

LEWISBORO RECREATION

2016-2017 MASTER BOYS - GRADES 9 & 10

BASKETBALL LEAGUE



TEAM #	COACH	TELEPHONE #	COLOR
1.	Carmine Romano Andy Hafter	977-3337 763-2413	Orange
2.	Bill Pink	763-4684	Royal Blue
3.	Mike Tedesco	763-9695	Red
4.	Adam Giardina	763-2555	Yellow
5.	Andrew Greene	301-5595	Light Blue
6.	Brendan McCormick	763-9434	Black
7.	Rich Seidlitz	763-2448	White
8.	Glenn Capobianco	977-3135	Purple

PICTURE DAY IS SATURDAY, JANUARY 28th!!!

If you are interested in having individual pictures taken, you may go to the Middle School
– specific times will be assigned.

RECREATION OFFICE: 232-6162

PROGRAM INFORMATION:

For inclement weather, check our website: www.Lewisborogov.com or
find us on Facebook: Lewisboro Parks and Recreation
for updates as well.

***PLEASE GO TO OUR WEBSITE AND SUBSCRIBE TO THE EMAIL BLAST – YOU
WILL GET AN EMAIL REGARDING CANCELLATIONS FOR
PRACTICES AND GAMES***

PLEASE NOTE: All games will be held at John Jay Middle School New
Gym or JJHS Gym

****The Lewisboro Parks and Recreation Department **reserves the right to make
changes** to the schedule as needed ****



DATE	TIME	GYM	TEAMS
Saturday, December 17 th	12:00 PM	JJHS	3 vs. 6
	1:00 PM	JJHS	4 vs. 5
	2:00 PM	JJHS	2 vs. 7
	3:00 PM	JJHS	1 vs. 8
Saturday, January 7 th	12:00 PM	JJHS	1 vs. 7
	1:00 PM	JJHS	6 vs. 8
	2:00 PM	JJHS	2 vs. 5
	3:00 PM	JJHS	3 vs. 4
Saturday, January 14 th	12:00 PM	JJHS	2 vs. 3
	1:00 PM	JJHS	1 vs. 6
	2:00 PM	JJHS	5 vs. 7
	3:00 PM	JJHS	4 vs. 8
Saturday, January 21 st	12:00 PM	JJHS	2 vs. 8
	1:00 PM	JJHS	4 vs. 6
	2:00 PM	JJHS	3 vs. 7
	3:00 PM	JJHS	1 vs. 5
Saturday, February 4 th	12:00 PM	JJHS	1 vs. 4
	1:00 PM	JJHS	3 vs. 5
	2:00 PM	JJHS	2 vs. 6
	3:00 PM	JJHS	7 vs. 8
Saturday, February 11 th	12:00 PM	JJHS	1 vs. 2
	1:00 PM	JJHS	3 vs. 8
	2:00 PM	JJHS	4 vs. 7
	3:00 PM	JJHS	5 vs. 6
Saturday, February 18 th	12:00 PM	JJHS	2 vs. 4
	1:00 PM	JJHS	5 vs. 8
	2:00 PM	JJHS	1 vs. 3
	3:00 PM	JJHS	6 vs. 7
Saturday, February 25 th	12:00 PM	JJHS	1 vs. 7
	1:00 PM	JJHS	6 vs. 8
	2:00 PM	JJHS	2 vs. 5
	3:00 PM	JJHS	4 vs. 3

TENTATIVE PLAYOFF SCHEDULE

Friday, March 3 rd	6:00 PM	JJMS New Gym	1 st vs. 8 th
	7:00 PM	JJMS New Gym	2 nd vs. 7 th
Sunday, March 5 th	3:00 PM	JJMS New Gym	3 rd vs. 6 th
	4:00 PM	JJMS New Gym	4 th vs. 5 th
Saturday, March 11 th	2:00 PM	JJHS	SEMI FINALS
	3:00 PM	JJHS	SEMI FINALS
Sunday, March 12 th	3:45 PM	JOHN JAY HIGH SCHOOL CHAMPIONSHIP GAME	

WE FOLLOW NCAA RULES EXCEPT FOR THE FOLLOWING LOCAL RULES:

1. All teams will make the playoffs. Single elimination tournament played.
2. Trophies will be awarded for the league winner, playoff champion & playoff runner up. If there is a tie and we can't break it with normal methods, then a coin toss will determine the higher seed.
3. Games will be played at the Middle School New Gym or at the High School (Please check the schedule for game location and times).
4. When schools are closed due to inclement weather, no practices or games will be held. Our website, www.lewisborogov.com, will be updated as well as our Facebook page: Lewisboro Parks and Recreation.
5. Practices: All teams are scheduled for 1 - one-hour practice session per week. Teams are **not** to extend practices past the 1 hour practice time or schedule additional practices at alternate sites.
6. All players are required to play **two** quarters per game. (Four - 5 minute time blocks per game, at least two blocks in each half of the game). Should a player come late into the game – possibly during the 2nd quarter of the half – the player still has to play the minimum per half which is 2 five minute periods.
7. Games in the Masters Division, **when circumstances dictate**, will be played with less than five players (4 on 4). During Playoffs teams must play 5 on 5 or play 5 on 4.
8. Players who sustain an injury where bleeding occurs must be removed from the game immediately. Once the player's injury is taken care of and the bleeding stopped/controlled, the player may re-enter the game. If any blood is on the players' shirt, the shirt must be removed and exchanged for another shirt. It does not have to be the same color or have a number.
9. Game time - 40 minutes running time **except the last minute of the game**. Each quarter will be 10 minutes. The clock will stop at the 5-minute mark of each quarter for substitutions. Play will stop after an official stoppage of play.
10. Time outs - 2 per game at 1 minute each.
11. Time breaks - 1 minute between quarters and 3 minutes for half-time. There is to be **NO** shooting at the baskets by players, coaches, officials, scorekeepers or spectators during time-outs or breaks between quarters except half time.
12. **Ten Point Rule** – Any team with a lead of ten points or more may **not** fast break or press the opposing team. This rule will be in effect until the lead is reduced to less than ten. Teams not following this rule will be issued **One** warning-the next warning will result in a two free throws for the opposing team and possession (i.e. technical foul).
13. Fouls - 1 + 1 on the 7th team foul. 2 on the 10th foul. Technical fouls count as a team foul.
14. Pressing - Masters Divisions - full court – 10 seconds to get ball over half court
15. Lane violations - Masters Division - 3 seconds
16. Free throws – Masters Division - Foul line, cannot go over the line. Six players line up, players may move at the release of the ball. Shooters and those beyond the arc must wait for the ball to hit the rim.
17. Three (3) point shots will count.
18. Overtime -Masters Division - 1 - 2 minute quarter start stop time.
19. **Jewelry is NOT permitted (i.e. bracelets, necklaces, earrings, etc).**
20. Technical Fouls – will be called for unsportsmanlike conduct and flagrant/intentional fouls. We will continue to use our zero-tolerance policy as well. When a second technical is called on a player or a coach it will result in an ejection from the balance of the game and a one game suspension from the team's following game.
21. Intentional Fouls – You must yell a play name instead of “foul him/her!” at the end of the game to try and regain possession to try and win the game. Failure to do so will result in a technical foul (2 fouls shots and possession).
22. If any team has six (6) or more players, no one player can play the whole game.