



LAKEWOOD RECREATION

2023 RANGER BASKETBALL RULEBOOK



PRESENTED BY: THE LAKEWOOD RECREATION DEPARTMENT

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BOARD, COMMISSIONS AND STAFF

Lakewood Board of Education

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LEAGUE ADMINISTRATION

The Lakewood Community Recreation and Education Commission is the governing body of all recreational and educational programs offered through the Lakewood City Schools Community Recreation and Education Department. Commission members are officially appointed by the Lakewood Board of Education and in turn have the authority to create sub-commissions for the respective programs.

The Lakewood Community Recreation and Education Commission and its sub-commissions reserve the right to interpret any and all rules and situations and to require a formal hearing as a result of unsportsmanlike conduct. They further reserve the right to insert, delete or change rules at any time and may make decisions retroactive should it deem necessary for the good of the program. The Lakewood Recreation Department is responsible for assigning game officials, scorers and staff as deemed necessary.

CODE OF ETHICS/CODE OF CONDUCT

The Community Recreation and Education Commission believes quality public recreation and education and recreation service should be conducted in an ethical manner with traditional principles such as honesty, trust, fairness, and integrity. Each participant should conform his/her conduct to all Ohio, City of Lakewood, Lakewood Board of Education and Community Recreation and Education Department laws, policies, and procedures. Participants include, but are not limited to, all youth and adult students, players, coaches, parents, and spectators. Each participant is expected to abide by the code of ethics promulgated by the Lakewood Community Recreation and Education Department. A complete copy of the Code of Ethics/Code of Conduct including corrective actions steps is available at the Recreation Department and on-line at www.lakewoodrecreation.com.

PHYSICALS

All participants must have a current physical on file at the Recreation Department at the time of registration. The physical must specifically clear the player to participate in sports. The physical must be current for the duration of the season.

SCHEDULES

- Copies of the schedules are available at the Recreation Department and on-line at www.lakewoodrecreation.com
- The first team listed on the schedule shall be the “home” team

TEAM UNIFORMS

- Pee Wee & High School Intramural Leagues - basketball players will be supplied a reversible team jersey by the Recreation Department and is the players to keep.
- 3rd/4th & 5th/6th In House Leagues – basketball players will be supplied a reversible game jersey and shorts that is the players to keep.
- 5th/6th & 7th/8th Collaborative Leagues – basketball players will be supplied a reversible game jersey and shorts that is the players to keep.
- Each player will be given a jersey with a different number than any other teammate. Players are not permitted to switch jerseys after the start of a game. If it is found that players have switched jerseys after the start of a game, the game will be declared a forfeit
- Altering a uniform is not permitted in anyway. Said player will not be permitted to participate until they secure a suitable replacement uniform. The Recreation Department is not obligated to replace a uniform that has been altered. The participant is financially responsible for an altered uniform

EQUIPMENT

Each head coach will receive an equipment bag; including a basic first aid kit. Head coaches are responsible for informing the Recreation Department of any defective, broken or missing equipment.

1. Equipment Bag
2. Practice/Game Balls
3. General First Aid Kit

PRACTICES

- Practices are at the discretion of each team coach.
- All coaches must contact the Recreation Department requesting their practice dates and times.
- Specific dates, times and locations are subject to availability.

PEE WEE LEAGUE

Rules in Effect for Pee Wee (Grades 1-2)

1. O.H.S.A.A. rules will be in effect, except where specific League rules differ.
2. Play will consist of 4x4 at an 8' basket using a 27.5 size ball on side courts.
3. All foul shots will be taken 12' from the basket.
4. No 3-point field goals.

Timing of the Game for Pee Wee (Grades 1-2)

1. The game will consist of 8 4-minute quarters with a running clock.
2. The clock will stop for shooting fouls and restart when the shooter is presented the ball for the 2nd shot or if the 1st shot of a 1-and-1 bonus is missed.
3. The clock will stop in the last minute of the 4th and 8th quarters; however, if a team has a lead of 12 or more points, the clock will not stop in the last minute of the final quarter of the game.
4. The clock will stop at the direction of the referee for unusual delays such as player injury or other disruptions.
5. Teams will have 1 minute between quarters.
6. Teams will have 4 minutes half time break between the fourth and fifth quarters.
7. Each team will have 3 1-minute timeouts per game. Timeouts do not carry over to overtime periods.
8. A tied game at the end of regulation will result in a tied game – no overtime.

