

Annandale Boys & Girls Club Youth Basketball

RULES AND REGULATIONS

The primary goal of the Annandale Boys and Girls Club (ABGC) youth basketball program is to emphasize the principles of sportsmanship, fair play, skill development, and mutual respect amongst players, coaches, officials and spectators in a slightly competitive environment.

League games are governed by current official basketball rules, as adopted by the National Federation of State High School Athletic Associations (cited herein as the National Federation), except where amended by the ABGC rules.

1. COACHES/MANAGERS

1.01 The designated head coach (team manager), or in his/her absence, assistant coach shall be the team representative.

1.02 Each head coach is responsible for the following:

- Know the league regulations and playing rules and abide by them at all times.
- Instruct players in the rules and ensure they play by them.
- Advise team members and parents as to the interpretation and application of the rules.
- Teach players, primarily through personal example, to be humble and generous in victory and courteous in defeat. (Display good sportsmanship)
- Maintain emotional control and avoid actions, language or gestures that may be considered hostile or humiliating. Monitor language and conduct of players, bench personnel and spectators during practices and games.
- Respect the officials and refrain from disrespectful behavior. Address referees during timeouts or rest periods.
- Respect each coach and player of all teams during play and at the conclusion of a game, regardless of the outcome.
- Instruct assistant coaches, scorekeepers and timekeepers of their responsibilities in accordance with established rules and regulations.
- Ensure all building rules and regulations are followed by players and spectators, both at gyms and practices (Fairfax County has gym rules posted at school gymnasium).
- Attend all meetings.
- Inform team members of the outcome of league meetings.

- Distribute league schedules and other materials to team members.
- Act as a liaison to the ABGC office.
- Submit rosters and all paperwork required by the ABGC office, for administrative purposes, in a timely manner, dates and timelines established by the division commissioners.
- If requested, obtain proof of a player's grade and school.

1.03 All teams are limited to a total of two non-player bench personnel, a head coach and an assistant. These individuals are registered as volunteer coaches/assistants with the ABGC office and are not subject to change without the authorization of the commissioner.

1.04 Coaches must remain seated on the bench at all times while the clock is running, or stopped, except to:

- Confer with bench personnel and players within the confines of the bench area during a charged timeout, or in the intermission between quarters and extra periods.
- Rise and stand in front of their seats to request a timeout.
- Confer with officials to request a timeout for a correctable error.
- Confer with officials to request a timeout to prevent, or to rectify, a timing or scoring mistake, or an alternating possession mistake.
- Attend to an injured player when beckoned onto the court by an official, and
- Replace or remove a disqualified or injured player within the confines of his/her bench.

1.05 Coaches may rise in front of their seats to spontaneously react to an outstanding play by a member of their team, or to acknowledge a Replaced player, but must immediately return to their seats. Replaced player, but must immediately return to their seats.

1.06 Only the head coach of a K-3rd grade team may continuously stand, *for coaching purposes only*, in the area immediately in front of his/her seat on the team bench.

1.07 The bench decorum rule is strictly enforced by game officials; the first violation of the rule will incur a warning by the game official. All subsequent violations will incur a technical foul against the head coach.

1.08 A coach ejected from a game for a flagrant un-sportsmanlike violation of the governing rules and regulations will not be eligible to resume his/her coaching duties until formally reinstated by the league office. A second offense of the same nature will result in additional disciplinary action by the commissioner and is not subject to protest or review.

2. GAME OFFICIALS

2.01 Game officials are generally members of an approved local association, or individuals holding a current contract with ABGC.

2.02 Game officials are assigned by the director of their parent association, or, in the case of contracted individuals, by the commissioner.

2.03 Should assigned game officials fail to appear, the head coaches should, by mutual agreement, appoint substitute officials for the game. Should only one of the assigned game officials be present at a game, that official will consult with the head coaches involved and the official will start the game at its scheduled time.

The league will pay substitute officials the regular game fee if his/ her name and address are included in the coach's written reports to the respective commissioner.

2.04 Any player, coach, parent or other team member hitting, shoving, or otherwise abusing a game official shall be immediately barred from further participation in league games/ tournaments until formally reinstated by the commissioner.

2.05 The home team provides a score keeper and the visiting team a time keeper. Both scorekeeper and timekeeper must sign the score book. It is the coach's responsibility to provide qualified individuals to perform these duties. Enforcement of the participation rule is the responsibility of the officials and official scorer's.

