

Welcome to the Metrowest Basketball League



Code of Conduct and Members Responsibilities

Code of Conduct:

The Metrowest League has always promoted good sportsmanship among coaches, players and spectators. The majority of participants have adhered to this Policy. However, in recent years there have been a small number of incidents reported where behavior has been unacceptable. In order to better identify those abusers of the code of conduct and to resolve these nuisances, a new set of procedure was adopted in 2008.

ALL PARENTS, COACHES AND PLAYERS ARE ASKED TO REVIEW THIS POLICY IN DEPTH (PLEASE NOTE THAT SOME TOWNS HAVE POLICIES THAT ARE MORE STRICT THAN THE METROWEST POLICY. THIS POLICY DOES NOT REDUCE OR ELIMINATE LOCAL TOWN POLICIES IN ANY WAY.) HOWEVER, THE METORWEST POLICY IS THE MINIMUM AND MUST BE INFORCED.

Official Coordinator:

Assign quality officials to games.

Official Coordinator Responsibility:

Review and monitor the stable of officials to ensure the highest quality.

Address and mediate between any possible discrepancy with a coordinator and an official. The official coordinator is not and will not address an issue with a coach, player or spectator. Please respect chain of command.

Ensure all officials are up to date with current rules and policies of Metrowest Basketball along with those in MIAA and Federation rules.

Review rules, point of emphasis and game management yearly with your stable.

Game Officials:

Officiate the game with the highest amount of effort and integrity.

Game Officials Responsibility:

Fill out necessary paperwork for code of conduct or rejections.

Ensure a game does not start any earlier than 5 minutes before scheduled time, unless weather is an issue. Coaches cannot overrule this.

Do your best to ensure a safe and competitive environment.

Follow and enforce all rules set forth by Metrowest Basketball, MIAA and National Federation rules.

Show up on time. Remember it's not your game; it's the player's game.

Town Coordinators:

Handle all day to day operations of your individual town.

Town Coordinators Responsibility:

Oversee coaches, players and parents of your town to ensure the league mission and goals are being upheld.

Update computer system with team information, including teams, division request, coaches, and gym time for home games.

Ensure roster deadline has been met.

Operate a budget to ensure officials, Metrowest Basketball, insurance and other fees are paid.

Review and enforce code of conduct with coaches, players and parents.

Review and place teams accordingly to ensure a competitive season. Playing a team up or down to ensure wins or play against tougher talent does not benefit the league. Review placements with coaches prior to meeting.

Coach Behavior and Responsibility:

Coaches are responsible for ensuring that all members of the team and their fans practice good sportsmanship before, during and after the game.

Support the referees and refrain from making derogatory comments towards them.

Refrain from actions or words that undercut the self-esteem of players from their own team and opposite teams.

Do not allow your players to make derogatory comments towards other players/officials.

Coaches are NOT allowed to cancel or change a game. Town administrator must do it. If a coach does this without town administrator's guidance he/she will be suspended for one game.

NO trash talking.

Support post-game nice game exchange between players and coaches.

Good sportsmanship includes avoidance of unnecessary rough and dirty play. Players, coaches and referees should all strive in this regard. Dirty play will not be tolerated.

Record all games results online.

Update all rosters prior to the start of the season. Understand the consequences if this is not done.

Notify your team of any schedule change.

Player Code of Conduct:

Treat your teammates and your opponent as you would like to be treated.

Be a good sport at all times and remember you represents your parents, your team, and your team.

Play by the rules.

Control your behavior at all times. Use of bad language is unacceptable.

Don not do anything that would endanger your opponents, your teammates, your coaches, yourself, or officials.

Compete and prepare to win, never cheat to win.

Parent/Spectator Code of Conduct:

Always keep in mind that the players are grade school children trying to learn a game, the team concept, improve their skills, and learn life lessons. They are NOT playing for the entertainment of the spectators.

Applaud good performances from both teams. Congratulate all players regardless of the outcome.

Never ridicule or scold a child for making a mistake during competition. Be positive.

