

2009 - 2010
RULES AND REGULATIONS GOVERNING BOY'S BASKETBALL (10 – 14 & Under)

The Milford Recreation Department reserves the right to make any decisions it feels to be in the best interest of the leagues, the Milford Recreation Department and/or the City of Milford. *The Girls League is governed under very similar but separate set of rules, referees may use the below rules for enforcement of them however coaches of Girl's teams should obtain a separate copy. Boy's 16 & Under & 18 & Under Leagues are governed by a separate set of Rules & Regulations.*

FEES:

1. Administrative Fee: \$50.00 per team (Payable to City of Milford)
2. Forfeit Fee: \$50.00 per team (Payable to City of Milford) will be refunded if you do not forfeit.

LEAGUES:

- Boys
- | | | |
|-------------|-------------|--------------|
| 1. 14-Under | 2. 12-Under | 2. 10-Under* |
|-------------|-------------|--------------|

***ABSOLUTELY NO EIGHT YEAR-OLDS PERMITTED – SEE 7 & 8 YEAR OLD DEVELOPMENTAL LEAGUE**

ELIGIBILITY:

A player's league is determined by the player's age as of **December 31, 2009**. The player's grade is not factored into this calculation. In order to help you determine the league age for your players for the "09-10" basketball season we have included the following formula for your use:

IF YOUR BIRTH YEAR IS:	2001	NOT ELIGIBLE	
	2000	YOUR LEAGUE AGE IS	9
	1999	YOUR LEAGUE AGE IS	10
	1998	YOUR LEAGUE AGE IS	11
	1997	YOUR LEAGUE AGE IS	12
	1996	YOUR LEAGUE AGE IS	13
	1995	YOUR LEAGUE AGE IS	14
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	1994	YOUR LEAGUE AGE IS	15*
	1993	YOUR LEAGUE AGE IS	16
	1992	YOUR LEAGUE AGE IS	17
	1991	YOUR LEAGUE AGE IS	18

*Below this line represents the players are eligible for either the Boy's 16 & Under or 18 & Under Leagues – Contact Michael Jacobsen @ 783-3387 if you were born between 1991-1994.

ELIGIBILITY

1. All players must be full-time residents or their parents must be real estate taxpayers in the City of Milford.
2. During the 2009-10 season, players who are members of a competitive organized basketball team in High School playing varsity, JV or Freshmen basketball in either a public, parochial, or private school are ineligible to participate in recreation league play.
3. In all leagues, a player may participate in a higher age division above his/her age (i.e. a player may always play up but never down a division) but may NEVER PLAY ON TWO RECREATION LEAGUE TEAMS.
4. All teams *should* be composed of players within their geographic school district. The boundary line designating a broad geographic district is the same used to designate high school districts.
5. **The City Liability Waiver** is included as part of the team roster form. Coaches must be sure that all information is correct, accurate and that a parent/guardian has signed following the child's name, address, phone, & date of birth.

PLAYERS/COACHES:

1. All coaches must be at least **21** years of age.
2. **ROSTERS: UPDATED 2009-10**
 - 10 & Under, 12 & Under and 14 & Under teams must be comprised a *minimum* of **Ten (10)** rostered players and a maximum of **fourteen (14)** maximum rostered players. Those who repeatedly participate with less than eight active players are subject to disciplinary measures at the League Directors discretion. Teams shall be given a two game allowance permitting them to play with less than the required eight players in any two games. If it happens a third time (or more) all of the games that were played with less that eight will revert to a forfeit loss in addition to the game being played. Adding a player from another team or from another team you coach is not an acceptable solution.

SPECIAL NOTE: *No games will ever be made up due to a team not having enough players.* The solution is roster more players. When creating your team please consider that children get sick and some go away for February vacation...will you have enough to play?

3. Players are not be allowed to play for more than one team in any one league or participate in more than one league run by the City. Crossover of boys to girls, girls to boys teams is not allowed. Boys must play on boy's teams and girls must play on girl's teams.
4. Roster changes may be made up until the 6th game of the season. No changes or additions will be made after this date except for extenuating circumstances. Any additions must be made in person by the parents of the new player not less than 24 hours before a game in which a person may play. The Recreation Department reserves the right to allow roster additions at the discretion of the League Director, to prevent forfeits or to allow new residents the opportunity to participate.
5. A **maximum** of three (3) coaches (including assistant and scorekeeper) will be allowed on team bench or on gym floor during games.

