



Revised 05/28/14 KB

1. Classification of Play

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|-------------------|--|
| A. A Class        | Strong Competition, Highly Skilled                                   |
| B. B Class        | Moderate Competition and Skilled                                     |
| C. C Class        | Recreational   |
| D. D Class        | Purely Recreational  |
| E. 35 & Over      | Must be 35 years old by the first game to be played.                 |
| F. 6 Foot & Under | Must be 6 feet or under in height as determined by Leisure Services. |

2. Registration

- A. Minimum number of players to register is FIVE (5)
- B. Maximum number of players to register is TWENTY (20)
- C. All teams must be registered and paid prior to formation of the league schedule. No refunds will be given once the schedule is completed.

3. Roster/Eligibility of Players

Every team must submit a team roster prior to their first scheduled game. A player may be added or deleted from a roster through the third week into the season or by the date listed on the game schedule. To add or delete players from a roster, a team representative must do so in person at the gym in which you play your games. After the third week or date listed on the game schedule rosters will be frozen.

- A. Any player's information which is not correct on a team's roster could result in dismissal of that team from the league. Coaches should, at all times, keep up-to-date records on their team's roster. This practice can eliminate any questions as to whether a team member is eligible to play or not.

- B. REMEMBER: A player must be on a team's roster to play in any game. The name MUST be on the roster prior to game time.
- C. A player can only play on ONE (1) team per season. Players are not permitted to play under multiple classifications. Players that break this rule will cause the teams to forfeit all games until the player is removed from both of the rosters.
- D. PRIOR to tournament play, a player must play at least two (2) regular league games.
- E. INJURY: If a player is injured and is unable to finish league play the team will be allowed to add another player to the roster to fill the injured players spot. The injured player may not return for the rest of the season.
- F. The gym supervisor or scorekeeper may check your team roster at any time. A violation could lead to forfeit. It is recommended that all participants carry picture identification.
- G. Washington City will randomly investigate each teams eligibility. If a team fails to follow eligibility rules, the Adult Sports Coordinator reserves the right to remove the illegal player from the league and place the guilty team on probation. Additional disciplinary actions may be merited.

4. Age

All players should be at least 16 years of age or older. However, the Adult Sports Coordinator reserves the right to lower that age limit under certain circumstances.

5. Conduct

All persons directly or indirectly involved in our program are expected to act in an adult-like manner and display proper sportsmanship. Games may be forfeited due to poor behavior. The following rules will govern poor conduct situations.

- A. Unreasonable harassment of an opposition's player, referee or spectator will draw a technical foul.
  - i. Two technical fouls on a player or fan, due to conduct, will cause automatic ejection of the guilty party from the game and the gym, suspension from the next scheduled game and probation for the remainder of the season.
  - ii. Three technical fouls on the team, player, or fan, due to conduct, will cause automatic forfeiture of the current game.

- B. Any player ejected from a game must leave the gym premises immediately. Failure to do so will result in forfeit.
- C. Any player ejected from two (2) games because of conduct will be banned for the remaining season and the following basketball league season.

No manager, player, or spectator shall:

- Threaten an official.
- Lay a hand upon, shove, or strike an official.
- Be guilty of objectionable demonstrations of dissent at the official's decision.
- Refuse to abide by the official's decision.
- Be guilty of physical attack as an aggressor upon any player, official, or spectator.

If any of the above actions occur, the guilty party will be ejected from the current game, suspended from the next scheduled game and be placed on probation for the remainder of the season. The League Coordinator reserves the right to remove the guilty party from the entire league for ONE year after reviewing the incident. The League Coordinator's decision is final.

## 6. Alcoholic Beverages

Alcoholic beverages are NOT allowed on Washington City properties to include, City Park, Community Center, etc. or on school grounds during recreational activities. Players and spectators will not be allowed to drink in the following areas: premises of the playing fields, gyms, open park spaces, and parking lots. Teams are responsible for their spectators. Drinking is not permissible in recreational programs.

Penalty–Forfeit of present game & next scheduled game

Second Penalty–Dropped from the league

## 7. Insurance

Medical insurance is the responsibility of the team or the individual. The Washington City DOES NOT carry medical insurance for individual persons or teams participating in the recreational program.

## 8. Site Supervisor/Scorekeeper

A site supervisor and a scorekeeper will be assigned to each gym to operate the games. General responsibilities include general information, scorekeeping, and general supervision of the gym.

