

2017-2018
PARK-RECREATION BIDDY B ASKETBALL PROGRAM
RULES AND REGULATIONS

A. INTRODUCTION :

1. The program is run by the Nashua Park-Recreation Department, the Board of Public Works.
2. It is comprised of five leagues, Boys Juniors, Girls Juniors, Boys Bidy, Girls Bidy, and Boys Bantam.

B. COACHES INFORMATION :

1. Team coaches will be appointed by the Program Coordinator of Parks and Recreation.
2. It is highly recommended that each coach has an assistant, and all assistant's names must be noted on the team roster.
3. All coaches/assistants are REQUIRED to fill out a background check and criminal record before coaching.
 - a. If coach/assistants have ever lived outside of New Hampshire since turning 18 years of age, they will have to obtain a fingering printing scan.
4. All coaches/assistants are REQUIRED to fill out the Code of Behavior form before coaching.
5. **ONLY COACHES** are allowed to have basketballs in any of the school gyms before, after, or during any of the Park-Recreation basketball games. NO PLAYERS/SPECTORS should be bringing basketballs.
6. All equipment remains the property of the Nashua Park-Recreation Department.
7. Any outside basketball practices/tournaments must be approved by the Recreation Program Coordinator. No coach within the Bidy Program is allowed to take a team to any tournaments/extra practices without written approval from the Recreation Program Coordinator. Violation of this will result in immediate dismissal of the offending coach.
8. All coaches have to submit a roster prior to first season game to the Recreation Program Coordinator.
 - A. For every game the team's roster is not turned in, the game will result in a forfeit.
9. An infraction in rules, integrity, etc will be reviewed by Parks and Recreation and the Rules Committee. Punishments will be determined; punishments include probation, suspension, or removal from league.

C. PARTICIPATION RULES :

1. To be eligible to participate in the Nashua Bidy Basketball Program, a player must have a parent/legal guardian be a resident of the City of Nashua.
2. All players must have a parent/legal guardian fill out and sign the Bidy registration form.
 - a. All NEW players must bring copy of the birth certificate to the tryouts. If not turned in they will not be able to play in a game until we receive one.
3. Registration forms must be turned in by deadline, or no guarantee of participation.

AGE REQUIREMENTS ARE AS FOLLOWS :

BOYS & GIRLS JR. BIDDY: Player must be seven (7) on Aug. 1, 2017 & cannot turn ten (10) before Aug. 1, 2017

BOYS & GIRLS BIDDY: Player must be ten (10) on Aug. 1, 2017 & cannot turn thirteen (13) before Aug. 1, 2017

BOYS & GIRLS BANTAM: Player must be thirteen (13) on Aug. 1, 2017 & cannot turn sixteen (16) before Aug. 1, 2017

D. PLAYER SELECTION RULES :

1. Draft position is established from previous year's final regular season standings, in reverse order of

finish.

- A. For drafting purposes, forfeit losses are disregarded, and ties in standing will be settled by flip of a coin at draft.
2. To be eligible for selection, player must have registered before deadline and tried out.
 - A. **This includes players of coaches, assistant coaches and brothers/sisters of players already on the team.**
3. A coach has the option to select their own child, child of ONE eligible assistant coach, or the sibling of a player already on the team. However, it shall constitute the coach's next draft pick following an attempt by another coach to select such player.
 - A. Coaches must be honest in their evaluations and not draft players when there is obviously better talent available.
 - B. A coach being challenged can object, request a vote **of head coaches only**, by show of hands if in their opinion the player in question is more equitably a later round pick.
 - C. While a coach may have more than one assistant coach, only one (1) is allowed for the option rule, and they must have been in that capacity for one full season prior to the draft and been present in that capacity at 50% of the games the previous season.
 - D. Bidy & Bantam Divisions- First year head coach will have draft protection for their child. First year assistant coach with first year head coach will have draft protection **ONLY** if both coaches move up together from lower division.
 - i. Unless a special exception has been granted by the Recreation Program Coordinator
4. Players who have registered, but who are unable to appear at the tryouts, will be assigned to a team in the order listed on draft sheets:
 - A. Beginning with the team with the next turn after the last draft of players who appeared at the tryouts.
 - B. Limited to the roster maximum established at the draft.
5. New teams that are established will draft two (2) players prior to the existing teams drafting. These two (2) picks constitute their first and second round roster spots. They do not draft again until the third round.
6. Any player new who **does not** attend tryouts will not be guaranteed protected to any team (minus head coach). Only players who attend the tryouts will be guaranteed sibling and assistant coach protection.