Condemn the use of violence in any form, be it by spectators, coaches or players.

Be part of the solution NOT the problem when it comes to criticism and possible violence.

Show respect for your teams' opponents. Encourage players to obey the rules and decision of officials.

Demonstrate appropriate social behavior by not using foul language, harassing players, coaches, or officials.

Calmer head always prevail.

Game Procedure for Dealing with Unacceptable Behavior!

The game referees will monitor the conduct of coaches, players and fans with the following procedures in place.

Coach Misconduct:

If a referee determines that a coach is in violation of proper behavior, both referees will stop play and inform the coach that he/she is not in line with proper conduct. The referees will continue to utilize technical fouls for inappropriate behavior, and all rules pertaining to coach suspension for two technical fouls will be in effect, officials will enforce Federation Rules when a coach or assistant coach receives a technical foul.

If, in the judgment of the officials, a coach's conduct is extremely out of line, they will file a report to the head of referees who in turn will contact the league commissioner to review the situation. The town coordinator will be consulted and a determination will be made whether further action needs to be taken.

Coaches should not contact league officials, game officials, opposing coaches or players. Please contact your town administrator.

Spectator Misconduct:

If, in the judgment of the referees, spectator behavior is out of line with respect to the code of conduct, the referees will call a stoppage of play, and confer with the game coaches. The coach will in turn be responsible to contact the spectators for the purpose of correcting the inappropriate.

If the inappropriate conduct is not corrected, the offending spectator may be asked to leave the gym. Failure on the part of the spectator(s) to comply may result in the referee calling a premature end to the game.

If the inappropriate behavior is not readily resolved, the game referees will file a report to the head of referees who, in turn, will contact the league commissioner. The town coordinator (s) will be contacted, and a determination will be made whether further action is necessary.

Spectators should not contact league officials, game officials or opponent coaches and players. Please contact your town coordinator.

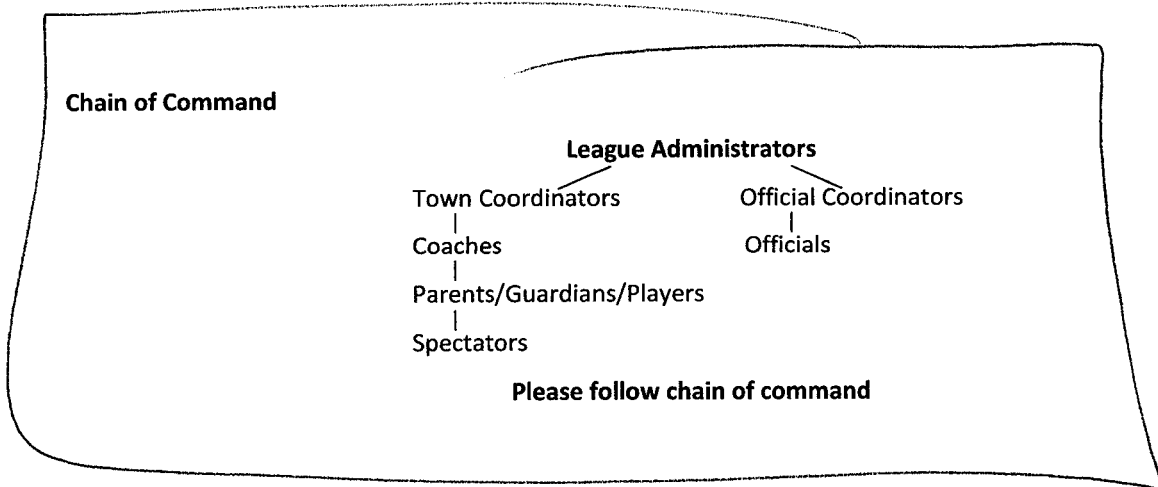
Player Misconduct:

If a referee determines that a player is exhibiting inappropriate behavior, the referees will stop play and confer with the coach to correct the inappropriate behavior. The use of technical fouls will continue as in the past, including mandatory suspension of a player for game ejection.

