



# PRINCE GEORGE'S COUNTY BOYS & GIRLS CLUB

7833 Walker Dr. Suite 430

Greenbelt, MD 20770

Fax: (301) 446-6801 / TTY: (301) 699-2544

Byron Thompson  
Countywide Sports Coordinator  
301-446-6818  
[Byron.Thompson@pgparks.com](mailto:Byron.Thompson@pgparks.com)

Lawrence Sedgwick  
Executive Director  
301-446-6800  
[Executive.Director@pgcbgc.com](mailto:Executive.Director@pgcbgc.com)

Annie Willis  
Administrative Assistant  
(301) 446-6839  
[Annie.Willis@pgparks.com](mailto:Annie.Willis@pgparks.com)

## 2025 P.G.C.B.G.C. BASKETBALL RULES (BOYS AND GIRLS)

FOR RULES AND INFORMATION GOVERNING MEMBERSHIP REQUIREMENTS, DUES, ID CARDS, QUESTIONNAIRES, FORFEITS, GAME OFFICIALS, AWARDS, BILLING, TIED LEAGUES, FINES, ROSTERS, ELIGIBILITY, PROTESTS, POSTPONEMENTS, PLAY-OFFS AND GAME POINTS REFER TO PGCBGC GROUND RULES (Rev. 08/23).

**IMPORTANT NOTES:** All Coaches, Including Assistants must now complete a mandatory PGCBGC Background Screening Check, Abuse Prevention Training Certification (APT), Basketball ASEP course and PGCBGC Code of Conduct form prior to the start of the season. Uncertified coaches will not be allowed to coach any sanctioned county games. Also, Team Parents must complete PGCBGC Background Screening checks and Abuse Prevention Training Certification prior to the start of the season. Please visit [www.pgcbgc.com/coachescorner](http://www.pgcbgc.com/coachescorner) for more details.

**I. MEMBERSHIP REGISTRATION DUES:** The following fees are in place for the basketball season:

- 1. Registration fee - \$35 per player for PGCBGC member organizations & \$45 per player for independent organizations**
- 2. Franchise fee - \$150 per team charge for any independent organization that does not have a home gym to host league games**

**II. LEAGUES:** Boys 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, and 18 & Under  
Girls 8, 10, 12, 14, and 16 & Under

**III. CLASSIFICATIONS:** There will be two (2) league classifications for participation in the PGCBGC basketball program. The leagues will be (AAA) and (AA). The (AAA) league will be considered "Competitive" and the (AA) League will be considered "Developmental". Unit clubs shall submit their team league designation requests on the Sport Questionnaires. For competitive balance and the structural integrity of the league, there will be a fair representation of AAA and AA teams in all age groups. Unit club requests for team designations will be reviewed and scheduled accordingly by the PGCBGC Sports Office/Sports Specialists.

**IV. LEAGUE AGE ELIGIBILITY:**

**Age groups are based on the age the player becomes on January 1, 2025.**

**V. MANDATORY TEAM COMPOSITION:** All teams must have a Head Coach and an Assistant Coach. All teams must have ten (10) rostered players to participate in the Leagues.



**VI. LEAGUE OPENING: All leagues will open on January 11, 2025.**

**VII. ELIGIBILITY: Refer to PGCBGC Ground Rules (Rev. 08/23) and the following:**

1. Each player must have either a valid Maryland MVA ID card, and/or any sanctioned government issued ID card that includes a photo and DOB (i.e., US Passport, Military Dependent ID card), or a PGCBGC laminated ID card. Should the eligibility of a player(s) be in doubt after the exchange of ID Cards, a coach can demand the player(s) sign his scorebook, for further verification in the Boys/Girls Club Office. If the eligibility is in question while a game is in progress, the protesting team must use a time-out for the player(s) to sign the scorebook.
2. **INELIGIBLE PLAYERS AND PENALTY FOR USE OF INELIGIBLE PLAYERS:** Ineligible players, whether protested or not, will result in forfeiture of all games in which the ineligible player participated. However, if both teams use ineligible players, a double forfeiture will result. **The player(s) and Head Coach may be suspended for the current season, at the discretion of the Executive Director.**