Minimum Participation for Pee Wee (Grades 1-2)

1. No participant may play two quarters more than another player. Exceptions may occur if a player fouls out or leaves the game due to illness, injury, or personal reason. Late arrival may result in a participant playing fewer quarters.
2. Each player in attendance must play a minimum of 1 quarter each half. Exceptions: player arrives too late to participate in the first half or the player leaves before the second half due to illness, injury, or personal reason.
3. All players must report to the scorer's table before entering the game; including: the start of the game, each quarter, and the start of any overtime period.
4. The following chart lists the minimum and maximum number of quarters to be played, which is based on number of players in attendance.

Players	Minimum Quarters	Maximum Quarters
4	8	8
5	6	7
6	5	6
7	4	5
8	4	4

Violations of this rule may result in forfeiture of the game and/or disciplinary action.

- 1) If a player is injured or fouls out, the substitute player that completes the quarter is charged with the quarter if the player enters with more than half of the quarter remaining.
- 2) If a player fouls out or is injured during the last quarter and all remaining players have fulfilled their minimum quarters, any player on the bench with fewer quarters played must be inserted into the game. If all bench players have played equal quarters, the coach will identify the player of their choice to finish the final quarter.

NOTE: If it is known before the start of a game a player will not be participating the minimum number of quarters due to disciplinary action, illness, injury, or personal reason, the coach must notify the site supervisor, scorekeeper, game officials and opposing coach prior to the start of the game.

RANGER BASKETBALL LEAGUE

Rules in Effect for Ranger Basketball League (3-6 Grades)

1. OHSAA rules will be in effect, except where specific league rules differ.
2. Grades 3-4: Play will consist of 5X5 at a 9' basket using a 28.5 size ball (No 3-point field goals).
3. Grades 5-6: Play will consist of 5X5 at a 10' basket using a 28.5 size ball.
4. Grades 3-4: All foul shots will be taken 12' from the basket (approx. 1 step forward).
5. Grades 5-6: All foul shots will be taken at the 15' free throw line.
6. Man-to-man defense only. No double teaming is permitted at any level.
7. Flopping will not be tolerated at any level. Coaches will be advised.
8. Only 2 travel team players permitted on each in house team. Forfeiture of games played and removal from team if rule is violated.

FINAL STANDINGS/ELIMINATION GAMES

Final Standings Procedure

If 2 or more teams tie for Regular Season Champion

1. Record of won and lost against each other in regular season play
2. If each team has won and lost equal games then, total points scored against each other
3. If this also remains equal then, most points for entire season.

Elimination Tournament

1. The Elimination Tournament will be played in a single-elimination format.
2. During Elimination Tournament, all teams must be ready to play at game time.
3. The Elimination Tournament seeding is determined as of the conclusion of the regular season.
4. Awards will be issued to the tournament champion.
5. End of season tournament will be played on March 23 for 3rd/4th and 5th/6th in house league.

Timing of the Game for Ranger Basketball League (3-6 Grades)

1. The game will consist of 4 8-minute quarters with a running clock, which will be divided into 8 4minute segments. The dead ball closest to the 4 minute mark of each quarter, substitutions will be entered. The only exceptions to this rule are if a player is injured or fouls out.
2. The clock will stop for shooting fouls.
3. The clock will stop in the last 2 minutes of each half; however, if a team has a lead of 12 or more points, the clock will not stop in the last minute of the final quarter of the game.
4. The clock will stop at the direction of the referee for unusual delays such as player injury or other disruptions.
5. Teams will have 1 minute between quarters.
6. Teams will have 4 minutes half time break between the second and third quarters.
7. Each team will have 3 1-minute timeouts per game. Timeouts do not carry over to overtime periods.
8. Pressing: 3rd/4th grade – last minute of the 4th quarter. If a team is winning by 10 points or more they are not allowed to press.
Pressing: 5th/6th grade – last minute of 2nd quarter, last 2-minutes of 4th quarter. If a team is winning by 10 points or more they are not allowed to press.

A tied game at the end of regulation will have one 3 minute overtime period. The clock will be a running clock except for the last minute of overtime. If the score remains tied at the end of the overtime period, the game will end in a tie. Each team will have one 1-minute timeout during the overtime period. EXCEPTION: During postseason tournament play, 3- minute overtime periods will be played until a winner has been declared.

