- 7.1 **TECHNICAL FOUL/GAME:**

SUBSTITUTION and PLAYING TIME: Any player receiving one (1) direct technical foul will be removed from the game and forfeit all remaining playing time left in that particular quarter, however, the entire quarter “counts” for this player in calculating playing time. The player is eligible to return to the game once the quarter ends (assuming the player has not already fulfilled playing time requirement). If the player receives the technical while NOT actively in the game (bench personnel, halftime, etc.), the penalty will be assessed against any future playing time scheduled in that game and the time spent “sitting” would count as eligible playing time.

The coach can select his own replacement; however, the Coach shall choose a player of equal or lesser rating. Plus (+) or Minus (-) ratings apply. If no equal/lesser player is available then the closest rated player must be selected. Time played by

the replacement player shall not be considered as a quarter for purposes of the playing time rules.

A technical foul does count as a personal foul.

7.2 **FLAGRANT FOUL/GAME:**

SUBSTITUTION and PLAYING TIME: Any player receiving one (1) flagrant foul will be removed from the game and forfeit all remaining playing time left in that particular quarter. The player is **NOT** eligible to return to the game.

The Coach can select his own replacement for the remaining time of the existing quarter; however, the Coach shall choose a player of equal or lesser rating. Plus (+) or Minus (-) ratings apply. For this remaining time in the quarter **ONLY**, time played by the replacement player shall not be considered as a quarter for purposes of the playing time rules. If the removed player was scheduled to play additional quarter(s) in the same game, the Coach will select a replacement of equal or lesser rating and also in compliance with the "4 Quarter rule."

A flagrant foul does count as a personal foul.

7.3 **TECHNICAL FOUL / FLAGRANT FOUL – Game Disqualification and Removal:**

Any player or coach receiving two (2) technical fouls or one (1) flagrant foul in any game will be disqualified from that game, no exceptions.

Any coach who receives two (2) technical fouls during a game will be required to leave the gym. The game will not continue until the coach leaves the gym.

Any player who receives two (2) technical fouls during a game may be required to leave the gym in the discretion of the referee or division leader(s). If so required, the game will not continue until the player leaves the gym.

7.4 **TECHNICAL FOUL / FLAGRANT FOUL – Future Penalty:**

Any player or coach receiving two (2) technical fouls or one (1) flagrant foul in any game will also be disqualified from the following game, no exceptions. Any player receiving such a penalty shall not be eligible to play until after s/he is present at a game in uniform, but not playing. A Coach receiving such penalty shall not be present in the gym for the game from which he or she is suspended. Any suspension received by a coach will be applicable to ALL divisions in which that coach participates, regardless of what division the technical fouls occurred in.

7.5 **TECHNICAL FOUL / FLAGRANT FOUL – Season:**

Any player or coach who receives a third (3rd) technical foul during the TRBA Season will be disqualified from the following game, no exceptions. Any player receiving such a penalty shall not be eligible to play until s/he is present at a game in uniform, but not playing. When applicable, this will be in addition to any other penalty/disqualification.

Any player or coach receiving two (2) flagrant fouls OR four (4) direct technical fouls over the course of the season will be disqualified from the TRBA for the remainder of the season. Any player or coach receiving such a penalty shall not be eligible for

reinstatement for subsequent seasons until a review is conducted by the TRBA Executive Board, who shall oversee the enforcement of the penalties set forth herein. Reinstatement for subsequent seasons is not guaranteed.

7.6 TECHNICAL FOUL / FLAGRANT FOUL – Reporting:

All technical and flagrant fouls must be reported by the Head Coach and Game Official to the Division Leader. The Division Leader shall oversee the enforcement of the penalties set forth herein.

The TRBA Board may enforce stricter sanctions depending on the nature of the disqualification and the history of the player and/or Coach(es).

7.7 TECHNICAL FOUL – Uniform: Referees retain discretion to call a technical foul at the start of the game or any time thereafter for any violation of the league's dress code by a player (Game jersey/black shorts) or coach (TRBA shirt). The TRBA Board retains discretion whether to apply the additional penalties set forth herein for these types of technical fouls.