**VIII. GAME PROCEDURE AND RULES:**

**PLEASE MAKE THE REFEREE AWARE OF THESE PLAYING RULES PRIOR TO EACH GAME.  
(A copy of these rules should be kept at the scorer's table.)**

1. Length of Games - Running clock - the clock stops on jump balls, SHOOTING FOULS and time outs. **SUBSTITUTIONS can be made during all dead ball situations provided your player is present/kneeling at the scorer's table.** The clock will stop on all whistles in the last two minutes of the 2<sup>nd</sup> half only.

|                                       |                         |
|---------------------------------------|-------------------------|
| <b>7, 8, 9, 10, 11, &amp; Under -</b> | <b>15 Minute Halves</b> |
| <b>12, 13, 14, 15 &amp; Under -</b>   | <b>16 Minute Halves</b> |
| <b>16, 17, 18 &amp; Under -</b>       | <b>16 Minute Halves</b> |

**The halftime intermission will be five (5) minutes in length.**

2. **Each team has three (3) full and two (2) 30-second time outs per game.** One (1) additional full-time out will be granted for each additional extra/overtime period.

3. **Overtime:** Each extra/overtime period will consist of 3 minutes. As many extra/overtime periods as necessary to break the tie shall be played.

4. The National Federation of High School Basketball Rules (NFHS), in conjunction with the PGCBGC Basketball Rules and Ground Rules will govern play.

5. **Shooting Fouls: Two shot foul shooting takes effect on the seventh (7<sup>th</sup>) team foul in each half. The Bonus is now an automatic two (2) shots. (No One-and-One foul shooting).**

6. **Foul shooting for 7 thru 9 & under only, the shooter must remain in back of foul line until the ball has left his/her hands, then he/she is allowed to cross the foul line. He/she cannot, however, follow up his/her shot until the ball has touched the rim or backboard.**

7. The PGCBGC Basketball Schedule will be followed unless otherwise notified by the PGCBGC Office Staff. Game time is listed on the schedule and there will be a 15-minute GRACE PERIOD for the first game of the day only. A team can begin a game with Four (4) players present at the scheduled game time. Failure to have a minimum of Four (4) players at the end of the 15-minute GRACE PERIOD or game time constitutes a forfeiture loss. The opposing team does not have to match the disadvantage and will be allowed to start the game with their Five (5) players. After the start of ALL games, if a team has no substitutes to replace disqualified or injured players, the game can continue with less than 5.

8. Speed-up Rule - If the situation arises during one-man games officials WILL NOT handle the ball on backcourt violations. The official should point to the spot of the "inbounds" following a violation and the offensive team may play the ball without the official handling the ball. However, officials WILL handle the ball during two-man games.

9. **MERCY RULE:**

- A. For all age groups – Boys and Girls: If one team should achieve a lead of 20 points or more any time during the game, the leading team shall not be allowed to employ any manner of full-court pressure defense. If the lead should be reduced to 16 points or less, the leading team shall be allowed to employ any defense at any point on the floor, consistent with the rules of basketball. It is the responsibility of the coaches to inform the referee(s) of this rule prior to the start of the game and to inform them as to its implementation during the game. This rule must be enforced by the referee and is not a protested rule. Please have the rules at the table!
- B. If one team should achieve a lead of 30 points or more any time during a game the clock will run continuously including **time-outs and injuries**.

10. Full Court Pressure Defense Rules (Unless the "Mercy Rule" applies):

- In all divisions (AAA & AA) for **ages 10 and older**
- In all AAA divisions
- For AA divisions in age groups **7U through 9U**, the full court press can only be used in the last two (2) minutes of the game. Once the offense is in possession of the ball, the defense must retreat and allow the offense to move the ball across the hash marks (six feet past the mid-court stripe). Teams may defend the ball only after the ball penetrates these hash marks. The offensive team in possession of the ball may only hold the ball in the zone between the hash-marks and mid-court line for a period of ten (10) seconds. Once the offensive team has penetrated the hash marks normal basketball rules apply.
- The defensive players must allow the ball to cross the mid-court line. The first infraction will result in a warning and all subsequent violations will result in a technical foul (indirect Technical that will be charged to the coach)

11. The three-point shot is in effect for all girls' and boys' games, provided the court is properly marked with a painted three-point shot line. TAPED LINES ARE NOT PERMISSIBLE.