3. SCORE KEEPERS

3.01 Before a game, the scorekeeper obtains a complete roster of each team from the coaches, noting which players are absent, and list the roster in the scorebook, including the names of those absent. (Mark absent next to all absent players)

3.02 At the start of each quarter, each player must report his/her name and number before entering the game. The scorekeeper checks off the player's numbers in the scorebook. (Officials will enforce this rule strictly)

3.03 The scorekeeper monitors whether players are adhering to the participation rule in the third and fourth quarters. The participation rule allows no player to play three

until all players have played three quarters. The score keeper advises officials of any apparent violation of the rule. The coach is responsible for the lineup. Any violation of the rule can result in forfeiture of the game.

3.04 The scorekeeper notes all substitutions for injured or disqualified players.

3.05 The scorekeeper keeps a running total of the score on the scoreboard, as well in the scorebook, checking with the official if in doubt about the score.

3.06 For the 5th-6th grade league, the scorekeeper informs referees when a lead exceeds, or drops below, 10 points, so that the limited defense rule may be imposed, or removed as appropriate.

3.07 The scorekeeper keeps track of the timeouts used. Teams are allowed one per quarter, cumulative in grades 5 through 12.

3.08 The scorekeeper keeps an accurate record of team and individual fouls and notifies the game officials when permitted limits are exceeded. Ten fouls in a half results in a one and one situation for 1st-4th grade teams, while 5th-12th grade teams begin one and one at the usual seven team fouls. Kindergarten teams do not shoot bonus free-throws. Each player is allowed five fouls before disqualification.

3.09 The scorekeeper assists with keeping track of alternating possession by using a possession arrow when one is provided or making one to use.

3.10 The scorekeeper notes the names of the officials and the time of the start and end of the game in the scorebook.

3.11 At the end of the game, the scorekeeper checks the score and has it verified by the timekeeper. Both scorekeeper and timekeeper must sign the book.

4. TIMEKEEPERS

4.01 The gym supervisor/official verifies the clock is in working order before each game.

4.02 Once the game begins, the clock is stopped only at the direction of the official for time outs, injury, foul shots, disciplinary purposes or equipment problems.

4.03 Unless directed to do so by the official, the timekeeper does not stop the clock for out-of-bounds plays, except non-shooting fouls.

4.04 During timeouts and between playing periods, the timekeeper keeps time of the

between quarters and three minutes at half-time. One minute is allowed before overtime.

4.05 The length of a quarter varies in different leagues, and it is the responsibility of the official/timekeeper to keep time accordingly.

4.06 The timekeeper quickly notifies the official at the end of the quarter should the horn fail to sound.

4.07 The timekeeper verifies the score with the scorekeeper at the end of each quarter and the end of the game, and signs the scorebook.

4.08 The timekeeper consults the official with assistance when in doubt. The official is in charge of the game and has the final authority.

5. PLAYERS

5.01 Each player will compete fairly and to the limit of his/her ability. Recognizing this responsibility, the player is responsible to:

- Respect the game officials and *not* speak to them, or comment on their decisions, during the play of the game.
- Know and abide by the rules at all times.
- Maintain emotional control, avoiding the use of abusive language, profanity, humiliating remarks, or gestures of ill temper.
- Respect the coaches and players of both teams at all times.
- Be humble and generous in victory and courteous in defeat. Line up at half court at the end of the game and shake hands with all players on the other team.
- Follow all building rules and regulations, respecting the property of others.

5.01 Designated team captains may speak respectfully to the officials to request timeouts or clarifications of an officials ruling.

6. SPECTATORS

6.01 Spectators will ensure that their conduct at practices and games reflects courtesy, sportsmanship, good citizenship, and a positive example for all players.

6.02 Spectators will respect game officials and refrain from questioning their decisions,

6.03 Spectators may cheer their teams in a positive manner, refraining from making hostile, negative or abusive remarks about the participants.

6.04 Spectators should enter the gym quietly and remain seated during the game; they should never go onto the floor or throw objects onto the floor.

6.05 Spectators should follow the building rules and regulations, respecting the property of others. (Fairfax County school gym rules are posted/enforced)

6.06 Spectators should demonstrate appropriate gestures of good sportsmanship at the conclusion of a game, regardless of the outcome.

7. PLAYER ELIGIBILITY

7.01 Players are assigned to teams by requested coaches, schools, zip codes and league needs.

7.02 No high school varsity, junior varsity, freshman, Amateur Athletic Union, or county league player is allowed to participate in the ABGC recreation program, with the exception of a female player playing in the boy's 4th-8th grade league. She may also play on a county league girl's team.