7.8 PLAYER, COACH & SPECTATOR BEHAVIOR: The TRBA has a Zero Tolerance policy regarding player, coach, or spectator behavior. Any player, coach or spectator who, in the opinion of the TRBA board, acts in a threatening or otherwise improper manner toward another player, coach, spectator or official, will be penalized and may be BANNED from the TRBA. NO EXCEPTIONS, NO REFUNDS.

The TRBA believes in and encourages the principles of good sportsmanship. Improper actions or behavior including Verbal harassment of referees, players, coaches and spectators will not be tolerated. Any one attending a TRBA event who speaks or behaves disrespectfully or aggressively with a referee, player, coach or spectator will be asked to stop the offending behavior or language by either the Coach, Referee, Division Leader(s) or a Board Member who may be present during the game. If the initial conduct was sufficiently serious or if a request is not followed and the behavior continues, the game will be stopped and the offender (s) will be asked to leave the gym. The game will not continue until the offending party leaves the gym area. The Referee has the authority to call a forfeiture of the game. All problems that occur will be reported to the Division Leader for further consideration. Repeat offenders will be penalized and may be BANNED from the TRBA. NO EXCEPTIONS, NO REFUNDS.

Examples of verbal harassment include name calling and audible statements that question another person's capabilities or intentions or suggest that their decisions or play may be the result of physical or mental limitations. Shouting suggestions that players or coaches engage in unsportsmanlike behavior or commit fouls would qualify. In game and post-game critical comments directed aggressively at referees, players, or coaches would also qualify. Clearly, these are only a few examples and are not intended to be an exhaustive list of improper actions or behaviors, which will be determined on a case by case basis.

8.0 MISCELLANEOUS RULES/POLICIES:

8.1 TRBA Player Eligibility:

All players are assigned to divisions based on their school grade as of September. Any player found to be registered in an incorrect division will be moved to the correct division. If there is not an opening in the correct division, the player will be placed on the waiting list for that division or issued a refund.

Special rules relating to the eligibility for the Boys High School and Girls Senior Divisions are available at TomsRiverBasketball.com under the "Player Eligibility" tab.

8.2 PLAYER RATINGS: The Division Leader shall insure that each Coach shall have the ratings of all players at the start of the season, organized by team. **Coaches shall recognize the ratings sensitivity and maintain them in confidence.**

8.3 SCOREKEEPER: Each team will supply a knowledgeable volunteer timekeeper and scorekeeper. [Currently BOYS HS will have a designated timekeeper and/or scorekeeper present for each game]. If there is any discrepancy between the score book and score clock, the scorebook will be considered as "correct". The scorekeeper will ensure that the running score along the top of both the Home Team and Away Team Score pages are always accurate and correct.

8.4 DISPUTES: If a Coach has a question regarding any issue impacting the outcome of a game the dispute **must** be submitted to the Division Leader and President within 6 hours from the end of the game. Every effort will be made to make a decision will be made within 48 hours – 72 hours. The decision of the Division Leader and Board of Directors shall be final.

8.5 RULE CHANGES: No Division Leader or Coach shall modify any rule herein without prior approval from the TRBA Board. Any modification from the rules contained herein must be reported to the League President, and communicated to all coaches and referees by e-mail.

8.6 BASKETBALLS: Players/Spectators are not allowed to bring basketballs into the Gym on Game Days. Coaches (only) should bring 1-2 balls for warmups. Game Basketballs are provided to each division. Any player or spectator bringing a basketball in the gym will be asked to leave the ball outside.

8.7 CLEAR THE COURT: The court is to remain clear during all timeouts, half-time and any other play stoppage. At no time will spectators be allowed on the court during play stoppages. Anyone running on to the court to "shoot around" during play stoppages will be asked to go back into the stands.

8.8 GAME OFFICIALS SIGN IN: Prior to the start of each game, the Game Officials are required to report to the scorer's table and record their name in the scorebook. Names should be entered so these can be clearly read.