12. Loose basketballs will not be permitted in the gym at any time. During the game or a time-out period, the official has the authority to suspend play until the balls are secured.

13. Assistant Coaches must remain seated when ball is live or dead (They can only leave the bench during T.O. and intermission)

- A. Coaching box - only head coach no alternating.
- B. Players can cheer but must remain seated.
- C. Only go to scorer's table to ask for time out
- D. The only person(s) permitted to go to the table is the Head Coach/Assistant and Bookkeeper.
- E. If a head coach receives a direct or indirect technical foul, the coach may not stand up for the remainder of the game.

14. No distraction online before foul shooter shoots. (i.e., Raising of the arms, etc.)

15. Shorts must go up to waist with shirt tucked in.

16. **No jewelry is allowed; Player's hair decorations must conform to NFHS guidelines or be removed.**

17. **NO DUNKING. 1<sup>st</sup> offense technical foul, 2<sup>nd</sup> offense ejected from game.**

18. No artificial noisemakers permitted/Music only during pre-game, time-outs, intermissions, and post-game.

**IX. UNIFORMS**

All players on a team must wear uniforms consisting of shorts and matching jerseys and numbers. Players must wear non-marking gym shoes and socks. If T-shirts are worn underneath their jerseys, they must all be the same color as the torso color of the team jersey. VIOLATION OF THIS RULE WILL RESULT IN A \$25.00 FINE. No pants may be worn underneath team shorts, except long- legged girdles and girdles must be same color as team uniform. The penalty for violation of this rule is the player/s cannot participate in the game. No shorts with pockets allowed. **Any number allowed on jersey but must be different from teammates.**

**X. EJECTED PLAYER/COACH**

The name of an ejected player/coach will be entered on both teams' score sheets in the appropriate space and signed by the game official at the time of the ejection, not after the game. Ejections: Any player ejected from a game will receive a minimum **one-game suspension**, not to include the game ejected from. Any coach or spectator ejected from a game will receive a minimum of a **two-game suspension**, not to include the game ejected from. One (1) and two (2) game suspensions cannot be appealed.

The ejected player/coach **must not** participate in the next scheduled game(s) and if he/she does participate, the forfeiture of that game(s) will result. Proof of this ejection will only be supported by a properly signed score sheet submitted the next working day to the PGCBGC office by the opposing coach and/or PGCBGC staff. Disciplinary action may be taken against any player, coach, team, and/or club for unsportsmanlike conduct, falsification of rosters, or any other acts that may be considered detrimental to the PGCBGC Basketball League. Appropriate action will be levied consistently with the severity of the action and may vary from the forfeiture of any given contest to expulsion from league competition. Expulsion can be on a first offense.

**XI. BASKETBALLS**

**All girls will use the Size 6 or 28.5 (leather)**  
**Boys (7U) will use the Size 5 or 27.5 (leather)**  
**Boys (8-11) will use the Size 6 or 28.5 (leather)**  
**ALL BOYS 12 & OVER will use the size 7 OR 29.5 (leather)**

**XII. HOME TEAM RESPONSIBILITIES**

1. Provide clock, scorebook, possession arrow and persons to perform duties - **MUST BE A RESPONSIBLE PERSON AT LEAST 18 YEARS OLD** and a game ball specified by the PGCBGC. The home team must also provide space for the visiting scorekeeper to sit at the OFFICIAL SCORER'S TABLE. IT IS MANDATORY THAT THE HOME TEAM PROVIDES A SPORTS CLOCK AT ALL HOME GAMES. THERE WILL BE A \$50.00 FINE FOR NON-COMPLIANCE WITH THIS RULE.
2. There will be a \$300 fine imposed if the home gym is out of control and no attempt is made to have order in/or around your gym.
3. We strongly suggest each coach have a RULE BOOK at all games, plus their copy of these rules and PGCBGC Ground Rules (Rev. 08/23)
4. All Clubs are responsible for obtaining a "School Facility Inspection Form" from the school, and each time the gym is used you should have an inspection form signed by the person in charge of your Club and the custodian in charge of the facility. THIS FORM IS FOR YOUR PROTECTION IN CASE OF DAMAGE.