THE GAME:

1. **PRACTICE BALLS:** The Milford Recreation Department will provide each team with a minimum of 2 practice balls prior to the start of each game and at half time for warm-ups. Teams/Individuals ARE NOT to bring their own basketballs into any facility. Any basketballs that are brought into a facility will be secured by the Building Supervisor and returned to the team/individual after the completion of their game.
2. **Time:** All leagues will play **10 Minute Quarters running time**. In the last one minute of each quarter, the clock will stop for all fouls, jump balls, out of bound situations, etc. (When the referee's whistle sounds). *The horn will also sound every five minutes for mandatory substitution (see below).*
3. **Mandatory Playing Time Rule (UPDATED FOR 2009-10):**
 - Every five minutes the horn will blow for a team substitution essentially creating 8 periods. The clock will not stop during the mandatory substitutions. All players on the court come off and all bench players (up to five) go on (please see chart below for exceptions).
 - All players, prior to entering the game, must check in with the scorekeeper so his jersey number logged so his time in the game is appropriately recorded. *Coaches are asked to have assistants aid the children in this process to save time.* The scorekeeper will log all substitutions although it is also recommended that each team log their own substitutions as well as their opponents. Official Recreation Department scoresheets will be made available to all coaches.
 - **At half time the referees, scorekeeper and coaches will confer to be sure both teams are applying the rule properly. The coaches shall then confer with each other and indicate to the referees and scorekeeper who needs to play in the second half and for how long.** Coaches failing to abide by this rule risk disciplinary actions including, but not limited to, probation, suspension, and/or expulsion from the league pending further investigation by the league director.
 - Coaches may substitute freely only for an injured player. If the player is out of the game they must now follow the new formula based upon the number of players. If “foul play” / abuse of this free injury substitution is suspected a rule allowing the opposing coach to pick injury substitutions will be implemented.
 - The minimum number of rostered players is ten. Teams are expected to play all scheduled games with eight or more players. **TEAMS WILL BE PERMITTED TO PLAY IN TWO GAMES WITH LESS THAN EIGHT PLAYERS WITHOUT PENALTY. THE THIRD VIOLATION WILL RESULT IN A FORFEIT FOR THAT CONTEST AND THE PREVIOUS TWO.** Forfeits are for standings purposes only and all games are to be played as scheduled regardless of the number of players a team has. Please note that these rules are unfortunately necessary for the few coaches who try and manipulate the purpose of them. This is a recreational league based upon participation, please treat it as such as I wish not to forfeit anyone...roster enough kids, they get sick, take vacation, have school plays, etc.

PLAYING TIME RULE EXCEPTION – Although the playing time rule does not apply for the 14 & Under division, **THE RULE FOR MINIMUM NUMBER OF ROSTERED TEN PLAYERS DOES and the subsequent penalty for playing with less than eight shall also apply as stated above.** Coaches are still expected to play their boy's as equally as possible and any abuses, even by one coach will result in the whole league reverting back to the playing time rule.

THE GAME (continued):

Handling Playing Time Discrepancies: After meeting with the opposing coach and referee at halftime, if a coach still feels that his opponent is still in violation of the playing time rule he must formally protest the game to the referee (this must be done prior to the games conclusion). The referee will make the other coach aware of the protest and the protesting coach must follow the formal protest procedures as defined in Rule 6 in these Rules, Regulations and Guidelines under Forfeits, Protests & Rescheduled Games. If the proper procedures are followed the League Director will hear the protest and investigate the allegations.

It is important to note that the referees role is to aid the coaches at halftime in the interpretation of the rule in order to help determine who needs more playing time and who's time may be limited in the second half. The League Director and the coaches themselves, not the referees, shall police the enforcement of the rule. *In-game discrepancies should be worked out between the coaches in a brief referee-mediated meeting.* If the discrepancy remains the game must be protested.