8.9 PLAYOFF SEEDING: Division seedings are determined by team record. In the event that teams have identical records for First place, head to head results will be used to determine seeding. If the teams have not played each other or split the

season series, then both teams will be named Co-Regular Season Champs (receive trophy/shirt)

Playoff seedings are determined using the following format until placement is made: Overall record (list seedings). Head to head (list seedings). Head to head group record (list seedings). Record versus highest rated team from seed #1 down until difference noted (list seeding). Coin flip.

BOYS High School Division Playoff seeding: All ties for playoff seeding will be determined by head to head results. When two or more teams finish the Regular Season with a tied record, the playoff seeding shall be determined by the High School Division Leaders by utilizing the "Strength of Schedule" method.

Points Allowed, Points Scored or Points Difference, etc., will not be used to settle ties in any division.

- 8.10 CONCUSSION PROCEDURE:** Any player who exhibits signs, symptoms or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion or balance problems, shall be immediately removed from play and shall not be allowed to return for that specific game or any other subsequent TRBA Games until he/she provides a doctor's note allowing the individual to resume play within TRBA.
- 8.11 TEAM PRACTICES:** All teams must follow the TRBA assigned practice schedule. In general, teams are assigned one practice per week. At no time may a coach conduct additional practices or hold a practice at an alternate location without the prior approval from the TRBA Board.
- 8.12 TEAM SCHEDULED GAMES:** All teams must follow the TRBA assigned GAME schedule. In general, teams are assigned games on a weekly basis. At no time may a coach alter, change or modify a scheduled start time or location of a scheduled game. Should a game start time or location need to be altered, changed or modified approval of the TRBA Board of Directors is required. **Note that such requests are routinely denied unless** truly exceptional circumstances are presented.
- 8.13 TEAM FORMATION/PLAYER ASSIGNMENT:** TRBA Volunteers use best efforts to ensure that teams are formed and created fairly, and maintain a Competitive Balance, especially in the Competitive Divisions. The League has implemented a number of Team Formation Methods and Processes over the years which have included the following: a) Blind Draft Process, b) Face Up Draft Process, and c) Computer Generated Team Formation Process. With the approval of the TRBA Board of Directors, each respective Competitive Division Leader(s) will select and implement one of the above mentioned Team Formation Processes.

To maintain fairness, balance, and parity, for all Competitive divisions (4th Grade and above), SPECIFIC REQUESTS for a particular team, Coach, or teammate cannot be fulfilled during the regular Winter season. The TRBA Board will have final determination and approval for any exceptions permitted. Team rosters are normally assigned per a team formation process (as mentioned in the above paragraph), which is normally conducted in October, and after any scheduled player evaluation events, if applicable. A Coach, or any other associated individual(s) may participate in the Player Evaluation process at the discretion of, and by invitation of the

respective TRBA Competitive Division Leader(s). Team formation processes will vary by Competitive Division with each Regular Season.

Due to limited gym spaces and scheduling times, TRBA and the Division Leaders will attempt to place players on teams to avoid scheduling conflicts whenever possible, however the League and Division Leader(s) can not guarantee that this will occur in every case.

For Noncompetitive divisions (3rd Grade and below), and Summer League only, TRBA will attempt to fulfill specific requests for player placement however we cannot guarantee that this will occur in every case.

9.0 SUMMER LEAGUE:

9.1 PLAYER PLACEMENT: Players are placed in the Summer division that includes the grade they are in during the Winter Season.

9.2 GENERAL RULES: The formed divisions will follow all of the rules of the higher grade BOYS Winter Division.

9.3 PLAYING TIME: The missing quarters/periods will be filled by players with the average grade of the missing player(s), and to otherwise ensure competitive play.

9.4 GAME CLOCK: The League and Referees retain discretion to modify the game length/clock based on weather/heat or similar issues.

10.0 ALUMNI LEAGUE: Will follow the rules of the BOYS High School Division and Summer League.