If, in the judgment of the officials, a player's conduct is extremely out of line, they will file a report to the head of referees who in turn will contact the league commissioner to review the situation. The town coordinator will be consulted and a determination will be made whether further action needs to be taken.

Subsequent Action Penalties:

If it is determined by the league officials, head of referees, and the town coordinator that misconduct is of such a severe nature that a meeting is required to determine if further penalties or sanctions should be imposed on the offending parties, the league commissioner will call a meeting of involved parties to review the incident. Failure of involved parties to attend the meeting may result in suspension of play by the team(s) involved until the issue is resolved.



Team Responsibilities

Home Team:

The home team is responsible for providing:

Timely access to gym, game ball, scorekeeper for official scorebook, and the time keeper.

Arriving On Time:

Each team shall be prepared to play at the scheduled start of the game. A grace period of 10 minutes is allowed, after which the delinquent team shall forfeit the game. Town Coordinators can delay games based on weather conditions.

Playing Referees: *Home*

The ~~visiting~~ team is responsible for paying each of the two referees at each game. Referees should be paid prior to the start of each game. Each is paid \$40.00 per game, cash, check or money order is acceptable. If only one referee is present for the game, he/she is paid \$60.00. In the event that a team cancels or forfeits a game, that team is responsible for paying for both referees. Referees are paid even if the game is not played!

See rules about cancelled games. If an official declines a check please notify town coordinator so they can notify us.

If it becomes necessary to postpone a game (other than game day weather or facility related cancellations), a coach must contact their town coordinator at least **14** days prior to the originally scheduled game. The coordinator will make provisions to adjust the home schedule for that day to avoid any gaps in a gym schedule. The coordinator will contact the league president promptly by email (admin@metrowestbball.com), stating the reason for the postponement. In addition, the town coordinator will contact the referee coordinator to inform him/her of the postponement. Town administrators are the only people that can change or cancel a game. Coaches who do this will serve a 1 game suspension.

NOTE: 14 day postponement notification policy is both adequate and realistic. A 14 day notice must be given to postpone games to avoid any penalty. Additionally, Metrowest assigners are NOT expected to schedule officials for any make up games where the 14 day notice was not given, unless the postponement occurred due to weather related or gym availability issues!

Eligibility:

Coaches are responsible for ensuring that all members of the team are eligible players.

Uniforms:

Each team is strongly encourage to use reversible jerseys or have "Home" and "Away" jerseys. Home team wears white or light color. The digits 6, 7, 8, and 9 are not be used in uniform numbers (e.i., 19 is an illegal number). Any incidence of the use of illegal numbers should be reported to the league commissioner for resolution. No technical foul or other penalty will be imposed at the game!

Game Times:

The times listed on the league schedule are the game start times. Teams can expect to have approximately 5-15 minutes to warm-up prior to the start of the game. Teams should arrive at the game site 20 minutes prior to the start of the game. Games will not start more than 5 minutes prior to scheduled times unless weather could be an issue.

Inclement Weather:

In the event of inclement weather it is up to the coaches to determine whether or not to postpone the game, provided the home facility remains open. Driving safety of the visiting team must be the primary consideration. Away team has final say for making determinations.

In the event the game is postponed the following must be done:

Make determination as early as possible.

Post online at metrowestbball.com

Cancel referees for the game. Call your town coordinator to find out who to call (Note: different towns use different sources for referees.)

Notify parents, opposing coach, and opposing town administrator.

Reschedule contest for mutually agreeable time.

Reschedule referees.

In the vast majority of "make up" situations, the make up games are scheduled such that at least two games are being played "back to back". When a team of referees is scheduled for more than one game at a time, the normal fee of \$40.00 per referee applies. If a single game is scheduled \$50.00 is received by each official.

In general, coordinators try extremely hard to insure that make ups are not scheduled for one game at a time only. However, circumstances may be such that the only way to schedule a game is to schedule it "by itself".