Minimum Participation for Ranger Basketball League (Grades 3-6)

1. Each player must play a minimum amount of segments as designated in the chart displayed below. Exceptions may occur if a player fouls out or leaves the game due to illness, injury, or personal reason. Late arrival may result in a participant playing fewer minutes. Violations of this rule may result in forfeiture of the game and/or disciplinary action. All coaches will be provided segment charts for their games. NOTE: If it is known before the start of a game a player will not be participating the minimum number of quarters due to disciplinary action, illness, injury, or personal reason, the coach must notify the site supervisor, scorekeeper, game officials and opposing coach prior to the start of the game.
2. All players must report to the scorer's table before entering the game; including: the start of the game, each segment, each quarter and the start of any overtime period.

Segment Substitution Planning Sheet

Number of Players	Minimum Segments	Maximum Segments
6	6	7
7	5	6
8	5	5
9	4	5
10	4	4
11	3	4
12	3	4

SEGMENT

Name	#	1	2	3	4	5	6	7	8

Technical Fouls

1. Any player receiving 2 technical fouls in one game will result in ejection from that game. The player must leave the facility immediately and is not be permitted to play or attend the next played game. Failure to comply may result in forfeit of game and additional suspension.
2. The game officials have the option to issue warnings and technical fouls if there is abusive or unsportsmanlike behavior by the parents and spectators. It is the team’s responsibility to ensure their parents and spectators abide by the rules and spirit of the league.
3. There is no penalty for adding eligible player names to line-up after game has started.
4. Unsportsmanlike Technical Fouls – A player receiving 2 technical fouls in one game will result in ejection from that game. The ejected player must leave the facility immediately and is not permitted to play or attend the next played game. Failure to comply may result in forfeit of game and additional suspension for player.
5. Technical fouls by any player will be a personal and a team foul. Technical fouls assessed to the bench will be a team foul. Unsportsmanlike Technical Fouls and ejections are tracked and accumulate for each team throughout the season.
6. Foul language and inappropriate behavior will not be tolerated. Inappropriate behavior includes but is not limited to taunting, trash talking and lack of respect towards game officials, scorers, coaches, players, parents and spectators. After first offense a technical is issued, second offensive is ejection from the game and/or facility. If the abusive language or behavior persists they will be ejected for an indeterminate amount of time as designated by the discretion of the Director or designee.
7. If a player receives 3 technical fouls in a season, it will result in a 1-game suspension.
8. If a player receives 4 technical fouls in a season, the player will be suspended indefinitely or until they appear before the Youth Athletic Commission.

Technical Foul = two free throws and possession of ball at mid-court
 Intentional Foul = two free throws and ball out of bounds

LAKWOOD RECREATION GENERAL SPORTS REGULATIONS

Hotline (216-529-4117)

Occasionally a game may be cancelled or a game site may be changed due to inclement weather or a scheduling conflict. The Lakewood Recreation Department supplies a Hotline (216-529-4117) that provides participants information in regard to cancellations and scheduling changes. Participants can also get the same information on the Urgent News scroll located on the home page of the Recreation website at www.lakewoodrecreation.com. The Hotline and Urgent News scroll are provided as a convenience to participants and are not designed to update the status of every game at every moment. If a game has not been cancelled, participants are responsible to report to the facility they are scheduled to play at.

Weather Cancellation

In the event of inclement weather that cancels Lakewood Public Schools for the day, all Lakewood Recreation programs will be cancelled for that same day and/or evening, regardless of any weather changes. If early morning weather conditions do not force the Lakewood Public Schools to be closed for the day, but weather changes begin to worsen during the late morning, afternoon, or early evening, the Lakewood Recreation Department, for the safety of our participants and staff, may be forced to cancel programs for that evening. Radio and television stations will broadcast all closings. Every effort will be made to make-up any program that may be cancelled.

Cancelled games will be rescheduled at a later date if possible. Games may be rescheduled on Fridays or on dates a team is not regularly scheduled. If a game is cancelled during play, it shall be resumed at a later date from the point of interruption.

PLAYERS

1. An eligible player is a paid registered participant in good standing with the Recreation Department; including, having a current physical on file (if age/league appropriate). School disciplinary action and grades can affect a player's eligibility.
2. False Information - Periodic checks will be made of all registration details for false information including Lakewood addresses. Parents may be required to furnish proof of legal Lakewood residence. Anyone found giving false information on registration forms would be required to pay the difference between resident and non-resident fee or be dismissed from the league.
3. Suspended Players – Coaches/players suspended by the league or Commission are not permitted to participate in any game or practice, in any way under any condition and not permitted at any game site or practice during the suspension.
4. A suspended or ineligible player's name must not appear on any roster or lineup. Any name appearing on the official score sheet will count as that player having played in the game. All games ineligible/suspended player participated in will be forfeited.