THE MINIMUM PLAYING TIME RULE IS AS FOLLOWS:

NUMBER OF PLAYERS	MINIMUM NUMBER OF MANDATORY <u>PERIODS</u> REQUIRED
5	8 – All
6	6
7	5 – may not exceed 3 in a row
8	5 – may not exceed 3 in a row
9	4 – may not exceed 3 in a row
10	4 – 2 in each half
11	3 – may not exceed 2 in a row
12	3 – may not exceed 2 in a row

- Foul Shots:** - Foul shots will be awarded on all shooting fouls and in the one and one situation. Note that in the 10-Under league all players will be allowed to shoot foul shots from a line three (3) feet closer to the basket. When a foul shot is attempted the ball will become live when it hits the rim. All players occupying the lane (awaiting the rebound) must hold their position until the ball hits the rim or backboard.
- Bonus Free Throws:** (the one and one situation) The bonus free throw is a second free throw which is awarded for each common foul committed by a player of a team beginning with the teams seventh (7th) personal foul in a half, provided the first free throw for the foul is successful. **THE ONE AND ONE SITUATION BEGINS ON THE TEAM'S SEVENTH PERSONAL FOUL.**
- TECHNICAL FOUL NOTES:**
 - Two technical fouls by a participant (player or coach) will warrant immediate expulsion from the game and/or building. Two technical fouls warrant a mandatory minimum, one game suspension. Pending further investigation by the League Director.
 - Any participant or coach receiving three technical fouls during the course of the season will be ejected from the league (if conduct related.)
 - Three technical fouls (conduct related) by a team in a game will result in the automatic termination of game (forfeit) and subsequent disciplinary action.

THE GAME (continued):

7. **Intentional/Flagrant Fouls:** will result in a two shot technical and loss of possession. If in the act of shooting - automatic 2 points and one foul shot. Two intentional foul calls will result in the player and/or coach being ejected from the game.
8. **Time Outs:** Only (2) time outs will be allowed per half and one (1) per over-time period. No carryovers. Time Outs shall be 45 seconds long.
9. **Overtime:** At the end of regulation playing time there will be **one** three-minute overtime. If a tie still exists a **five**-minute maximum sudden death period will follow. If a point is not scored during sudden death overtime, a tie will be declared. Time stoppage same as regulation (foul shots & last minute of the period).
10. **Player ID:** After committing a personal or technical foul, player must raise his/her hand in clear view of scorer's table for I.D. All players **MUST** have numbers on the back of his/her uniform shirt and it is recommended that the corresponding number be on the front of the shirt as well.
11. **25-Point Rule:** At any point during the course of a game if a team builds a lead of 25 points or more no further points will be awarded. Offensive shots **may be attempted from anywhere on the court, however the points will not be recorded until the lead drops below 25 points. Leads of more than 25 points will not be represented in the scorebook or the scoreboard.**

Pressing:

14-Under League

Pressing will be a normal part of the game.

12-Under League

Full court pressing will be allowed only if both coaches are agreeable prior to each game. Should one coach express a no pressing rule be in effect, the opposing coach will have to start his defense on his defensive side of the half court line, allowing the other team to inbound the ball and bring it up court and over the half court line before defending. **HALF COURT PRESSING is allowed.** However, the offensive team must be allowed to move the ball over the half court line before pressing or trapping. ***See End of Game Pressing Exception.**

10-Under League

NO PRESSING IS ALLOWED. The defensive team must be positioned behind an imaginary line drawn across the court **at the top of the key** (*defensive teams may cross this line after ten seconds*). ***See End of Game Pressing Exception.**

*** End of Game Pressing Exception for 10U and 12U Leagues:**

- The losing team may full court press in the last one-minute of the game if they are within ten points of tying the score.
- The team in the lead may full court press in the last one-minute of the game only if their lead is six or less.

***WHEN A TEAM HOLDS A LEAD OF 10 POINTS OR MORE, THEY ARE NOT PERMITTED TO PRESS.
THIS RULE APPLYS FOR ALL LEAGUES.***

THE GAME (continued):

