

Webster Parks and Recreation

# Men's Adult Basketball League

## RULES

- 1) Rules are subject to modification at any point to the discretion and approval of the League Supervisor.
- 2) The league plays under High School Rules, except for changes listed below.
- 3) Each team must fill out (completely) a team roster and agreement to participate form prior to the start of the league.
- 4) Each week, players will sign in with the League Supervisor by showing picture identification prior to entering the gym for roster verification. There may be times when the League Supervisor is not at the gym door entrance to sign you in if he is handling other league issues (setup, injury, etc.) It is the responsibility of each player to seek out the League Supervisor to get signed in to ensure eligibility for playoffs.
- 5) All players must attend **four (4)** games during the regular season to be eligible for playoffs.
- 6) Upper and Lower Divisions: Players must be at least 23 years of age prior to the first game of the season. For the 40+ Division: Players must be at least 40 years of age prior to the first game of the season. **(40+ division teams are allowed to have 2 player exemptions on their roster who are 38 or 39 years old.)**
- 7) **GYMNASIUM ENTRANCE TIME:** Teams may enter the gymnasium area fifteen (15) minutes before their scheduled game for that night. Please do not enter the court area until previous games have been completed.
- 8) Games will be 5-on-5 play. **GAME FORFEIT TIME:** A. Teams are recommended to be at their court at least five (5) minutes prior to their scheduled game time. B. A five (5) minute grace period will be instituted if one or both teams are not ready to begin play at the assigned time. If at the conclusion of this five minute grace period one of the teams is not ready to begin play, a forfeit will be declared. *The five minute grace period starts at the scheduled game time.* C. To start a game, teams must have at least 4 players per team. D. If a forfeit is determined due to lack of players, and if both teams desire, the teams scheduled to play at this time still have the rights to the court and may play a scrimmage or pick-up game which will not count in the standings. Note: scrimmage games will not be officiated. **Any team that forfeits a game is subject to league removal. No refund will be given.**
- 9) A game consists of two (20) minute halves. **The clock will remain running, except for the last 2 minutes of the second half and only if the score is within ten points or less.** At any point within the last 2 minutes, if a team comes within 10 points, the clock will stop. If a team then falls behind by more than 10 pts, the clock will continue to run.
- 10) There will only be one (4) minute overtime. Each team will receive one timeout for the overtime play. There will be a running clock, except for the last 2 minutes if score is within 10 points or less. **If the game remains tied at the end of overtime, a sudden death first bucket scored will determine winner.**

- 11) **Scoring System:** Standings will be kept by win percentage. A tie in the final standings will be broken by head to head play results during the regular season between the teams involved. If there is still a tie, total point differential (plus/minus) between teams involved against each other will be used. Point differential is the difference in score between the winning team and losing team. However, the maximum amount of points awarded for a win will be +15, and the minimum for a loss will be -15. This is to prevent teams from “running up the score”.
- 12) The referees are to be **RESPECTED AT ALL TIMES!!!** They are instructed to use technicals and ejections.
- 13) **FOUL LANGUAGE WILL NOT BE TOLERATED IN ANY SCENARIO.** Referees will have discretion as to giving a warning, technical, or ejection.
- 14) Individual Technical Fouls – A player receiving two technical fouls is automatically ejected from the game and will be automatically suspended for the next week’s game as well.
- 15) Team Technical Fouls – When a team accumulates a total of 5 technical fouls over the course of the season, a loss will be assessed to the team. Each technical foul thereafter over the course of the season will result in another team loss being assessed.
- 16) Ejections – Any player ejected from a game for any reason will be automatically suspended for at least his next game. Repeated offenses will result in expulsion from the league. Any fighting between players will result in immediate removal of the league for both players.
- 17) **PLEASE DO NOT BRING CHILDREN TO GAMES!** Spectators are requested not to attend. However, if there is a need for a spectator, they must observe the game from a safe location that will not interfere with play. Spectators are not permitted to sit or stand behind the hoops. Unsupervised children and disrespectful spectators will be asked to leave the facility.
- 18) Foul Shots – Players may move on the release, not on the rim.
- 19) Hockey Style Substitutions: Substitutions may be made on the fly in a team’s defensive court and the substitution does not give a team an advantage. Players must enter and exit the playing court at the team bench location only.
- 20) Time Outs – Each team is allowed one timeout per half. Timeouts will be one minute in length (stop clock). In the second half only, in the final two (2) minutes, if the game is within ten (10) points, both teams will receive one (1) 30-second timeout (stop clock). The first half timeout does NOT carry over to the second half if not used in the 1<sup>st</sup> half. After a timeout is called, the clock will not begin until the ball is in play. (Scenario: 1<sup>st</sup> half, 10 seconds to go, a foul is called by the ref, team calls a timeout, the clock will not begin until after the foul shots are taken and the ball is “in play”.)
- 21) Each team is responsible for keeping their own score (flip scoreboard or electronic scoreboard will be provided) and individual / team fouls on a dry erase board. On the 7<sup>th</sup> team foul, opposing team will shoot 1 and 1 foul shots. On the 10<sup>th</sup> team foul, opposing team will shoot 2 shots. The clock will continue to run during foul shots, except during the final two (2) minutes of the game if score is within 10 points. Team fouls will reset in the 2<sup>nd</sup> half, individual fouls remain. Once a player gets 5 personal fouls, they are fouled out of the game.
- 22) Protest Rule: All protests must be received within 24 hours of game completion in writing accompanied by a \$25.00 fee, non-refundable. Protests will be reviewed by the Commissioner of Parks and Recreation.

**REMEMBER, THIS IS A RECREATIONAL LEAGUE! HAVE FUN, GET SOME EXERCISE, AND MOST OF ALL PLEASE RESPECT EVERYONE ON THE COURT.**