



Line-Up Exchange Procedures

Prerequisites

Head Coaches

- Are required to prepare a line-up for a roster of 10, 9, 8 and 7 players, and provide the appropriate one at the start of the game for approval. The line-up provided is what is expected to be followed during the game.
- Are responsible for confirming expected attendance for each game prior to the event. It is understood that you cannot predict WHO might miss, but you can use the league provided templates and create a plug and play variation for each.

Score Table

- Will carry a copy of the line-up rules and examples as needed to support the approvals but are not instrumental in making any necessary changes.
- They will be witness to the decision made regarding the continuation of play.
- They will use the line-up provided by coaches if approved by both sides.

Players

- Are required to check in at the start of the game, each substitution and start of each new quarter.
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Process

Meeting at Score table (less than 3 minutes in length)

Head Coaches meet at the scorer's table with the game officials and bookkeeper.

Line-Up cards are shared between coaches to review for accuracy, and that no violation of playing time is visible.

After the meeting, there are 2 possible outcomes:

Outcome A

Both coaches agree that the line-ups do not violate rules. The game will be played. The outcome will be void of any protest of PT violation.

Both teams and spectators will be made aware of this decision before tip-off, simply stating that... *'Both teams have agreed the line-ups are valid'*

There can be no forfeit, **UNLESS** a completely egregious violation takes place that alters the result... *IE. 'losing team played their best kid in all 4 quarters and they scored 10 points in Q4 when the team was previously losing'... 'And the team has 7 or more players available'*. This CAN be a forfeit, as it would prevent a losing team from violating to win, simply because they think they can, based upon the pregame agreement. and us stating NO FORFEITS

- At the end of the game, a photo of lineup card used AND the resulting scoresheet is taken by each coach, who sends their photo separately via Google form, using the division specific link provided on the FABL Website. [\(Click here to access the submittal page\)](#)
- This should be only 1 picture that contains both images (sample on last page)

Situations with players fouling out or being injured shall be resolved at the table and communicated to the opposing coach, with officials to witness, and the game will resume. The coaches do not HAVE to agree on this for the game to continue, the coach making the change assumes the risk. *If the outcome changes as a direct result of an error in PT, a forfeit will then apply.*

- The assumption is that the necessary change will still satisfy the PT rules.
- An injured player must return for the player who replaced them.
- If an injured player cannot return in the same quarter the injury occurred, they are ruled out for the remainder of the game.
- An injury CANNOT be leveraged as a reason for a player to compete in all 4 quarters. Only if a team is reduced to 4 players, may the injured player attempt to return.

Outcome B

If, within the 3-minute meeting, coaches **cannot** agree that both line-ups are valid, and *the at-risk Coach is unwilling to modify the lineup in violation:*

- The officials will direct the score keeper to make necessary adjustments for a valid line up.
- **The offending coach will be removed as Head Coach for the game.**
 - They will not be permitted in the vicinity of the team bench but may watch the game from the top row of bleachers at ORMS or SCSC, or on the wall opposite the benches at SMS.
- The officials will designate an assistant coach or parent as the acting Head Coach for that game.
- The officials will make clear to both teams the action being taken.
- After the game, the officials will notify their assignor of the action.

The second violation of the same coach results in dismissal from coaching.

One photo only.

The photo must contain both the scoresheet and the lineup card

Freedom Area Basketball League

Division _____ Coach _____ Date/Time _____ Gym _____

Possession V H V H V H V H V H V H V H V H

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68
69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102

Q1 Tm Fts	1	2	3	4	5
Q2 Tm Fts	1	2	3	4	5
Q3 Tm Fts	1	2	3	4	5
Q4 Tm Fts	1	2	3	4	5

No.	Qtr.	Player Name	Bench Fouls					T1 T2 T3		2nd Quarter	Time Outs	3rd Quarter				O.T.	Total
			1	2	3	4	5	1	2			3	4				
1	1 2		1	2	3	4	5										
2	1 2		1	2	3	4	5										
3	1 2		1	2	3	4	5										
4	1 2		1	2	3	4	5										
5	1 2		1	2	3	4	5										
10	1 2		1	2	3	4	5										
11	1 2		1	2	3	4	5										
12	1 2		1	2	3	4	5										
13	1 2		1	2	3	4	5										
14	1 2		1	2	3	4	5										
15	1 2		1	2	3	4	5										

Officials _____ Timekeeper _____

Scorekeeper _____

10 Players		
Each player receives 2 Full Quarters		
Q1		
Start	Sub	
	NA	
	NA	
	NA	
	NA	
	NA	
Q2		
Start	Sub	
	NA	
	NA	
	NA	
	NA	
	NA	
Q3		
Start	Sub	
	NA	
	NA	
	NA	
	NA	
	NA	
Q4		
Start	Sub	
	NA	
	NA	
	NA	
	NA	
	NA	

Player	Total Qtrs.
P1	
P2	
P3	
P4	
P5	
P6	
P7	
P8	
P9	
P10	

10 Players									
Each receives 2 Full Quarters									
Q1		Q2		Q3		Q4			
Kermit	1	Beaker	1	Kermit	1	Beaker	1		
Peggy	1	Animal	1	Peggy	1	Animal	1		
Scooter	1	Chef	1	Scooter	1	Chef	1		
Genio	1	Statler	1	Genio	1	Statler	1		
Fozzie	1	Waldorf	1	Fozzie	1	Waldorf	1		