IF BOTH COACHES DO NOT AGREE TO PAY THE PREMIUM, DO NOT SCHEDULE THE REFEREES OR THE GAME! ONCE THE REFEREES ARE SCHEDULED AND ARE PRESENT AT THE MAKE UP GAME, THE COACHES ARE RESPONSIBLE TO PAY THEM.

If coaches cannot agree on referee payment, or if A MUTUALLY AGREEABLE TIME CANNOT BE MADE, THE GAME WILL SIMPLY NOT BE PLAYED AND THE GAME WILL BE CONSIDERED A "NO GAME". **THIS IS NOT A FOREIT!**

Home team should cancel and reschedule gym time.

Important

Forfeits/Make Up Games:

Regular Season:

No Game

1. The result of any game not played for the reason other than a forfeit will not be included in the standings and will be considered a "no game", subject to the following guidelines.

A. A "no game" situation results when a game is not played due to factors other than a team not showing up on time for a game. Examples of this are: inclement weather, gyms not available (power loss, heat loss, town 'preempts' the use of the gym).

Forfeit

A forfeit occurs when one team fails to field a team in time to play a scheduled game at the scheduled site.

2. In a forfeit situation, the non-offending team may agree to make up the game with the offending team. In this case the offending team will be responsible for payment of the referees for the originally scheduled game. Then non-offending team must also agree to the financial arrangements for the make-up (i.e. who pays for the refs, who provides the gym).



Challenge Process:

If a coach wishes to lodge a challenge, he or she must make it with their town coordinator

The coordinator will then notify the league commissioner for resolution.

The coach must produce birth date evidence prior to next game.

Failure to produce appropriate documentation by the challenged player/coach/town will result in the player becoming ineligible to participate in Metrowest games.

Note: The player will be allowed to play in the game when the challenges is made; however, if it is subsequently determined the player was ineligible; the game(s) in which he/she participated will be forfeited.

Scores, Standings, Metrowest Playoffs



Scores:

Each town is responsible to report their team's home game scores on a weekly basis. Scores need to be posted by logging in to the web site at www.metrowestbball.com using the town coordinator's password. Each town coordinator is responsible to report their home scores every week. Once signed in, simply click on the 'scores' tab. A drop down menu is then visible for you to select the week of the games you wish to report. Once you select a week, you're presented with a list of all your town's games for that week. There is a section to report away scores, which is optional; however, if a 'home score' is not reported, and an 'away score' is reported, the system will record the away score in the standings.

Once you have entered the score for each team, click on save. The standings and scores are then immediately updated on the website.

Note: New coach's login section: Beginning in 2008, a new coach's login has been created. This gives coaches the option to enter the score for their own team. Coaches are encouraged to use this feature to reduce the administrative burden on the coordinator.

Standings:

Standings are automatically posted on the web site as scores are recorded. Any issue please contact town administrator, not league commissioner.

Tournament Playoffs and Pairings:

All teams will qualify for the playoffs.

Although every attempt is made prior to the season to group teams into divisions according to skill level, inevitably there are situations where teams are either overmatched during the regular season or placed in a division where they are simply too strong. Therefore, at playoff time, playoff brackets are formed according to competitive level, using regular season results to better balance the competition.

A rating system has been established that adds a 'strength of competition' and 'quality of wins' factor into a team's overall rating. These factors are combined with a team's record to come up with an overall 'rating' score. This score will be used to:

1. Break ties within a division/and or playoff group for the purpose of seeding.
2. Place teams within their playoff group if the 'move up' or 'down' at playoff time.
3. Assist Metrowest in the nomination of teams for the year end 'state wide' tournament following the Metrowest playoffs.

Game Rules

Basic Rules:

The MIAA High School Rules are used except as noted below.

Mouth Guards

The MIAA High School Rules encourage mouth guards. Metrowest does NOT require them.

Coaches:

Only the coach and 2 assistants are allowed on the bench. Anyone else must be a player. Scorers, analysts, or whatever must sit in the stands. An official can allow more, but then may ask the people to leave the bench if behavior becomes a concern.

Shot Clock:

A shot clock is NOT used. Instead, the 10-second back court rule is in effect. A team inbounding in the back court shall have 10 seconds to get the ball into the front court.