7.03 A player may participate on only one team, or play in one league each season; but may also play on a higher grade team.

7.04 A player is obligated to the team which he/she is assigned until he/she is released in writing by the commissioner and/or moves out of the area, or moves up in an age group. The final decision in such a case, rest with the ABGC office/commissioner.

7.05 Any player using an assumed or false name, or who falsifies his/her grade level shall be permanently barred from participation in ABGC leagues.

7.06 Violation of the player participation rule will result in the forfeiture of the game.

7.07 An ineligible player entering the game will result in forfeiture of the game.

7.08 Should a team continue to play an ineligible player after having been advised of that player's status by the game commissioner, the team will be dropped from the league and the coach barred from coaching with ABGC.

7.09 A player ejected from the game by an official must be reported to the commissioner within 24 hours. If the ejection is for a code of conduct violation, the player is automatically suspended for one or more games. The penalty is reflective of

approved to do so by the commissioner. An ejected player must be notified of the reason of his/her ejection. A written explanation for the ejection must also be entered in the scorebook and signed off by the official.

7.10 Any player hitting or pushing an official will be suspended for the remainder of the season.

8. TEAM ROSTERS

8.01 Team rosters must be electronically submitted on the forms provided by the ABGC office. All incomplete rosters will be returned. Rosters must include the following information:

- Proper name (no nicknames)
- home address (including zip code) and home number
- email address
- birthdates for each player
- each player's jersey number
- the school they attend
- Both head and assistant coaches need to be on the roster with contact information. (Name, address, phone and email information)

8.02 Boys/Girls K-12th grade team rosters are limited to a maximum of 10 players and a minimum of 8 players. Every effort must be made to ensure each roster has the maximum number of players to ensure equality in competition. In special cases, ABGC reserves the right to add players to teams, but will not exceed a maximum roster of 12 players.

8.03 Roster changes of either players or coaches are not permitted after the first game of the season. Subsequent requests for roster changes are restricted to exigent or extraordinary situations and must be submitted in writing to the commissioner, whose decision is final.

8.04 Team rosters are confirmed with the ABGC grade commissioners on or before the first game of the season. (Typically the first Saturday in January)

9. UNIFORMS AND EQUIPMENT

9.01 All players must wear identical team uniforms, consisting of a jersey or t-shirt with

for a game without a regulation team jersey/shirt will not be allowed to play. (NO exceptions) Each team is encouraged to adopt uniform athletic shorts for its players; no jeans or pocket shorts allowed.

9.02 The penalty, at the discretion of the referee, for wearing an improper jersey is a technical foul charged to the team coach. The referee also has the authority to order a change of uniform due to violation of ABGC rules, or the wearing of another youth club colors or insignias. The wearing of school shorts is allowed to encourage school and neighborhood teams.

9.03 In the event of a conflict, the officials reserve the right to change uniforms.

9.04 It is strongly advised that players who wear glasses wear protective lenses and safety straps to practices and games.

9.05 Players and coaches must wear basketball shoes, or non-marking footwear gym shoes for both practices and games. No other kinds of footwear are permitted on the court.

9.06 Each team furnishes its own uniforms. Time clocks, horns and score books are provided by the league.

9.07 The home team provides the game ball, properly inflated, or a substitute ball acceptable to the referee.

9.08 The basketball sizes are as follows:

- Boys/Girls K-2nd grade: **Junior 27-27.5" ball**
- Boys 3rd/4th grade AND Intermediate/Girls 3rd-12th grade: **Woman's 28.5" ball**
- Boys 5th-6th grade: **28.5" ball**
- Boys 7th-12th grade: **Regulation 29.5" ball**

10. RULES OF PLAY

10.1 League games are governed by the current official basketball rules, as adopted by the National Federation of State High School Athletic Associations (cited herein as the National Federation), except where amended by the ABGC rules or declared by the league commissioner.

10.2 Game playing times are as follows:

- Boys/Girls K-1st grade: Four 8 minute periods with a running clock. No overtime period, clock stops for all time outs.

- Boys/Girls 2nd-3rd grade: Four 8 minute periods with a running clock, except for the last two minutes of the second and fourth quarters, this will be regulated time. Clock stops on all times outs and free throws.
- Boys/Girls 4th-5th grade: Four 6 minute periods with regulated timing.
- Boys/Girls 6th-8th grade: Four 7 minute periods with regulated timing.
- Boys/Girls 9th-12th grade: Four 8 minute periods with regulated timing.