CONCUSSION REGULATIONS

Any athlete 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 the contest and shall not return to play until cleared with written authorization by an appropriate health care professional. In Ohio, an "appropriate health care professional" shall be a physician, as authorized under ORC Chapter 4731 and includes both doctors of medicine (M.D.) and doctors of osteopathy (D.O.) and an athletic trainer, licensed under ORC Chapter 4755.

GAME OFFICIALS RESPONSIBILITIES

1. The game officials will be in charge of the game at all times.
2. The game officials will review basic rules before each game with the coaches of each team. Coaches should remind their players of these rules.
3. In all disputes, only the head coach is permitted to discuss the situation, in a respectable manner, with the game officials. This must be done when time is “out”
4. The game officials are required to file an ejection and/or technical foul card with the Recreation Department any time a coach or player receives said penalty. In some cases, an additional written report may be required.

SCORERS RESPONSIBILITIES

1. It is the scorer’s responsibility to obtain team line-ups prior to the start of the game, record the running game score during the game, track player fouls and participation, and operate the scoreboard.
2. If the electric scoreboard is inoperable, it is the scorer’s responsibility to advise the playing teams the “time” left in each quarter/half, starting with one minute left to play. The scorer will then call out the “seconds” in 15-second increments until the play is completed.
3. The running score will be considered the official score.
4. Arguing with the scorer during the game is not permitted. If a question arises, the head coach must either call “time out” or request clarification from the game official. Penalty: Technical Foul and 2 free throws
5. At no time may coaches, players, parents, or spectators gather around the scorer’s table to check individual stats. Upon completion of the game the head coach may request from the scorer a copy of the final score sheet.
6. Respectful behavior toward scorers must be maintained at all times. Violation may result in suspension.

ALTERNATING POSSESSION

1. To start the game and each overtime period where applicable, the ball will be put into play in the center circle by a jump ball between any two opponents. In all other jump ball situations, teams will alternate taking the ball out-of-bounds for a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedure. The throw-in will be from the out of bounds spot nearest to where the jump ball would have occurred. To start the second half, the ball will be put in play by a throw-in under the alternating possession procedure opposite the scorer’s table. NOTE: It is possible for the same team to start both halves with the ball

FIELD SUPERVISOR’S RESPONSIBILITIES

1. To serve as an on-site supervisor and enforce all policies, procedures, rules or regulations.
2. Attending games as assigned and reporting the status of games and facility conditions to the Athletic Manager.
3. Overseeing and supervising coaches, participants, parents, spectators and staff.
4. Has the authority to address a coach, participant, parent or spectator any time before, during or after a game, practice or team activity if a coach, participant, parent or spectator is not abiding by all expectations, policies, procedures, rules or regulations of the program. If necessary, the Athletic Field Supervisor has the authority to take immediate corrective action.
5. Does not have the authority to overturn a judgment call made by a referee.

6. Maintain communication between the Recreation Department and coaches, participants, parents, spectators and staff. Coaches, participants, parents, spectators, and game officials can and should approach Field Supervisors with all questions, comments, and concerns. Field Supervisors are there to help everyone and make sure games run smoothly.
7. Field Supervisors can be identified by their hunter green recreation logo shirts and jackets.

BENCH & CROWD BEHAVIOR

1. Only members of the team and the coaching staff shall be on the bench or in the bench area. All players not in the game must remain in the bench area during play.
2. Coaches, players, parents and spectators shall focus their energies on player participation, team play, and sportsmanship. Coaches, players, parents, and spectators shall not engage in unsportsmanlike conduct, especially toward game officials. Coaches are responsible for controlling their parents and spectators. Failure to do so could result in removal of the coach, parent or spectator from the game. Coaches are urged to keep players from being destructive to school or city property.

CASUAL PROFANITY

Casual profanity is defined as language which may offend others, however to a degree not deemed serious enough to warrant ejection. If in the official's judgment any coach or player uses casual profanity, the following penalty may be invoked: player or coach required to sit out a series of plays.