12. **Four Feet Rule:** In all youth leagues four feet must be allowed along the base line under the baskets during all out of bound situations.
13. **Three-Point Field Goal** (3 pointers): In all youth league games at facilities with a three point field goal line at the high school distance (top of the key), the 3 point field goal will be allowed. (EXCEPTION: 3 point field goals are NOT PERMITTED IN 10 & UNDER LEAGUES. If a shot is made behind the 3-point arc it shall count for 2 points).
14. **Trophies:** The league/division champion of each respective league will receive one **team** trophy, individual trophies are not awarded
15. **End of season ties:** In case of a first place tie at the end of the season, a one game playoff game will determine the league champion. Should more than one team be tied at the end of the regular season one team will receive a bye and play the winner of the other two teams as picked from a hat.
16. **Redistribution of Teams:** It is to be expected that at approximately the 1/3 to 1/2 point of the season all teams will be redistributed to a different division in order to create better parity. The redistribution will be based upon standings, team record, and overall division/league parity. **REDISTRIBUTION MAY IMPACT BOTH PLAYING AND PRACTICE NIGHT, CONSESSIONS WILL NOT BE MADE FOR EITHER** (coaches should prepare both their players and players parents of the potential move in game night and plan their roster accordingly prior to the seasons start). In the event of a conflict with a practice time, all efforts will be made to secure an alternate practice gym, however it is not guaranteed. Requests to stay or move may be given however the final decision is at the League Directors discretion; his decision is final. Teams refusing to move to a different playing night will be forfeited out of the league. Said team will not be permitted to play in their original division because it is convenient or due to conflict with the other night. Any moves are solely made in the best interest of the league.
17. **Shorthanded Rule** – At the scheduled start time, teams with four (4) players **MUST** start the game; additional players may be added at any time. There is no grace period.

FORFEITS, PROTESTS & RESCHEDULED GAMES:

1. ANY TEAM THAT FORFEITS A MILFORD RECREATION DEPARTMENT GAME BECAUSE OF THEIR TEAM OR TEAM MEMBER(S) CHOOSES TO PARTICIPATE IN ANOTHER ORGANIZATIONS/LEAGUE GAME SHALL BE EXPELLED FROM THE LEAGUE. Teams are encouraged to carry enough rostered players to avoid conflicts with other leagues.
2. Any team forfeiting a game will lose its Forfeit Fee and must resubmit a new \$50 fee prior to playing its next scheduled game. **TEAMS THAT CANNOT FIELD A TEAM MUST NOTIFY THEIR LEAGUE DIRECTOR AT LEAST 72 HOURS PRIOR TO THEIR SCHEDULED GAME.** TEAMS WHO CALL PRIOR TO THIS TIME WILL NOT BE ASSESSED THE FORFEIT FEE BUT WILL BE ASSESSED THE LOSS. TEAMS CALLING AFTER 72 HOURS WILL BE ASSESSED THE FORFEIT FEE. **TEAMS FORFEITING FOR PARTICIPATION IN OTHER LEAGUES ARE NOT ELIGIBLE FOR THIS EXEMPTION.**
3. Any team using an ineligible player shall automatically forfeit games said player participated in.

FORFEITS, PROTESTS & RESCHEDULED GAMES (continued):

4. No protests will be heard except in the case of ineligible players. No protests will be heard on cases involving the referee's judgment. Only coaches and managers may file protests.
5. All requested documents (scorebook, birth certificate, etc.) must be turned over to the League Director no later than 24 hours after notification to do so, form the League Director.
6. **All protests shall be filed with game officials while the game is still in progress and submitted in writing to the Recreation Department within 24 hours of the completion of the game accompanied by a \$50.00 protest fee. This fee will be refunded if the protest is upheld.**
7. Any team forfeiting 2 games shall be dropped from the league, unless, in the judgment of the League Director, extenuating circumstances exist, or it is in the best interest of the league to not drop the team.
8. Ineligible players shall be suspended one game for each game he/she participated in. The offending coach shall be assessed the same penalty.
9. **THE MILFORD RECREATION DEPARTMENT DOES NOT RESCHEDULE GAMES.** The Milford Recreation Department will only reschedule games if they are cancelled due to inclement weather or other similar circumstances. These games will be made up at the League Directors discretion, if necessary, and if time and space permits. **There is no such thing as a conflict, it is important that your players know the level of commitment expected (1 practice, 1 game a week typically) and that basketball games will not be rescheduled due to extracurricular activities (*including school activities* – i.e. concerts, ski trips, etc.).** If players choose to participate in multiple activities it is obviously his/her prerogative; however the league and its schedule will not be compromised because of it. Teams are again encouraged to carry enough rostered players to avoid conflicts with other activities.