10.03 There is a three minute break between the first and second half of a game and a one minute break between quarters and any overtime periods. In an effort to begin games at the scheduled time, the gym supervisor may, after notifying the coaches and game officials in advance, shorten the breaks between halves by one minute.

10.04 Each time is allowed four full timeouts per game. Teams are allowed one additional timeout per overtime period.

10.05 There is a 5 minute warm up period before each game. This period begins at the final horn of the preceding game. The gym supervisor may shorten the warm up period in order to begin games on schedule.

10.06 A minimum of four players is required for a team to begin a game. All other provisions of the National Federation rule 3-1 apply, as well as 11.01 below. Whenever each team has at least four players present for a game, that game will be played unless a team's coach elects to forfeit the game. The fifth player must be present by the start of the second half or the game is forfeited.

10.07 A tie game is continued in one three minute overtime period. There is a one minute break between the end of regulation play and overtime. A game cannot continue for more than two overtime periods. Should a game be tied at the end of the second overtime, it will be recorded as a tie game. **Tie games in the Boys/Girls K-2nd grade league will end at the conclusion of regular play with no overtime period.**

10.08 Each league, except that of boys/girls K-2nd grade, will have a post season tournament featuring all of the teams participating in that league.

10.09 SPECIAL RULES OF PLAY: Boys/Girls K-5th grade leagues:

Basket Height: The upper edge of the basket ring must be

- 8 feet above, and parallel to the floor for boys/girls K-3rd grade
- 10 feet for 4th-12th grade.

Foul Lanes: foul shots are taken from the following distances:

- Boys/Girls K-2nd grade: 9 feet from the basket (No shooter violation but the shooter cannot be first to rebound.)
- Boys/Girls 3rd-4th grade: 14 feet from the basket (No shooter violation but the shooter cannot be the first to rebound)
- Boys/Girls 5th-12th grade: 15 feet from the basket (regular free throw)

Offensive Lane Violations:

- Boys/Girls K-3rd grade players incur no violations, and three-second rule prohibiting offensive players from remaining in the key during play is not enforced.
- Boys/Girls 4th-12th grade leagues the three-second rule does apply.

10.10 Front Court Defense: All teams (Grades K-6) are required to play “Man to Man” defense. Based on the National Federation, “Closely Guarded Rule, each player will need to be within 6 feet (basically two arm’s length) of the player they are guarding. There will be “No Double Teams” of another player, however players may leave to help challenge an opposing players drive to the basket as long as the player has clearly beat the defender or to challenge a shot within the lane are and to get a rebound.

Pressure restraining lines: will be the top of the key extended to each sideline on all courts. When team ball possessions change, the defensive team must immediately retreat behind the front court restraining line without restricting the advance of the ball by the offensive team.

Defensive pressure, as defined as nay intentional act that restricts the control or advance of the ball by the offensive team, may not be applied anywhere in the back court side of the restraining line until the offensive player with the ball has both feet and the ball across the half-court line into the front court.

An offensive team’s loose ball in the back court or pass across the division line, may be intercepted only by a defensive player who is positioned behind the restraining line.

Once the ball attains front court status immediately following a change of possession, defensive pressure may be applied anywhere on the playing court, except when the about circumstances apply.

A defensive player is also in violation of this rule if any part of his/her body touches the court on, or beyond the back court side, the restraining line after he/she has retreated

all times during boys/girls K-2nd grade games.

Restricted Back Court Defense: Boys/Girls K-2nd grade teams are not allowed to use the back court defense at any time, including following rebounds. All players must cross half court in 10 seconds but may go back across it.

Back court defense is allowed only in the last two minutes of the second and fourth quarters. It is prohibited only on all dead ball situations in boys/girls 3rd-4th grade leagues. Defenders must retreat past the restraining line after scores and on all throw-ins following fouls, ball control violations, time outs or ball lost out of bounds. The first violation incurs a warning and the second a technical foul.

Full Court Press: is not allowed in Boys/Girls K-2nd grade games. Full court press is allowed during the last two minutes of the second and fourth quarters of boys/girls 3rd-4th grade league games if the team is not ahead by 10 or more points.

Defensive Pressure Penalty: Violation of the rules governing defensive pressure results in one warning to the offending team and then a team technical foul for every subsequent offense, the penalty prescribed under National Federation rule 10-1. The technical foul is charged as indirect for the coach.