TOBACCO, ALCOHOL, AND ILLEGAL DRUGS

1. Tobacco – Participants (coaches, players, etc.) and contest officials in an athletic contest are prohibited from using any form of tobacco at the playing site. Penalty for violation is disqualification from that contest. Violations by contest officials shall be reported to the Recreation Department
2. Alcohol and Illegal Drugs – The sale of, the distribution of, or the consumption of alcoholic beverages or illegal drugs is not permitted at the playing site of any contest. Individuals who violate this rule will be suspended indefinitely. For the safety of all concerned; game officials may deny any coach and/or player the right to participate if the game officials suspect the coach and/or player is under the influence of alcohol or drugs

EJECTIONS

1. Ejection Process - Any participant (coach, player, parent or spectator) ejected from a game for unsportsmanlike conduct will draw an automatic 1-game suspension from the next actual game played by their own team and may be suspended for additional time if warranted by the offense. Forfeited, postponed or cancelled games are not considered actual games played
2. A participant may be ejected before, during or after any game
3. The ejected participant must leave the facility immediately. Any ejected participant may not be at any game site during said suspension and is ineligible to participate and/or attend any game and/or practice during said suspension. Penalty: Forfeit of game and additional suspension to be handed down from the Youth Athletic Commission, Director or designee
4. Second Ejection - A second ejection during the season for a similar offense may result in additional suspension and may be required to appear before the Youth Athletic Commission

5. Ejection from Last Game of Season - Any participant ejected from their team's last game of the season for unsportsmanlike conduct will automatically be suspended from the first game of the next sport they participate in for the Lakewood Recreation Department (i.e. baseball, basketball, football, etc.)
6. Confirmation of Suspension - While the Recreation Department sends out letters to confirm suspensions, coaches, players, parents and spectators should not wait to receive a letter before ejected participant sits out. Suspension from at least the next game is automatic

FORFEITS

1. Shortage of Players - If a team or teams do not meet the required number of players to start a game the game will be declared a forfeit.
2. If one or both teams forfeit because they do not have the minimum number of players or other circumstances highlighted in this rulebook, the following options may be exercised at the start of a game:
 - a. A practice game may be played if both teams agree to stay and play; however, the forfeit remains in effect. Game officials will referee the game. The scorer will mark the score sheet "forfeited-played as practice".
 - b. If both teams do not agree to play a practice game, both teams are permitted to practice at opposite ends of the gym floor for approximately 45 minutes.
3. If a game is shortened due to a player injury resulting in a forfeit due to a lack of players the game can be continued as a practice game.

PROTESTS

1. Filing of Protests (at Game Site) - When a protest occurs during a game, it must be filed immediately with the game official before the next play of the game and noted on the back of the score sheet.
2. Protest on Last Play of Game - When a protest occurs on the final play of the game, it must be filed immediately with the game officials and noted on the back of the score sheet. The protest is not valid after the game officials leave court. If an official is working additional game(s) on the same court, the protest must be made within a reasonable amount of time and prior to the start of the next game
3. Follow – Up at Recreation Department - Protests must be submitted in writing by the head coach to the Lakewood Recreation Department within 24 hours from completion of game during the next business day.
4. Ineligible Players - The rules apply in all cases except where ineligible players are involved.
5. During elimination/playoff play, protests must be resolved at the game site by game officials. Game officials will temporarily suspend play until situation is resolved.
6. The Lakewood Community Recreation and Education Commission or its sub-commissions will consider no protest if the above rules are not adhered to.

CONDUCT IN SCHOOLS

1. Regardless of the weather; all players must carry a separate pair of shoes for game purposes into the gym. No wet or dirty shoes will be permitted on the court.
2. All coaches, players, parents and spectators entering any school facility must understand that Site Administrators, Event Staff, security and custodians have the authority to enforce building usage rules and should be treated with respect at all times.
3. Spectators, including children, are welcome to attend all games but must be seated in bleachers or other spectator area at all times. They are not permitted to shoot baskets at any time or be on the gym floor.
4. Bouncing, passing or tossing of basketballs in the locker rooms, hallways or on the sidelines is prohibited.

PERMITS FOR PRACTICES

1. Permits for all gyms are issued by the Lakewood Recreation Department.
2. Permits are issued varsity down which means a youth practice permit may be bumped and/or cancelled based on necessity.
3. Permits are issued as facilities dictate, i.e. Pee Wee practices in gyms with adjustable rims, all teams will have the opportunity to practice at least 1 time per week.