E. ROSTER RULES :

1. Each team will consist of an equal number of players at draft.
2. Coaches may replace players lost after draft by contacting the Recreation Program Coordinator, who will assign a player in accordance with the draft sequence from list of those calling in after the draft. In this regard, coaches are not to request that a specific late caller be assigned to them.
3. Any player already on a team who moves out of the city during the season can continue to play for the same team UNTIL THE COMPLETION OF THE SEASON.
4. Players must play for the team for which they were selected or assigned, including those who subsequently drop out and then return to play.
5. Trading of players must be approved by Recreation Program Manager before 5pm of the first day of tryouts.
6. If a parent or legal guardian becomes a head coach and/or assistant coach of another team in that league during the player's eligible years, said player is required to enter the draft. This player would then be drafted under Rule D. When this player is drafted, the team losing this player would then be compensated by taking the other team's next round pick.
7. Team rosters **MUST** be turned in to Park-Recreation Department prior to the first league game. Rosters need to have the following information on them:
 - A. All players first & last names, phone number, birthday date, jersey number, email address, and parents name
 - B. Players that are not planning on playing (in case they return this season or next).
 - C. Head & Assistant coaches' names and phone number/email address must be written on roster.

- D. If rosters are not turned in by the first game, the game will result in a forfeit.
8. Throughout the season there will be random roster checks. Coaches need to keep a copy of their team's roster with them and be able to produce roster and score book at that time of check. Failure to produce roster or roster not matching current players/score book will result in possible suspension or dismissal.

F. GAME RULES :

1. Players may participate in other basketball programs & other sport programs. **The NHIAA rule that applies is that all school sport practices and competitions have priority over any other sport program that the student is competing in. Individual school coaches may have their own rules governing dual participation.**
Players who are on a High School Varsity Basketball Team CANNOT play in Bidly or Bantam.
2. **All Players MUST play in 50% of regularly scheduled games to be eligible for playoffs and all-stars.**
3. All players must wear the official league uniform during scheduled games. Game officials will be responsible in their enforcement of this rule.
 - A. **NO JEWELRY ALLOWED (new ear rings must be removed).**
 - i. Covering jewelry with Band-Aids is not permitted
 - ii. Follow the NHIAA Rule on jewelry. Religious/medical alert necklaces are not considered jewelry. Religious necklaces must be taped or worn under uniform. Medical alert necklaces will be taped and be visible.
 - B. Players cannot modify/alter game uniforms (no cutting off sleeves). Players with modified/altered uniforms may not play in a regulation game.
 - C. Any blood on uniform must be removed & replaced for the remainder of the game.
4. The player's First and Last name and numbers must be entered into the scorebook with starting five designated first. The score-book must indicate the quarters each player enters the game.
5. Players entering game must check in at scorer's table.

G. GAME TIMES :

BOYS AND GIRLS JUNIOR BIDDY :

1. Both teams have twelve or more players (12+) present: (5-6-8-5-6)
 - A. First & third periods (1 & 3) - five (5) minutes stop & go.
 - B. Second A period & fourth period (2A & 4) - six (6) minutes stop & go.
 - C. Second B period (2b) - Eight (8) minutes running time (stopping clock for free throws & timeouts ONLY) which is for the **THIRD UNIT** to play.
 - i. Each team will be given one (1) timeout that can only be used in 2B period. This timeout IS NOT part of the regular four (4) time outs given in the game. If not used, it **cannot** role over to another period.
2. Both teams have less than twelve players (-12) present: (7-7-7-7)
 - A. Four (4) stop and go periods will be set to seven (7) minutes each (No 2B will be played)
3. Should one team have less than twelve (12) players and other team have twelve players or more (12+), the team with 12+ players choose between playing a 2B period or not. (5-6-8-5-6 or 7-7-7-7).
4. No changes in game times will be allowed once the game has started.
5. Overtime Period - Two (2) minutes, stop and go.