9. Officials

- A. Referees have jurisdiction over play, physical area of play, and may:
  - 1. Call a time out
  - 2. Call off game due to three (3) technical fouls
  - 3. Penalize a player, including game ejection, for un-sportsman like conduct. Ejected participants must leave the gym and cannot return to the game.

10. Pre-Game Procedures

In order to remain on schedule each night, it is necessary that each team be responsible for the following:

- A. Arrive for your scheduled game at least 10 minutes before game time.
- B. Locate site supervisor and obtain roster line-up sheet for your games.
- C. Fill in your line-up immediately!
- D. The referee(s) will begin the games. Time will begin within five minutes after the conclusion of the game prior to your game.

11. Playing Rules

- A. Player Requirements: It is suggested that teams have five (5) players on the court at game time. A regulation game may start with four (4) eligible players to avoid forfeit. All players must be listed on the team roster prior to the game.
- B. Home Team: The home team will have first choice of which basketball they want.
- C. Timing: There will be two (2) 20-minute halves running time, except for the last two (2) minutes of the game.
- D. Game Time: Game time is forfeit time. Refer to league schedule. If a team is **NOT** at the gym and ready to play at the scheduled time, the team will forfeit the game. The gym supervisor's watch is official. If a gym supervisor is not

present the referee's watch is official. Gym clocks are not official. If the opposing team wishes to apply a 5-minute delay, the late team will lose 1 time-out.

- E. Time-Outs: Each team will be allowed 4 time-outs per game. In the event of overtime, one (1) time-out is awarded to each team. Time-outs do not carry over into overtime.
- F. Half Time: There will be a 5-minute rest period between the halves, unless the game has been delayed and the officials and/or supervisor rules that the second half must start sooner.
- G. Overtime: Three minutes total. The time will be played with the first 2 minutes as running time and the last 1 minute as stop time. One time-out per overtime. Timeouts **do not** carry over. All additional overtimes will follow the same procedure.
- H. Jump Ball Possession: In all jump ball situations, other than the start of the game and each extra periods (overtimes), the teams will alternate taking ball out of bounds by a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedure.
- I. Three Point Shot: Any shot made (with both feet) behind the three-point line will count as three points. The official's judgment will determine whether the shooter was behind the line or not. The official's judgment call is final.
- J. 2-minute Game Clock: If a team is ahead by 11 or more points at any time during the last two (2) minutes of the game, the clock will NOT stop for any reasons (except for time-outs). If the point difference is 10 or less at anytime within the last 2-minutes the clock will STOP for all calls.
- K. Equipment:
  - 1. Team shirts/jerseys are REQUIRED.
  - 2. Team shirts or jerseys of the same color with 6-inch numbers on the back are REQUIRED! All numbers must be single or double digits.
  - 3. If jerseys are not worn, the team not wearing jerseys will forfeit their game!
- L. Game Ball: Washington City Leisure Services will provide a top quality leather ball for game ball. Teams are expected to bring their own practice balls.

12. Bench Conduct:

- A. While the ball is in play, no coach, player, or participant shall interfere and/or approach the scorekeeper (and the score table) except to check into the current game.
- B. Children must be supervised at all times. Children are required to stay in the bleachers and cannot play with any of the apparatus in the gyms or play in the hallways and restrooms. If unattended child causes a game to be delayed or stopped by the following penalties will occur.
  - 1. 1<sup>st</sup> Offense – Time-out taken from guilty team
  - 2. 2<sup>nd</sup> & 3<sup>rd</sup> Offense – Technical foul
  - 3. 4<sup>th</sup> Offense – Forfeiture of the game

If a child destroys or damages any item or property in and outside of the gym, the parents will be financially responsible.

- C. Participants and teams waiting to play should NOT be shooting at the side baskets while the current game is in progress.

13. Uniforms:

- A. Team shirts or jerseys are required to be of same color.
- B. Team shirts or jerseys are required to have 6-inch numbers on the back of the shirts. The numbers must be single or double digits.