5. If no basketball official(s) arrives for a scheduled game, an individual(s) may be used to officiate the game provided both coaches agree. If the game starts with a volunteer official, it must be completed with that official(s) unless the assigned basketball official(s) arrives. **If both coaches agree, one (1) official may officiate a game.**

### **XIII. BOTH TEAM COACH'S RESPONSIBILITIES**

A. **CONDUCT** – Each Coach is expected to conduct themselves in a professional and rational manner. In addition, each coach is responsible for the conduct of his players and coaching staff. Improper conduct, in the judgment of the game officials, on the part of any player, coach, or spectator, may result in penalization, expulsion, suspension, or forfeiture of the game. When a club fails to keep order to assure visiting teams protection, all future home games for this club will be moved to another location. Should this solution fail to prove satisfactory, the problem club will be dropped from the league. **The coach is responsible for the conduct of his team prior to, during, and after a game. The coach must be at least 18 years of age.**

B. **FIGHTING** - All assistant coaches, substitutes, and non-players must remain on the sidelines if a fight takes place on the court. The head coach may enter onto court in the situation where a fight may break out or has broken out to prevent the situation from escalating. The players on the court should restrain their teammates and the officials will disqualify players as needed. The officials are capable of controlling the players on the court, however if either or both benches empty onto the court the officials may suspend the game at that point.

C. Coaches will be responsible for keeping the BENCH AREA CLEAR of anyone other than bona-fide team officials and players.

D. **GAME TERMINATION**

When a coach, assistant coach, trainer, or any other person connected with a team clearly comes onto the court for the sole purpose of protesting a judgment call, or non-call, the GAME OFFICIALS, as a unit MAY TERMINATE THE GAME AT THAT POINT.

### **XIV. POSTPONEMENTS:**

Refer to PGCBGC Ground Rules (Rev. 08/23) and the following:

**SNOW CANCELLATION** - When schools are closed due to snow on weekdays, the PGCBGC Office will CANCEL ALL GAMES FOR THAT DAY. This applies to weekdays, Monday-Friday. Call **301-927-0822** for game cancellations due to weather conditions and check our website at [www.PGCBGC.com](http://www.PGCBGC.com) for up-to-date weather and emergency Parks & Rec closings, sign up for your FREE NIXLE account today. It only takes a minute! You can choose to be notified by email, text or both.  
[http://www.pgpbarks.com/Nixle\\_Information.htm](http://www.pgpbarks.com/Nixle_Information.htm)

### **XV. LEAGUE STANDINGS AND SCORES**

For league standings, please visit [www.pgcbgc.com](http://www.pgcbgc.com).

#### **SCORE REPORTING**

The **Home** team will keep the official book for all games that will be played throughout the season. The **Home** team will be responsible for reporting all scores for all games by faxing to **301-446-6801** and by using [Tevon.Littleton@pgpbarks.com](mailto:Tevon.Littleton@pgpbarks.com). The last games of the season should be reported within 24 hours. Please report scores in a timely manner. Along with reporting scores, Line-Up Sheets are mandatory and must be sent into the PGCBGC office no later than 48 hours after the game has been played.

**Forfeits** For teams that **win by rule of a forfeit**, the official score will be entered into the Scorebook as Winner – 2 pts., Loser (Forfeiting Club) – 0 pts.

**XVI. PLAYOFFS:** For (AAA) leagues with (2) two divisions, the first (4) four teams in each division will be eligible for the playoffs. For (AA) leagues with (2) two divisions, the first (2) two teams in each division will be eligible for the playoffs. For single divisions in both the (AAA) and (AA) Leagues, playoffs will be limited to no more than the first (4) four teams.

**XVII. TIE BREAKER RULES:** The best won-lost record will determine Division winners and league standings. A win equals 2 points and a loss equals 0 points. If an unequal number of games have been played, then the winner or berth will be determined by winning percentage. If teams are still tied after applying these criteria, then the following tiebreaker procedures for division winners and playoff berths will be used:

- Head-to-Head competition (best won-lost record between tied teams)
- Point differential in head-to-head competition between the tied teams (points scored minus points against)
- Point differential for all league games

**NOTE: Carry these rules, the PGCBGC Ground Rules (Rev. 08/23) and Player ID Cards with you to all games - It will help you resolve many issues and save you valuable time.**