NOTE THE FIVE SECOND RULE FOR A CLOSELY GUARDED PLAYER WILL NOT APPLY FOR BOYS AND GIRLS JR. BIDDY. NF RULE 9-10-1 THRU 9-10-3.

BOYS AND GIRLS BIDDY :

1. If both teams have thirteen (13+) or more players at the start of a game: (7-6-8-7-7)
 - A. Period one (1), three (3) & four (4) will be seven (7) minutes each, stop & go. Period two (2) will be divided into segments, **2A** six (6) minutes stop & go & **2B** eight (8) minutes running time (stopping clock only for foul shots.)
 - i. Each team will be given one (1) timeout that can only be used in 2B period. This timeout IS NOT part of the regular four (4) time outs given in the game. If not used, it

cannot role over to another period.

2. If both teams have less than thirteen (-13) players present at the start of the game: (7-7-7-7).
 - A. Four (4) stop & go periods will be set to seven (7) minutes each (No 2B will be played).
3. Should one team have less than thirteen (-13) players present, and the other team has (13+) or more players, the team with the greater number of players shall have the opportunity to choose between playing period 2B (7-6-8-7-7) or not (7-7-7-7).
4. Overtime Period - Two (2) minutes, stop and go.

NOTE: ALL PLAYERS PRESENT AT THE START OF THE GAME MUST HAVE PLAYED BY THE END OF SEGMENT 2B.

BANTAM BOYS AND GIRLS:

1. Regulation Playing Time - Four periods of eight (8) minutes, stop and go.
2. If one team **has thirteen (13 +)** or more players at the start of a game.
 - A. 1st, 3rd, & 4th periods: Eight (8) minutes, stop & go. 2nd period: Ten (10) minutes, stop & go.
3. Overtime Period - Three (3) minutes, stop and go.

H. PLAYING RULES :

1. If a team has less than seven (7) players, after a fifteen (15) minute delay from scheduled start of game, the game shall be forfeited.
2. Those that play in the first period cannot play in the second period and must play in the third period. A team having ten players or less CANNOT substitute in the first period.
3. Those who have not played in the first period **MUST** play in the second period. If less than ten (10) players show up, opposing coach has the option to discreetly select which players from first period can play in second to fill out the five (5) needed.
 - A. Those that have played in the second period cannot play in the third period, except when there is a big difference in scores and the opposing coaches agree to allow free substitutions.
4. If 2B period is being played, it must consist of team members who did not play in the two previous periods. Should a team not have five (5) such players to complete segment **2b**, then the opposing coach will select (in a discreet manner) the player or players required to make the needed five (5).
 - A. ANY PLAYER WHO PLAYS IN PERIOD 2B MAY NOT ENTER THE GAME IN THE 4TH QUARTER UNTIL AFTER 2 MINUTES HAS EXPIRED. THIS RULE MAYBE WAIVED BY COACHES MUTUAL AGREEMENT.
5. Jr Biddy- Should a player foul out or sustain an injury, the coach of the fouled out or injured player shall choose the substitute. The substitute player needs to be of commiserate ability. If the injured player is able to return he/she reenters the game in the period they have been designated to play. The substitute also returns to his/her designated playing period.
6. Biddy & Bantam Divisions- Should a player foul out the opposing coach shall choose the substitute. The substitute player needs to be of commiserate ability, **coming from no more than one string level below.**
7. Biddy & Bantam Divisions- Should a player sustain an injury; the coach of the injured player shall choose the substitute. The substitute player needs to be of commiserate ability. If the injured player is able to return he/she reenters the game in the period they have been designated to play. The substitute also returns to his/her designated playing period.
8. Players designated as starters arriving after the end of the first period cannot play in the second period but must play the next time period when their designated ability level plays (the start of the 3rd period). Players designated as non-starters arriving after the first period will play in the second period. Make sure all players check in at the score table.
 - A. Any player arriving after the start of the third quarter will not play in the game. .
 - B. **PENALTY:** A player discovered playing **eligible** in the wrong period will be removed from the period and the team assessed a double technical foul and opposing team gains possession.
9. All players who are present before the start of the third quarter must play in the game. The penalty for failure to comply with this important rule is forfeiture of the game.

DO NOT RUN UP THE SCORE .

