



## Old Timers Basketball League Rules

1. **His Grace Bishop Serapion is in charge of and oversees all operations related to the Coptic Orthodox Church, Diocese of Los Angeles Basketball League, and appoints and approves the basketball league officials responsible for organizing, coordinating, and supervising all league activities.**
2. His Grace Bishop Serapion, Father James Soliman, league officials, and site coordinators are granted authority over any player, coach, assistant coach, spectator or any other bystander present at any game.
3. **The site coordinators are hereby granted the authority to call off any given game if, in their judgment, the players or spectators are in any way engaging in “anti-Christian” or unsportsmanlike conduct.**
4. The site coordinator is hereby granted the authority to make decisions as to whether a particular game should continue or be immediately terminated due to escalating tempers, unnecessary confrontation, and taunting.
5. **Site coordinators on the premises of any game are granted permission to make any necessary modifications to the organization, set-up, or operation of the event for the purpose of ensuring fair play and good sportsmanship, and for avoiding arguments and altercations between players and/or coaches.**
6. Site coordinators have authority over the coaches, assistant coaches, players, and unruly fans in terms of making final decisions and enforcing penalties along with the CIF referee(s). The CIF referee(s) have the final say according to our league rules. Site coordinators are there to aid the referees.
7. **Site Coordinators are League appointed members that are responsible for the overall, smooth operation of game sites for particular game days. They are present to communicate between gym staff if need be, to coordinate unexpected events, enforce league rules, ensure that each team keeps the gym clean, and act as a representative on behalf of the League. They are identifiable with a specific lanyard, name tag, and league number. Decisions that are made by Site Coordinators are first approved by League Officials and therefore are valid. Those that are defiant to Site Coordinators are subject to disciplinary actions whether it be a coach, a player, or a fan.**
8. A scheduled game may be played as a pick up game if in the site coordinator’s and the coach’s right judgment that it is a safe environment to play. A league official must be notified before the start of the game.
9. **A site coordinator may *not* at anytime alter, change, or modify any of these rules for any reason without prior permission from league officials.**



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10. At *all* games there must be the coach *or* the assistant coach (whose name must appear on the coach's roster online) present. If the coach or the assistant coach are not present, the game will be forfeited without rescheduling. Coaches may be added or modified at any point throughout the season, but will be assessed a \$50.00 late fee after August 13, 2007.
11. **Coaches, you are the models of this league. Any rule that appears within these set of rules have a much higher consequence if a coach or an assistant coach breaks it whether it is noted or not. These consequences could be, but are not limited to, suspending you as a coach or suspending your whole team.**
12. It is against league rules for players and/or coaches to be involved in any form of "Trash Talking" either on the court during a game, in anticipation of an upcoming game, or after the completion of a game
13. **"Trash Talking" falls under the category of "Anti-Christian" behavior and unsportsmanlike conduct, and will not be tolerated in this church basketball league.**
14. "Trash Talking" during the course of a game will result in technical fouls awarded to the player(s) involved. If it occurs again during the course of the same game, the player will immediately be ejected from the game by the *CIF* referee(s). If a player has a repeated history of problems within the league, other actions will be taken.
15. **"Trash Talking" related to the basketball league, whether it occurs during a game or apart from it, will be punishable by suspensions imposed by the league officials.**
16. "Trash Talking" that involves swear words or vulgarity will result in a two (2) shot technical foul and possession of the ball remains the same. If it is then heard again, the player/coach involved will be ejected from the game with possible suspensions of individual players/coaches and/or the entire team according to the discretion of the *CIF* referee(s) and site coordinator.
17. **Foul language is not tolerated at all in this Christian league. Foul language coming out from the mouth of any player will result in a two-shot technical foul. The possession of the ball will remain the same. If it is heard again from the same player it will result in removal of that player for the rest of the game. If foul language is heard from a coach/assistant coach, that coach is to be ejected from the game immediately and is to be reported to league officials for further consequences.**
18. If a coach is ejected from a game and they are the only coach present, in compliance with rule #10, the game will be terminated and forfeited to the opposing team regardless of the score.
19. **Fighting or foul language coming from a spectator will result in removal from the premises by the referee and/or site coordinator.**
20. Any fighting caused by any team member or coach will result in that player or coach's disqualification from the league.
21. **Players and coaches must show respect to the referees and the scorekeepers at each game.**