14. Fouls

- A. Personal Fouls: A player shall be disqualified when he/she commits his/her 5<sup>th</sup> personal foul. Technical fouls count as personal fouls.
- B. Common Fouls: On all common fouls before the team foul limit, the offended team will be awarded the ball out-of-bounds at the spot nearest to the foul area.
- C. Foul Shots: Foul shots will be awarded only if a player is fouled while in the act of shooting and/or after a team has committed seven (7) team fouls. When a team has committed seven (7) fouls the player fouled will be awarded a one-and-one bonus shot opportunity.
- D. Intentional Fouls: The fouled player is awarded two (2) free throws, plus the ball out-of-bounds.
- E. Flagrant Fouls: The fouled player is awarded two (2) free throws, the ball out-of-bounds, and possible disqualification of the guilty party. Flagrant fouls include but are not limited to,

intentionally hurting another player and throwing the ball at another player.

F. Technical Fouls: Two (2) points automatically awarded, plus the ball out-of-bounds. Technical fouls will also count as a personal foul towards disqualification. In addition, if any player that receives a conduct technical foul he/she will be required to sit out of the next five minutes of the game.

G. One-and-One Bonus: Common fouls shall be penalized by the one-on-one bonus rule if the offending team has committed its 7<sup>th</sup> foul of the half. If the offending team has not committed its 7<sup>th</sup> foul of the half, the team in control of the ball retains possession of the ball. On the 10<sup>th</sup> team foul of the half, a player that is fouled will receive two (2) shots.

NOTE: In an effort to move the game along at a quicker pace and to emphasize the importance of the foul shot, only one shot will be taken in the event of a common foul (bonus situation), shooting foul, intentional foul, and flagrant foul. If the foul shot is made, two (2) points will be awarded. In the case of a three (3) point attempt, three (3) points will be awarded. The only exception to this rule is during the last two (2) minutes of the game with a ten (10) point margin or less. In this instance, standard basketball rules apply.

15. Technical Fouls

Officials may assess a technical foul without warning at anytime. A technical foul shall be assessed for an un-sportsmanlike tactics such as:

- A. Disrespectfully addressing an official (gesture included)
- B. Physically contacting an official or scorekeeper
- C. Threatening an official or scorekeeper
- D. Overt actions indication resentment to a call
- E. Refuse to abide by the officials decision
- F. A coach entering onto a court without official's permission
- G. Calling out the incorrect game time during a game
- H. Dunking or hanging on the rim anytime the player's game is not in progress, i.e. before, halftime, or after a game.

NOTE: Cursing or blaspheming an official shall not be considered the only cause for imposing a technical foul.. Running tirades, continuous criticism, or griping may be sufficient cause to assess a

technical. Flagrant misconduct shall result in ejection from the game.

16. Forfeit

A team with two (2) forfeits will be dropped from the league without a refund.

Forfeits will be declared for one or more of the following infractions:

1. Not having enough required players on the court at game time.
2. Illegal players (players not on a roster, players using assumed names, or ineligible players) participating. Teams using illegal players will have games affected declared forfeits.
3. Misconduct on the part of the players, coaches, team managers, or members of the other team in the program before, during, and after a contest.
4. Failure to submit a legal roster prior to the team's first scheduled game.
5. A third technical foul on the team, player, or fan, due to conduct.
6. Failure to provide adequate supervision of young children.

17. Communication:

All communication from teams to a site supervisor and referee must come through a team captain. Captains shall be identified before each regulation game to game official.

18. Schedules:

- A. League schedules will be available at the Community Center, by the first league game.
- B. Make sure our office has a correct mailing address and phone number for your team at all times.
- C. Teams must be prepared to play any evening, Monday through Friday. Games will try to be scheduled between 6:00–10:00 pm, but may change due to gym availability.
- D. A team will NOT be guaranteed certain nights of play, game time, etc.
- E. Our office reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of our program.

19. League Standings

League standings will be updated and available to you on the proceeding Friday after your recent game at the Community Center.

- A. Seeding for the tournament is based on the total number of wins.
- B. Tie breakers for seeding are as follows:
  - 1. Head to Head points
  - 2. Point differential against common opponents.
  - 3. For 3 or more tied teams, the team with the highest total point differential between the tied teams (when they played each other) will take the higher position in the standings. In addition, any team that has forfeited any game against the team(s) that they are tied with will automatically take the lowest position in the standings.

20. League Champions:

A. League: Overall season record (points or games won) will determine the champion and the runner-up team.

21. Awards: Will vary from season to season

22. Protests

League game protests are discouraged and will not be accepted on judgment decisions. The site supervisor will settle protests. If protests cannot be settled at that time, complete the following process:

- A. Protest must be written and submitted to the Community Center by 3:00 pm the next business day.



# Adult Men's Basketball Rules