Game Length:

Games consist of four 8-minute quarters. Stop time is used (i.e., clock is stopped on referees whistle). Halftime is 5 minutes. No mercy rule is used. We ask coaches with large leads to back off passing, shooting three's and behavior in a mockery fashion. If a team reaches a lead of more than 20 points in the 2nd half we require them to stop full court pressing.

Overtime:

Overtimes shall be 3 minutes in length. Each team will receive 1 additional time-out per overtime. This adds to any time outs you have.

Time-outs:

Each team is allowed 5 Full time-outs per game.

Fouls:

The following rules concerning fouls shall be in effect:

1. 1 and 1 shots will be taken on the 7th, 8th and 9th foul of each half.
2. 2 free throws are awarded on the 10th and succeeding fouls of each half.
3. Second half fouls carry over into overtimes for the purpose of bonus and double bonus.
4. Fouls on missed 3 point attempts are awarded 3 free throws.
5. Player technical fouls are counted as a personal foul and a team foul.
6. Any player receiving 2 technical fouls in a game or who is ejected from a game shall not participate in the next league game. Any player involved in a fight will be removed immediately.
7. Any coach receiving a technical foul must sit for the remainder of the game.
8. Any coach receiving 2 technical fouls in a game or who is ejected from a game shall not participate in the next league game.
9. Coach may receive 2 indirect and 1 direct technical before removal.

Equipment:

Game balls shall be leather or synthetic leather. The following sizes shall be used:

Boys grades 7th & 8th standard men's ball 29.5 inches in circumference.

Boy's grades 4th-6th and girls all grades use standard women's ball 28.5 inches in circumference.

Full Court Pressing:

There shall be no full court pressing by a team with a lead of 20 points or more. No pressing is allowed for 4th and 5th grade teams except for the last 2 minutes of the 2nd quarter, the last 4 minutes of the 4th quarter and any subsequent overtime.

4th and 5th Grade Boys and Girls Modified Rules

FOUL SHOOTING RULE

only

APPLIES TO 4th and 5th GRADE BOYS AND GIRLS

The intent of this new rule is to increase foul shooting percentage and avoid the many other rebounding fouls, aggressive play, and confusion during the foul shooting action at these levels.

1st ALL foul shooters are allowed to start their try 1 step (appx. 3ft) in front of the marked foul line.

2nd They must maintain the same line restrictions as with any other foul shot. The imaginary line for jumping forward or leaving once the ball is airborne is at YOUR discretionary judgement.

3rd If they so desire to start their attempt at the marked line they are allowed to go over it on the follow through but are held to the same rules if they started in front of the line.

4th MOST IMPORTANT PART AND ADDITION TO THE NEW RULE AS FOLLOWS: Following their try in #2 & 3 THE SHOOTER IS NOT allowed to be the first player to secure control of the ball EVEN if it is tapped/touched by anyone else first. THIS WOULD BE A VIOLATION AND THE BALL IS GIVEN TO THE OTHER TEAM at the point of interruption.

NOTE: AT THE END OF A CLOSE GAME IF THE SHOOTER "INTENTIONALLY" MISSES THE TRY SO HE/SHE CAN TIP IT OUT TO A TEAMATE IT IS A VIOLATION AS WELL.

5th IF the shooter elects to shoot/try at the marked(traditional) line and maintains all NORMAL restrictions(E.G. THE LINE AND WAITING TILL RIM CONTACT) He or She follows the normal free throw shooting rules.