22. There will be no arguing with the referee. The team captain and the coaches may speak to the referees only, if permitted by the referee. There may only be one team captain and one head coach per team that may speak to the referee. The referee can choose not to talk to either one *if too much tension occurs*.
23. **All bench players must be seated at all times during the game. Assistant Coaches may get up, but must remain seated for a majority of the game. You will be warned once and the referee will then distribute technical fouls.**
24. Only registered coaches and suited players may be seated on the coaches/players bench. All fans must be seated on the opposite side of the coaches/players bench. No fans are allowed on coaches/players bench. No one is allowed on the base line.
25. **Each team will have a 5-minute grace period after the starting time of season games. After the 5-minute grace period is up, whichever team delays will lose the game. No rescheduling will be allowed in this case. PLEASE BE ON TIME!**
26. Transportation must be provided to and from the game by each church.
27. **You may not cancel or postpone or reschedule any game for any reason. Any game that is not played on its scheduled date and time will be considered a forfeit without rescheduling. The only exception to this rule is in the case of a death or a funeral. A league official must approve the rescheduling to take place BEFORE the actual scheduled time of the game. If a game is permitted to be postponed it MUST be made up on or within four (4) game days.**
28. After the final game of the day, all players, coaches, assistant coaches, and spectators must leave the premises within 20 minutes after the game has ended.
29. **After each game, the winning team must inform the league by the end of day on Monday, following game day, who won the game with the correct scores – preferably by email. If the winning team fails to meet the due time, the opposing team will get the victory. Here is an example on how scores should be reported:**
  - a. **Date: Sunday, July 17, 2007**
  - b. **Teams: Team A vs. Team B ALL SCORES MUST BE EMAILED TO**
  - c. **Scores: 53-49 WEBMASTER@THECOPTICLEAGUE.ORG**
  - d. **Winner: Team A**

**WHEN REPORTING SCORES, TO HELP EXPEDITE, PLEASE PUT THE FOLLOWING IN THE SUBJECT LINE:**

**“League (College or Boys or Girls) YOUR TEAM NAME Scores”**

30. All teams must have team jerseys for each player and each with their own number. Players without their own jersey may not play. No exceptions for all 3 leagues. No church names may be printed on the jerseys; only team names. If church names are already printed, they need to be removed or covered.
  - i. Shorts must be at waist high. There will be a general warning at the beginning of the game, if you are caught during the game it will result in a two (2) shot technical foul.



- ii. Jerseys must be tucked in at all times. There will be a general warning at the beginning of the game, if you are caught during the game it will result in a two (2) shot technical foul.
31. **Players may not swap jerseys after the online registration period ends. The jersey that a player is registered with is the one they must wear all season long.**
32. Eligibility. Born in the year of 1983 and older. Proof of ID *may be* required.
33. **Eligibility of coaches and players. Failure to comply with any of these mandatory rules listed below and in rule #32 may result in the suspension or termination of your team.**
- a. **Coaches and assistant coaches:**
    - i. **is one that is baptized within the Coptic Orthodox Church or any of its sister churches.**
    - ii. **Cannot be a player for the team that he is coaching.**
    - iii. **No changes to coaches roster after Monday, August 13, 2007 deadline, only drops or a coach may opt to do late registration.**
    - iv. **A legal head/assistant coach is one that is on the coach's roster.**
  - b. **Players:**
    - i. **Must be within the legal age limit as described above in rule #32.**
    - ii. **Is one that is baptized within the Coptic Orthodox Church or any of its sister churches.**
    - iii. **Cannot play for more than one team. No switching teams after the registration deadline. A player may opt to do late registration if they which to switch.**
    - iv. **No changes to team roster after the September 17, 2007 deadline, only drops (including no swapping/changing of jersey numbers). A player may opt to do late registration if they which to switch.**
    - v. **A legal player is one that is on that specific team's roster.**
34. CIF referees and statisticians will be provided for you.
35. **Please do not pay the referees at any game unless permitted to do so in advance from the league officials. If you do pay, we will not be able to pay you back. It will be considered as a generous donation to the league.**
36. There is a \$800.00 league fee per team which will cover the league expenses. The league fee must be turned in by Monday, August 13, 2007. After this date, late league fees will be assessed a \$50.00 late fee penalty in addition to the normal \$800.00 league fee for each week that passes. Make checks payable to "The Coptic League" and mailed to: The Coptic League 491 N. Hewes St. Orange, Ca. 92689.
37. Food, drinks, hard-soled and back-soled shoes are absolutely prohibited in the gymnasium. Players may not bring in bottled water they must utilize the facilities drinking fountain. This is for regular season games only.



38. **All players, coaches, and spectators must insure that the gym is spotless before leaving the gym. This includes, and is not limited to: restrooms, spectator's seating area, player's/coach's area, the main court, and the parking lot. The gyms should be cleaned after each game. Both teams must clean the gym.**
39. Please respect the public property. We are granted the gym as a privilege that may be taken away from us if we abuse this privilege.
40. **Please also note that if a division of the league is dismissed from the gym or the playing site for any reason, that division will be terminated from the league for the rest of the season with no refunds!**
41. Please note also that coaches, and players, are responsible for the spectator's actions.
42. **Please note that not all games will be hosted in a gym. Games will be hosted in a gym according to availability. If a gym is not available for a certain weekend, an outdoor location will be assigned.**
43. Please keep all entrances and exits to the all facilities clean because it is a fire hazard.
44. **No noise making equipment is allowed at any of the games.**
45. Teams that have the opening game on game days should arrive early to insure that everything is properly setup and ready to go by tip off time. Score board, bleachers, player's seating, trash cans, and that they have a game ball.
46. **Playoffs. Top four (4) teams of each league/division will advance (single elimination).**
  - a. **General Record Determination:**
    - i. **Overall division record per team.**
    - ii. **When two teams are tied in the standings, regular season head-to-head results are used as the tie-breaker. If the season is not split (one team winning both games) then they (the team that won both games) takes the higher position.**
    - iii. **If three or more teams are tied, the combined record of each team against the other teams involved in the tie is used to break the tie.**
    - iv. **If the above procedures fail to establish an advantage, point differential.**
47. Please see the league calendar for important dates and deadlines on when things are due.
48. **If one or more of these rules are broken and both teams are willing to play the game in a fun, safe, friendly atmosphere, you may do so, but please contact one of the league officials before the game starts and state that the game is being played for no record.**
49. Please be advised that all nonparticipating players, all coaches, and all fans will be charged a \$3.00 entrance fee per day of playoff and final game days. Payment is collected upon entrance.