CONDUCT:

1. Any player-coach-team participating in a fight will be ejected from the game, to be followed by further disciplinary measures pending investigation by League Director. Disciplinary measures include but are not limited to suspension, probation, and/or expulsion.
 - a. **Suspension** – Is defined as when a player, coach, or spectator may not participate ***or attend*** a game or games as set forth in the specifics of the disciplinary letter for the League Director.
 - b. **Probation** - Is defined as when a player, coach, or spectator is subjected to a period of review at the League Director's discretion as a result of a violation of rules, regulations, policies, and philosophies with the possibility of suspension and/or expulsion if standards are not met.
 - c. **Expulsion** - Is defined as when a player, coach, or spectator has been permanently eliminated from the league by the League Director for the duration of the regular season and playoffs, if necessary. The length of an expulsion is at the League Directors discretion and **MAY EXCEED ONE YEAR.** Violators may not participate ***or attend*** any game or practice while expelled. He/she must sever all ties with their former team.

CONDUCT (continued):

2. Only a team manager, coach or designated captain may discuss a play with the officials and only at the appropriate time (i.e. timeouts, half time). Any other persons doing so may be ejected from the game.
3. Any player and/or coach making disparaging or insulting remarks gestures, trash talking, or threats toward a referee, player, coach, spectator or recreation official or representative will be ejected from the game to be followed by further disciplinary measures pending investigation by League Director. Second offense will result in expulsion from the league. If this violation, in the judgment of the officials or Recreation Department representative, is considered flagrant, it will result in expulsion from the league with further disciplinary measures to follow, pending investigation.
4. **ANYONE PHYSICALLY APPROACHING OR THREATENING ANY REFEREE OR RECREATION DEPARTMENT REPRESENTATIVE WILL BE SUSPENDED FROM ALL RECREATION DEPARTMENT ACTIVITIES INDEFINITELY, PENDING INVESTIGATION.**
5. The drinking of alcoholic beverages or taking of restricted or illegal substances by a participant before, during or immediately after a game is prohibited. If discovered to be on person or on premises, violators will be ejected from the game and facility with possible further disciplinary measures to be taken at later date.
6. A participant may be ejected from the game without warning if in the mind of the Recreation Department representative, a person's behavior warrants expulsion.
7. In all of the above instances, the person(s) in question must leave the facility immediately. Failure to comply will warrant forfeiture of the game and further discipline.
8. A referee/Recreation Official may terminate a game if they feel the ideals of recreation play are not being observed.
9. Any player/coach ejected from a game will be automatically suspended for the next scheduled game, to be followed by further disciplinary measures pending investigation by League Director and placed on probation for the remainder of the season.
10. Any player/coach expelled for flagrant misconduct will be suspended indefinitely from all Recreation Department activities based on severity of the incident and pending investigation by the League Director.
11. If not described in league rules and regulations, the League Director may take any measures he deems necessary against players, coach, team, and/or spectators.
12. **SEATBELT RULE:** If at the discretion of the referee a coach has become unruly, he may be assessed the seatbelt rule. This rule states that the coach must coach sit down for the remainder of the game. He may only stand during time-outs or if summoned on to the court by a referee due to injury. ***A technical foul does not have to precede the assessment of a the seat-belt rule*** however if a coach is assessed with a conduct related technical foul the seatbelt rule shall automatically go into effect for the remainder of the game. This rule is advantageous to the coach as he nor his team is being penalized with a technical however failure to comply will result in a technical foul or ejection.

COACHES / PARENTS RESPONSIBILITIES:

1. No child is to be dropped off at the gym more than one half hour before scheduled game time. Parents are responsible for the behavior, supervision, and safety of their children at all times.
2. Coaches are asked to encourage all parents to park in the back parking lot at the West Shore Recreation Center and not on the street.
3. All players must be given an equal amount of playing time according to the playing rules set forth above.
4. Sportsmanship - is your primary concern. Your integrity and concern for the development and welfare of your players should come before winning. Coaches are encouraged not to attempt to recruit players off of other teams in order to strengthen their own team. Theoretically players should be comprised from their own geographic school district, neighborhood or organization in an equitable manner.
5. The Milford Recreation Department **IS NOT** the Devon Rotary Knights or the Orchard Hills Basketball Leagues. These are independent leagues that are typically run on the weekends. Your team may play in one of these leagues in addition to our (Milford Recreation Department) League and **it is the coach's responsibility to know and understand any rule or eligibility differences.** What happens in other leagues has no bearing on your status in the Milford Recreation Department League. All correspondence to and from the League Director shall go directly to and from the coaches, **NOT** the presidents of aforementioned independent leagues. It too is the coach's responsibility to explain to parents the differences in these leagues.
6. Coaches are responsible for turning in their team's roster to the Recreation Department by the League Director's established deadline. All rosters must be turned in prior to playing in any games; failure to do so will result in forfeit. ***If you are affiliated with another league please do not rely on said league to turn-in your roster, it is your responsibility to make sure it is turned in on time.*** The Official Milford Recreation Department Roster is available at the Recreation Department (this is an official form that requires parental consent via his/her signature, it is not a typed list of names).