10. Full Court Press at any time in the game with an insurmountable lead, 20+ points (Bidly/Bantam) 15+ points (Junior) should be reported to the Recreation Program Coordinator for review.
 - A. Sportsmanship Rule: **Applies during regular season and playoff season**.
Start of the 4th period and at any point of the 4th period a team is winning by 25 points the referee calls an official time out. Both teams are to remove their 1st period players and cannot put their 1st period players back into the game unless the lead diminishes to a 15 point game.
EXCEPTION: Girls Jr. Bidly lead is 15 points and until it diminishes to 10 points.
11. **JUNIOR BIDDY ONLY: Inbounding Rule:** Following a successful field goal or an inbound play from the sideline or the back court, the defensive team shall set up defense five (5) feet behind the center court line. The effect of this rule is to allow the offensive team the opportunity to bring the ball into the front court without any pressure applied.
 - A. Full court press will be allowed in the last minute of regulation time and the entire overtime periods.
12. **BIDDY**: No full court press during period 2A and 2B only.
13. Three point field goals will not be allowed in Junior/Biddy games. Three point field goals WILL be allowed in Bantam.
14. Dunking will be allowed during game ONLY. Violation of this rule or hanging onto the net or hitting backboard **intentionally** will result in a technical foul.
15. JUNIOR BIDDY ONLY: The key is defined by the Jr. biddy foul shot line for the 3 second rule for an offensive team within the key.
16. Break time between periods and games:
 - A. Between Periods - Two (2) minutes.
 - B. Between Halves - Four (4) minutes.
 - C. Between Games - Fifteen (15) minutes, to allow time for adequate warm-up.
17. Timeouts:
 - A. Jr & Bidly: Four (4), Ninety (90) seconds.
 - B. Bantam: Three (3), Sixty (60) second timeouts & Two (2) Thirty (30) second.
18. Games will be played alternating possession rule; i.e. jump ball only to start first quarter & all overtime quarters.
19. Injuries or appears to be injured, official will immediately stop the play regardless of which team has the ball. After the injured player has been administered to, the ball will be put back into play in the possession of the team which was in possession when the whistle blew, without requiring the injured player to be replaced unless player is removed from game.
20. At the end of the game, if there is a discrepancy in the scoring, the HOME team's score book will be accepted as official, based on our accepted score book page standards. (Scorebook given to every coach prior to season.) It is strongly recommended that coaches validate the scores at the end of each period.
21. Coach of the winning team will turn in the results of the game to the Program Coordinator the following day. **THIS IS A MUST! NO STANDINGS WILL BE POSTED UNTIL ALL DAILY SCORES ARE SUBMITTED**
22. The Parks-Recreation Dept. may suspend any rule or regulation for what they consider to be in the best interest of the league. This Department also has the **FINAL** say on interpretation and suspension of any rules and regulations set forth for the Park-Recreation Dept. Basketball Programs.
23. All other rules are to be the same as in the current rule book of the National Federation of State High School Athletic Association.
24. **PROTESTS: All protests must be submitted to The Parks-Recreation Dept. as soon as infringement is made. Protests must be in writing and submitted within 24 hours of the game involved. If not submitted within 24 hours of time it occurred the protest will be dismissed. Remember, you cannot protest judgment calls. Protests will be resolved as quickly as possible, and the decision will be final.**

25. **Clock Rule** : Prior to the start of the game, the home team is responsible for finding competent individuals to run the game clock, maintain the possession arrow, and keep the score during the game. If the home team cannot find competent individuals to fulfill these duties, they can then ask the away team for help in finding individuals suitable to fill these needs. If both teams are unable to find competent individuals, then one of the assigned referees will run the clock, and the home team coach will be responsible for maintaining the scoreboard and the possession arrow. **Note: At any point in the game, if the assigned referees feel that the individual assigned to run the clock has not demonstrated the competency to properly carry out this responsibility, then they can request that the individual be replaced. If neither coach is able to provide a suitable replacement, then one of the assigned referees will run the clock for the remainder of the game.**

I. INCLEMENT WEATHER :

1. Games must be played as scheduled. However, no games will be played when schools are closed. Inclement weather will sometimes result in games being postponed. Every attempt is made to inform the league as early as possible. This becomes a judgmental ruling situation. Parents must then decide whether or not to take their children to a game based on their own decision. Unusual situations which merit consideration should be brought to the attention of the Recreation Program Coordinator for a ruling.