Three Point Shot: There are no three-point shots for boys/girls K-3rd grade leagues. Boys/Girls 4th-12th grade teams are allowed three point shots if the court markings include permanent three point shot arches.

11. GUARANTEED PLAY

11.01 The spirit of the player participation rules to maximize the playing time of all players, while not placing a team with fewer playing in an unfair competitive position.

11.02 Each player present at the start of the game will play one complete uninterrupted quarter in each half, unless he/she fouls out, or is injured and must leave the game.

11.03 No player may play four quarters until all players have played three quarters. No player may play three quarters until all players have played two quarters.

11.04 An injured player who leaves the game will be recorded as having participated completely in the period and the substitute will be recorded as partially participating in the period. However, should the injured player subsequently recover and be able to play again without risk, the coach must return the player to the line up immediately.

11.05 Late arriving players. In the spirit of the rule, a player who arrives prior to the

should attempt to play a player who arrives during half time or later in a manner that will not disrupt the playing time of other team members. (This player forfeits guarantee playtime.)

11.06 Any disciplinary issues with a player, for which a coach may wish to restrict playing time, must be discussed in advance with the division commissioners. (This must be brought to the official's attention and scorekeeper prior to the start of the game)

11.07 There will be no substitutions during timeouts or otherwise except in accordance with the participation criteria. In Boys/Girls 5th-12th grade leagues, substitutions may occur halfway through each quarter. The scorekeeper should divide the scorebook participation boxes into eights and check each player in eight times per game. This will enable more players in the higher grades to play 5/8 of a game, and the coaches may substitute more often. The participation/substitute rule is strictly enforced by the officials.

11.08 The number of quarters each player plays in a game is determined by the number of players available for the game. A team composed of more than 10 players plays five quarter games instead of four; however the length of each quarter is shortened so that the game time doesn't exceed regulation game time for each league level. The chart below shows a fair and equitable substitution policy based on the number of players present.

Number of Players	2 quarters	3 quarters	4 quarters
12	11	1	0
11	8	4	0
10	10	0	0
9	7	2	0
8	4	4	0
7	1	6	0
6	0	4	2
5	0	0	4

11.09 All coaches are obligated to abide by the rules of guaranteed play. Failure to comply will result in the following sanctions, effective upon receipt of a report of the offense to the league office by a game official or other cognizant party:

- First Offense: Suspension from coaching activities for the next game played by his/her team.
- Second Offense: Suspension from coaching activities for the next two games played by

- Third Offense: Suspension from all league activities for the remainder of the season.

Additionally, if failure to comply with guaranteed play rules occurs in a playoff or tournament game, that game may be forfeited in favor of the opposing team.

Should a coach wish to protest an opposing coach's failure to comply with the guaranteed play rules, he/she must initiate the protest by notifying the gym supervisor or commissioner prior to the end of the game in question.

Gym supervisors or game officials have the authority to enforce guaranteed play rules.

11.10 PREGAME SCOREBOOK ENTRIES:

As required by National Federation rule 3-2, before each game, coaches must provide a complete team roster to the scorekeeper for the entry into the scorebook.

An appropriate annotation must be made beside the name of any player who is a.) Absent, b.) The subject of a "Notice of Lost Privilege Play" filed with the gym supervisor or official, or c.) Subject of a medical waiver regarding playing time. Immediately upon being made aware of a late arriving player, a coach must so advise the official scorekeeper and amend the annotation beside that player's name to reflect the period at which he/she arrived.

Examples of appropriate annotations are as follows:

- Absent player is written as "absent"
- Subject of a "Notice of Loss of Privilege Play" is written as "NLPP"
- Subject of a medical waiver is written as "med"
- Late arriving player arriving in the second quarter, for example is written as "Q-2 ARR"

Changes to previous annotations in the scorebook are not cause for penalty action.

Failure to comply with league requirement in this regard will incur a team technical foul as described in National Federation 10-1.

12. FORFEITURE

12.01 If, by the end of a 10-minute grace period before the first game of a given day, a team does not have the required number of players to start the game, the team having the required number of players, wins by forfeit. (Note: The grace period commences with the scheduled starting time of the first game of the day.)

12.02 If both teams scheduled to play the first game of the day fail to have the required number of players, both teams are charged with the loss.

12.03 A team forfeiting two league games because of failure to have the required number of players to begin a game may be dropped from further league play until the matter is reviewed and a decision is rendered by the commissioner. All games will stand, and no part of the registration fee will be returned.