MAN TO MAN RULE

1. Officials must not allow themselves to be overly distracted from reffing normal game conditions/ decisions and management just to adjudicate this 1 rule.
2. If it is evident that 1 or more defensive players are not attempting to reasonably guard/follow their opponent, but pack it in and intentionally play an area you will have to proceed as follows:
3. Issue an informal/pre-emptive warning to the coach you have noticed this "violation" and further violations are followed by:
4. A: A formal warning is put in the book for illegal defense(1 allowed/half)
5. B: following the formal warning ALL SUBSEQUENT "VIOLATIONS ARE A 1 shot foul shot with the lane cleared and resumption of play is the point of interruption e.g. ball back to the offense etc.
6. If you have already issued a formal warning for illegal(zone press or double teaming) you immediately shoot as these are ALL PART OF THE SAME RULE
7. Please remember all these rules Press,double team and zone are 1 RULE the same as in the past but have been separated out and posted to better understand and explain them.
8. REMEMBER THEY ALL STATE THEY ARE SUBJECT TO THE OFFICIALS JUDGEMENT AND INTERPRETATION
9. In the past TECHNICALS WERE PART OF THE PENALTY. NOTE THAT IS NO LONGER THE CASE FOR ANY OF THESE VIOLATIONS E.G. ZONE PRESS,DOUBLE TEAMING,OR ZONE DEFENSE.
10. The reasoning for the 1 shot foul shot (lane cleared, point of interruption etc. is to avoid technicals that can be adversarial in nature and heat things up.At this age level the intent by the league is to encourage teaching etc.

DOUBLE TEAM RULE

4th & 5th ONLY

Organized or designed double teaming in the front court are not allowed UNLESS the following conditions exist.

1. The ball is in team control inside the 3 pt arc and the double team occurs a result of the help defense by a defender whose teammate has been beaten by dribble penetration.
2. The ball has been batted away by the defender or offensive player miss handles the ball causing LOSS OF PLAYER CONTROL and two defensive players are around the ball as the offensive player regains team control.
3. The screening by the offense creates a situation where another defender must help/switch for his teammate who is on the ball and the proximity is so close that this is not an intentional double team. This can also be the case when outside the 3 point arc. If two offensive players are too close to each other, and/or a switch occurs which is OK.
4. NOTE: ALL THESE POTENTIAL SITUATIONS MUST OCCUR INSIDE THE 3 POINT ARC TO BE LEGAL DOUBLE TEAMS.

SOME EXAMPLES OF ILLEGAL DOUBLE TEAMING

1. 2 DEFENDERS MIRROR THE MOVEMENT OF THE PLAYER IN CONTROL OF THE BALL.
2. A player in control of the ball being covered by his defender but closely shadowed by another defender as if ready to trap the ball/player.
3. 2 defenders who reach for or grab the ball when no loss of control or interrupted dribble has occurred.
4. Once the ball in player control crosses the 3 point arc another defender runs up to steal.

Mechanics of the rule for refs.

Double teams are only allowed inside the arc as a result of loss of player control , interrupted dribble or help/switching defense that is NOT by design.

This is all subject to your interpretation whether the defense is intentionally trying to create by design a double team or trap situation.

The penalty for this: 1 warning to the offending team per half. Further violations are a 1 shot foul by the offense with the lane cleared out. (NO TECHNICALS AT ANYTIME) Resumption of play will be at point of interruption with the ball given back to offense.

This initial warning is included with any "zone" or zone press warning. In other words if you have already issued a warning for any of those (in the half you are playing) an immediate 1 shot foul is taken as the warning has already been given.

PRESS RULE 4th & 5th grade girls and boys only

No defensive pressure is allowed in the backcourt once a team has established team control following a missed try(rebound), steal , loose ball or violation (naturally followed by a throw in.

1. The press must be a strictly man to man press. No zone press is allowed.
2. The pressing team is allowed to press with less than 5 players and does not have to defend the inbounded. The extra players may not be forming a double team or shadowing another player. The players not involved in the press must retreat BEYOND half court. If they stay and wait in the backcourt "picking up" an offensive player this constitutes a zone press. Once a player has picked up the ball, he/she may not run and follow the pass to cover the unguarded player. This would represent a Zone Press.
3. The pressing team is not allowed to have a player or multiple players chase the ball while it is still in the backcourt while leaving other players to protect the hoop.
4. The pressing team is not allowed to double team the player in control of the ball while he/she is in the backcourt.
5. A defender who is pressing the player with the ball in the backcourt must stay with that offensive player even when that player passes the ball to another player(the defender cannot follow the ball around in the backcourt to "ballhawk" it. This activity can create a zone press situation as well. He/she may however retreat beyond halfcourt after initially guarding to wait for the opponent to advance the ball into the frontcourt.