UNIFORMS:

1. All players must wear identical color shirts with numbers of contrasting color on the back (recommended for front of shirt as well). **All Shirts must be tucked in.**
2. Jewelry shall not be worn. This includes watches, bracelets, rings, and earrings. Medical Alert tags are allowed but must be taped to the body so as to remain visible. Any exposed metal may be worn if covered with a soft material and taped.
3. Plaster or other hard casts may not be worn.
4. All players must wear sneakers.
5. **Players must wear athletic pants or shorts. Shorts must be securely tied at the waist, and no longer than 2" below the kneecap and no shorter than 2" above the kneecap. Referees have been advised to deny entry into the game to those players whose pants/shorts are not securely tied at the waist.**

6. Cut-offs, jeans, dungarees, etc. are not permitted.

BLOOD RULE

1. A player, coach, or referee who is bleeding or has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is reasonable is left to the referee's judgment. Once the bleeding has been controlled or the uniform with blood on it has been changed the player or referee may continue participation in the game. The uniform requirement may be suspended due to the Blood Rule.

SPECIAL NOTES:

The Parsons Complex, the West Shore Recreation Center, and the Margaret Egan Center have strict controls established for its use. Our Department is asking for your cooperation in effort to maintain this quality facility. Please familiarize yourself as well as your players and spectators of these guidelines that are to be followed at all one of our playing sites.

1. **ALL LEAGUE COMMUNICATION SHALL BE DONE ELECTRONICALLY VIA EMAIL OR WEBSITE. No hard copies of Rules Schedules, etc. will be mailed. All hard copies of correspondence shall be posted in the game gymnasiums or may be picked-up by appointment in the Recreation Department.**
2. ABSOLUTELY NO food or beverages are allowed in the gymnasium at any time.
3. All players are asked not wear their "game sneakers" into the gymnasium. Please try to bring them and then change into them.
4. "Horseplay" or ball playing is NOT permitted in any of the common areas (hallways, lobbies, restrooms etc.) at any facility, including the gymnasiums. All spectators, **particularly siblings** should be seated in the chairs/bleachers provided or standing in the spectator area.
5. The Milford Recreation Department is a self-governing league that is responsible for providing appropriately aged boys of Milford the opportunity to participate in a participation-based recreational basketball league. To do so, The Milford Recreation Department shall: Provide necessary equipment for games, Provide league administration, as needed including but not limited to the enforcement the Rules & Regulations as outlined in this document, Provide a game schedule, Provide coaching resources as needed, and assign referees, scorekeepers, and building supervisors. The Milford Recreation Department will do its best to provide teams a practice time (based upon gym availability), however we make no guarantees. The Milford Recreation Department will attempt to schedule games on consistent nights but makes no guarantees. Games will be scheduled as needed and on any night or gym space available, at the League Director's discretion. Teams should be prepared to play on any night of the week particularly after the mid-season cross over (see The Game, Rule 16). There is no guarantee of minimum or maximum number of games. The League Director reserves the right to modify, reschedule, or eliminate any games he deems necessary to be in the best interest of the league.
6. THE LEAGUE DOES NOT "BREAK" FOR SCHOOL SCHEDULED VACATIONS. Please be prepared to play as all games are to be played as scheduled and will not be rescheduled.

INCLEMENT WEATHER

In the event of inclement weather a decision regarding the status of evening games will be made **at 4:00pm.**

Coaches, parents and referees should visit our cancellation page on our website after 4:00pm.

http://www.ci.milford.ct.us/Public_Documents/MilfordCT_Recreation/Cancellation%20Information

Or call the Recreation Department cancellation line **783-3280 ext. 9** also **after 4:00 pm.**

Please note that no decisions will be made prior to 4:00pm. It is the coach's responsibility to be aware of any inclement weather related cancellations. The League Director shall be responsible for distributing reschedule information. Our decision to cancel is **not** based on the actions of the Board of Education. Do **not** assume that

games will be cancelled on days that school is cancelled or dismissed early.