J. RULES OF CONDUCT :

1. Park-Recreation Department must be notified of an infraction of the rules, excessive absenteeism, vandalism, unsportsmanlike behavior or other improper conduct of a player resulting in a dismissal of the game by their coach.
2. Any profanity or use of obscene language while wearing the league uniform is prohibited. Players or coaches using such language are liable to suspension or dismissal from the league.
3. Any player who incurs a flagrant foul in a game will be automatically ejected. A second such occurrence, the player will be suspended for the next two games. A third occurrence will require coach and player to go before The Parks-Recreation Dept. for disciplinary action. Coaches must notify The Parks-Recreation Dept. when any of these players commits a flagrant foul.
4. **COACHES & REFEREES MUST NOTIFY THE PARKS-RECREATION DEPT. WHEN COACH HAS BEEN EJECTED WITHIN 24 HOURS OF EJECTION.** Further action will be at the discretion of the Recreation Program Manager. **First ejection will result in game suspension after confirmation from Parks and Recreation .** Additional disciplinary action will be taken by the Recreation office for any subsequent ejections including dismissal from leagues.
5. **FOR PLAYERS AND COACHES:** Always accept as final the decisions of the officials. Always keep control of your temper. Don't make irritating or abusive remarks. When you do, you are only encouraging the players to aggravate the situation. Play to win, but play fair. REMEMBER THE GOLDEN RULE: DO UNTO OTHERS AS YOU WOULD HAVE THEM DO UNTO YOU.
6. ONLY HEAD COACHES ARE ALLOWED TO TALK TO REFEREES. IF ASSISTANTS/PLAYERS ARE REPORTED TALKING BACK TO REFEREES, SUSPENSIONS AND REMOVAL FROM LEAGUE WILL BE LOOKED INTO.

K. END OF SEASON PLAYOFFS:

1. At the end of the regular season playoffs will occur to determine City Champions
2. Playoff standings for teams with identical records will be determined in this sequence:
 - a. Head to head
 - b. Division record, if applicable
 - c. Flip a coin
3. Trophies will be awarded as follows:
 - a. In leagues with divisions - first place regular season winners & City Champs
 - b. In leagues with no divisions - first and second place finishers (Regular and Playoff Season)

4. All Players MUST play in 50% of regularly scheduled games to be eligible for playoffs and all-stars.

Coaches Responsibilities

- ⊗ Coaches must bring roster, basketballs, scorebook and ice packs to the games/practices.
- ⊗ Coaches are to try and give equal playing times throughout the season.
- ⊗ Coaches are to answer emails/phone calls in a timely manner & communicate back to their team parents.

Coaches Code of Ethics

All Coaches/Assistant Coaches must sign and return last page before coaching can begin.

- ⊗ The coach must never place the value of winning over the safety and welfare of his/her players.
- ⊗ Keep in mind at all times that you are a youth sports coach and that the recreational experience is for the children not for the adults.
- ⊗ A coach must hold him/herself to the highest standards of behavior. He/she must remember that they are the role models for the players.
- ⊗ Use positive coaching methods to make the experience enjoyable for players.
- ⊗ Coaches must always play within these rules and never seek unfair advantage by teaching deliberate, unsportsmanlike behavior to their players or other teams.
- ⊗ Coaches who circumvent the rules to gain an advantage will not be asked back to coach.
- ⊗ Coaches who use ineligible players (players not draft or assigned to by the Parks & Rec office) will have player removed from team, with chance of player not playing that season.
- ⊗ Coaches are responsible for their player's actions on the court. Rough housing, unsportsmanlike behavior, offensive language, talk back to refs, coaches, or spectators is prohibited.
- ⊗ Officials must have the support of coaches, players and organization. Public or private criticism of officials demeans the game. Coaches must also refrain from criticizing officials to their players. Criticism of officials or dissent towards officials during the course of the game is strictly prohibited.
- ⊗ It shall be considered unethical for a coach to have any verbal dissent during the game with the opposing coach, players, spectators or refs.
- ⊗ Coaches will not belittle their players by yelling/talking at them in a negative manner. Such action detracts from the game and negatively impacts the performance of the players and the team.
- ⊗ Observe all player participation rules and strive to make each player feel as if he/she is a valuable member of the team regardless of skill.