PENALTY: THE PENALTY IS 1 WARNING /HALF BEFORE FOUL SHOOTING OCCURS . Any repeat violation following the warning is a 1 shot foul with the lane cleared and play resumed at the point of interruption e.g. ball back to the offense where the ball was when the violation occurred. This also is part of the Zone/Double team rule as well.

Officials, a zone press is easy to spot so use good common sense when spotting an intentional application of it. If we execute it correctly early in the season and are consistent throughout it won't be a problem. In addition remind players about slapping or grabbing for a ball off a rebound. Use a proactive approach prior to issuing a free throw.

SportSite - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://www.metrowestball.com/sportsite2.html | http://www.metro.../sitesetup.php | SportSite | SportSite

www.metrowestball.com/launch.php?tg=test

Most Visited | Metrowest | Officials | Reebok | The Sun Chronicle | Web Order Entry | Online Payment Termi... | SportSite | rmcOfficials | UniVista Energy Mens... | Mass Premier Courts

Test | Test 2013 - 2014 | Logout

Team | Schedule | Enter Scores | Non-League Games

Acton 8G (GOLD)

Click on column name to sort

Last Name	First Name	Uniform #	Grade	First Name	Last Name
one	player	1	8	Uniform #	Grade
tow	player	2	8	Date of Birth (Optional)	

Click on a row to edit data

Coach: M Vaug [Revise](#)

Asst. Coach: not assigned [Revise](#)

Team Parent: not assigned [Revise](#)