50. A player must play for the church they attend regularly. In the event the church they attend does not have a team, then they with the approval of that team's parish priest and coach can join the requested team. If there is a discrepancy in the church the player states they attend then the following two rules apply:
- a. The player is to play for the team they played for a majority of the past 3 years (college and high school years can be used to calculate this).
  - b. If the player has played for 3 various teams then the coach for the last team he played for as well as the new team the player will be playing for have to agree that:
    - i. this is what's best for the players spiritual benefit in terms of church attendance
    - ii. the player moving from team to team is mutually beneficial in that it is not deteriorating a team for the benefit of another.
  - c. Steps to switching teams:
    - i. A written letter from the coach must be sent to the league ([basketball@lacopts.org](mailto:basketball@lacopts.org)) stating the reasoning switching to another team.
    - ii. A written letter from the player must be sent to the league ([basketball@lacopts.org](mailto:basketball@lacopts.org)) stating the reasoning switching to another team.
    - iii. The parish priest of the team that the player wants to switch to must contact Fr. James Soliman to confirm that they are now part of that parish church and that the player's move is in the best spiritual interest of the player.
  - d. If the league does approve the move, then the player may be asked to "red-shirt" or sit out up to a 5 game penalty of the regular season games depending on the leagues decision. They can participate in practices and joining the team but will not be able to participate in the first 5 games of the season.

Game Rules:

53. The three-second rule in the key should apply when the offensive player has two feet in the key. When a legitimate shoot is released, the three-second rule is no longer in effect, the count starts over. No defensive three-seconds.
54. Players are allowed only 5 seconds to inbound the ball.
55. Players are given only 10 seconds to get the ball and both feet across the half court line.
56. After a made basket the clock does not stop. The clock is still live unless the referee calls an official timeout or if the criteria in rule #57 is met.



57. **Game clock for College, High School Boys and Girls Leagues:**
- a. **20 minutes running time, 2 halves. Time does not stop during free-throws and out of bound plays. The clock stops during timeouts and injuries. Time also stops within the last 2 minutes of each half, only if the difference between the two teams is within 10 points (i.e. 50-59 pts. time stops; 50-60 pts. time DOES NOT stop.) Overtime will be 4 minutes running time with the last 1 minute stopping only if the difference between the two teams is within 10 points as described above. Double overtime will be 2 minutes running time with the last 30 seconds stopping only if the difference between the two teams is within 10 points as described above.**
58. There are four 1-minute timeouts per game. In the case of overtime, you are awarded one 1-minute time out for the whole over time period. If double overtime occurs, times outs only carry from the first overtime period. No new timeouts are given in double overtime. Timeouts do not carryover into over time from regulation.
59. **After calling a timeout, a team cannot advance the ball.**
60. When a technical foul is called, it is 2 shots and possession of the ball remains the same.
61. **A technical foul is not considered a team foul, but is a personal foul, if it was awarded to a person. If it is awarded to a coach or a team bench then it is just a team foul. A player on the bench can receive a technical foul, which will be considered as a team and personal foul.**
62. During free-throw shooting, players that are lined up along the key are allowed to enter the key when the ball is released from the hand of the shooter, except for the shooter and those behind the shooter who must wait for the ball to hit the rim.
63. **During free-throw shooting, the shooter is allowed 10-seconds to shoot each free throw.**
64. When a player receives his 6th foul, they are to be removed from the game immediately.
65. **Teams are awarded one-and-one situation when the opposing team reaches Seven (7) fouls in a half and double bonus for Ten (10) fouls**
66. At all games you must use a legal high school boys' basketball. No exceptions for the girls.
67. **The league will be providing statisticians/score keeper for each game. There are to be no other score keepers or statisticians other than those that are provided by the league.**
68. If a player, coach, or spectator is ejected from a game from the CIF referee and/or the responsible site coordinator he must leave the premises.
69. **All other CIF rules apply.**
70. All these rules are subject to change with or without notice. Players and coaches are still responsible for the addition/clarification/change of the rules at any given time.

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