12.04 Entry of an ineligible player into a game results in the forfeiture of that game by the offending team.

12.05 Failure to comply with guaranteed play rules in a game results in the forfeiture of the game by the offending coach.

12.06 If the team to which a game is forfeited is ahead in points when the forfeiture ruling is made, the actual final game score is recorded for each team in the scorebook. If the offending team is ahead at the time of forfeiture ruling, the game score is entered as 2-0 in favor of the team to which the game is forfeited.

13. PROTESTS

13.01 Protests of game situations involving the judgment of an official will not be recognized.

13.02 Should a ruling by an official be perceived as conflicting with the National Federation or league rules, a coach may initiate a protest by informing the gym supervisor, game officials, and/or scorekeeper that he/she is protesting the game and outline the reason for the action. This notification must be made immediately following the incident being protested, or before the end of the game.

13.03 Upon notification of the protest, the scorekeeper records it in the scorebook.

13.04 A protesting coach must follow up with a written protest submitted to the commissioner. Written protests must be postmarked or hand delivered to the league office within 48 hours of the completion of the regular season game at which the incident occurred, or in the case of a playoff or tournament game, by 12pm of the first working day following the end of a game in question.

13.05 A \$50.00 fee must be accompany each written protest to the commissioner. The fee will be refunded should the appeal be granted.

13.06 Written protest must contain the following information:

- Identification of the teams involved in the game.
- Name of game officials and scorekeeper.
- Name(s) of player(s) whose eligibility is being questioned
- Statement of the ruling and situation/condition occasioning the protest.
- Summary of all essential facts involved in the matter being protested, including reference to any specific rules to be acceptable.

13.07 Each formal protest is evaluated as quickly as possible by a three member protest review board as appointed by the commissioner. The board acts on protests in a timely manner and announces its decision, along with its determination on any corrective action(s) to be taken. The decision and determinations of the board is final and binding on all involved parties.

13.08 Should any of the procedures specified for a timely and proper initiation and submission of a protest not be followed the protest will not be accepted for protest review board action.

14. ADMINISTRATIVE MATTERS

14.01 Any situation or question not covered by these league rules should be addressed to the commissioner for a decision. No decision of the commissioner is subject to appeal or review.

14.02 Any player, bench personnel, or team assistant who is determined by the commissioner to be guilty of gross, or repeated misconduct, will be suspended from further league activities.

14.03 The use of tobacco products, alcoholic beverages, narcotic, or any other illegal substance is prohibited in all facilities used by the league for practices or games.

14.04 The appearance of being under the influence of an intoxicating or illegal substance at any league activity, or even the simple sensory detection of prior use of a substance, is sufficient cause for immediate suspension and removal from the facility.

14.05 No food or beverages are allowed in gyms, with the exception of water in a non-spill plastic container.

14.06 Teams are not allowed in school hallways for any reason, unless directed by the gym supervisor or custodians.

prior approval of the commissioner.

14.08 For all the scheduled games, each team provides a competent scorekeeper and timekeeper.

14.09 In the event of a technical foul being assessed on a head coach, or other individuals on a team's roster, the subsequent penalty shall include ejection of the offender from the game as follows.

- When the technical foul is judged flagrant by the calling official, or
- Upon the assessment of a third non-flagrant technical foul that is the result of the direct action(s) of an offending head coach, team assistant, or other team member, or
- Upon assessment of a third technical foul charged to a head coach.
- The bench decorum rule outlined in rule 1.04 above is charged to the offender and the head coach, as stipulated under National Federation rule 10.5. A third technical foul on a coach is considered flagrant.
- In conjunction with the rules regarding flagrant un-sportsman like behavior, the rules of guaranteed play, and gross or repetitive misconduct outlined above, a decision as to when, or whether, an ejected person may resume league activities is made by the commissioner after a review of the incident(s).
- An ejected coach or team assistant is required to leave the premises immediately and not contact team members until the game has ended and they have left the court area.
- An ejected player is required to leave the bench area and remain out of direct contact with his/her team members until the end of the game.
- The decision of when (or whether) someone ejected from a game may resume league activities is made by the commissioner upon review of the incident.

14.10 When inclement weather is predicted, it is the responsibility of the head coach to call the Fairfax County Weather Line at 703-324-5264 and determine if the game or practice can be held. Public school closings due to inclement weather do not necessarily mean league games scheduled on a weekend are cancelled.