Town of Residence

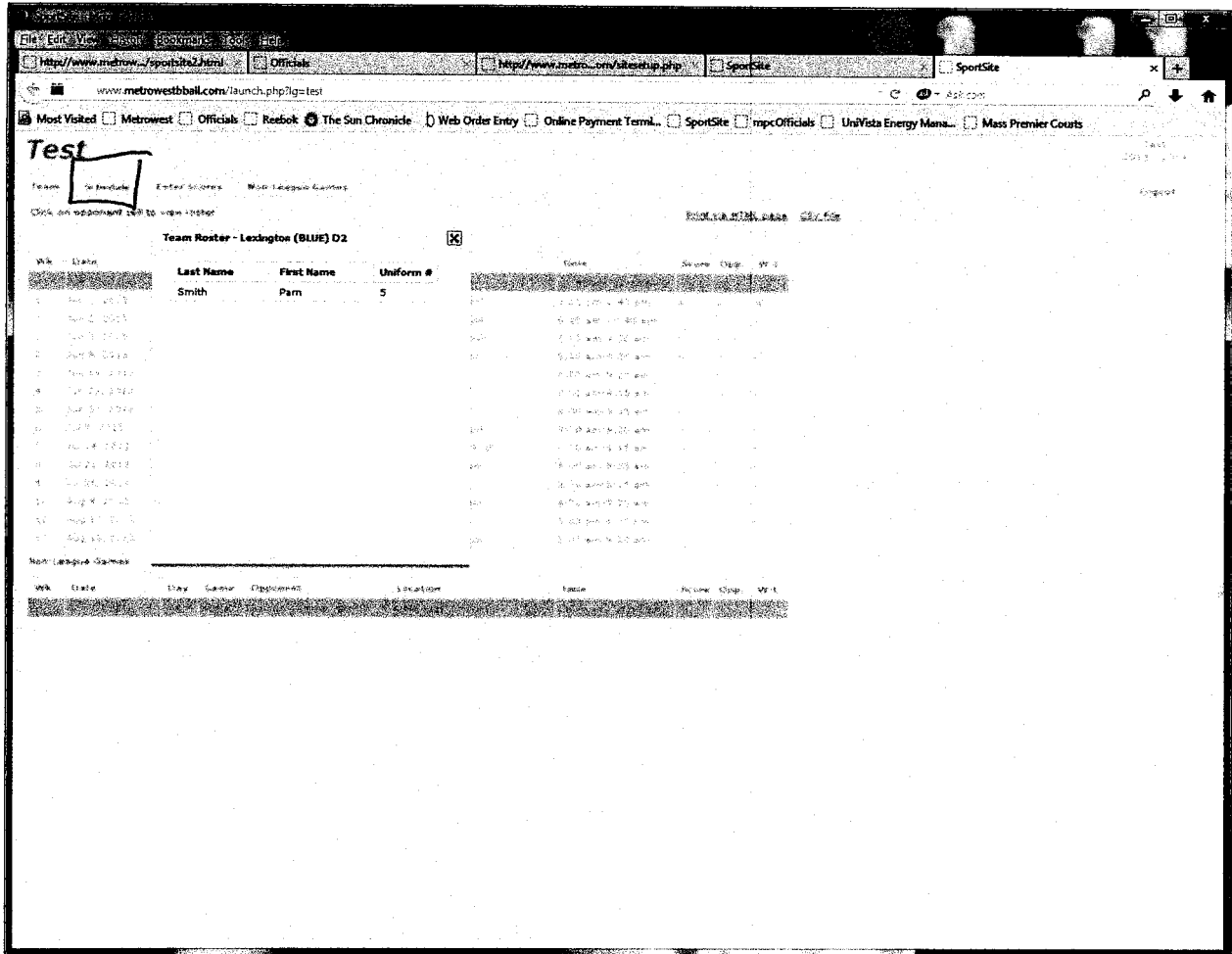
Parent/Guardian Email Address

Note: If you provide this email address, they will receive weekly email updates and playoff updates from the system administrator.

[Save / Update Team Member](#) | Roster Complete (Locked)

* Team Roster due by 1st game

Please enter Email Address for Parents
So they receive Notices Related to games



View Schedule
 OPPONENT'S Roster (once your Roster is Locked)

Score / Feedback Reporting

The screenshot shows a web browser window with the URL <http://www.metrowestball.com/launch.php?test>. The page title is "Test". In the top navigation bar, the "Enter Scores" link is highlighted with a red box. The main content area is titled "Test Test2" and is for "mike vaughan". It contains a feedback form with the following sections:

- Appearance/Manner**: "Please provide feedback about the game officials". Scale: 1 (Inconsistent) to 5 (Very Consistent). Includes a "Not Applicable" checkbox.
- Mechanics/Signals**: Scale: 1 (Inconsistent) to 5 (Very Consistent). Includes a "Not Applicable" checkbox.
- Judgement/Accuracy**: Scale: 1 (Inconsistent) to 5 (Very Consistent). Includes a "Not Applicable" checkbox.
- Game Difficulty**: "How difficult was the game to officiate". Scale: 1 (Very Easy) to 5 (Extremely Difficult). Includes a "Not Applicable" checkbox.

At the bottom of the form, there are buttons for "Save Answers" and "No Thanks".

Feed back on aSsigned officials and
OPPosing Spectators.

Please be Respectful.

Please Enter Scores

[File](#) [Edit](#) [View](#) [History](#) [Bookmarks](#) [Tools](#) [Help](#)
<http://www.metrowestball.com/launch.php?lg=test>

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Test Test
2013 - 2014
[Logout](#)

[Team](#) [Schedule](#) [Enter Scores](#) [Non-League Games](#)

Non-League Games for Acton BG (GOLD) for Acton BG (GOLD)

Gym / Court	Date	Time	Your Team
Acton High School	Jun 01, 2013	11:30 AM	

Click on a row to view game details

Your Team
 Team Level:
 Team Gender:
 Team:

Opponent Team
 Team Level:
 Team Gender:
 Team:

Opponent (Town):
 Opponent (Team/Color):

Game Location / Date / Time
 Select Gym Time
 Game Date:
 Start Time: : am pm
 To be determined
 To be determined
 Gym Name:
 Address:
 Town / ST / Zip:

Addin a non league game to system