



Basketball: Adult League Rules

Administration:

The Liberty Parks and Recreation Department supervises the Adult Basketball program. Decisions that are rendered by the Parks and Recreation Department are final. The National Federation of State High School Associations will be the governing body for these leagues unless stated in the specific adult basketball rule book as set forth by this league.

Objective and Goals:

The Liberty Parks and Recreation's, Adult Basketball program is designed to give all participants, through participation in competitive games, the opportunity to learn and improve the fundamentals of the game of basketball as well as increase and improve socialization among players.

Managers:

The manager is the primary link between their team and league management. It is the manager's duty to obtain all information regarding league play at the park. Responsibilities include but are not limited to:

1. Reading rules and park policies prior to starting league play and informing the players of the rules.
2. Obtaining league information pertaining to registration deadlines, make-up schedules, league tournaments, league awards and tournament berths.
3. Submitting league paperwork on time (registration forms, roster, etc.).
4. Informing league office of changes in his/her address and/or telephone number.
5. Having all players read and sign the team roster before playing and ascertain the eligibility of each player signing the roster.
6. Maintaining control over his/her players in all circumstances including disputes on the field. Umpires/Referees will discuss disputes on the field with manager only. Players are not to question a call or ruling.

Rules and Regulations:

ROSTERS: Each team must have an official roster on file with the League Director. Maximum number of players per team is 12. Each player must turn in a signed player contract to the P&R office or the League Site Supervisor prior to the start of the first game he will play in. Players must be 18 years of age or older. No person may play in the League who is a member of a High School or College basketball program. A player can only be on one team in this League.

ROSTER CHANGES: Changes may be made prior to the start of each team's 3rd game. No changes may be made after that game. Changes may be submitted to the P&R office or to the League Site Supervisor (not to an official).



TEAM RESPONSIBILITIES: It is the responsibility of each manager to have his team line-up in the scorebook prior to the scheduled starting time.

FORFEIT TIME: Each team will be allowed a grace period of five (5) minutes following the scheduled starting time at which time a forfeit shall be declared. A team must have five players to start a game. After three (3) forfeits a team will be dropped from the League without a refund. In the event of a forfeit, the score will be recorded as 2-0.

MAKE-UPS: The schedule will be followed as printed. Any make-ups will be rescheduled at the conclusion of the regular season unless otherwise scheduled by P&R. In the case of several cancellations due to circumstances beyond P&R's control, the Department reserves the right to reschedule games as gym space is available. No games shall be rescheduled except at the discretion of the League Director.

UNIFORMS: Each team's players shall wear a jersey of the same color with a legible, identifying number on either front or back of the jersey. Numbers on a team cannot be duplicated. Players not in proper uniform will not be allowed to play after the first week of play. Gym shoes only. Jewelry is prohibited.

BASKETBALLS: Game ball will be provided by P&R.

PLAYING TIME: The game shall be played in two halves of 20 continuous minutes each with three minutes in between halves. During the last two minutes of the game, the clock will start and stop according to National Federation of State High School Associations' rules unless there is a 20 point spread at which time the clock will not stop and start. If a team is 20 or more points ahead with two minutes left the clock will keep running. A scorekeeper will be provided by P&R. The Home Team must supply a timekeeper.

TIME-OUTS: Each team will have two time-outs per half and one time-out per overtime period. Time-outs cannot be accumulated. Time will stop on charged time-outs.

OVERTIME: Overtime period will be two (2) minutes running clock the first minute and stop the last minute. Each team will be given one additional time out. If game is not resolved after first overtime, there will be sudden death overtime with no clock. First team to score wins.

PLAYER ELIGIBILITY: Team managers only may question the eligibility of a player dressed in uniform to the League Site Supervisor prior to the start of either half or during a charged time-out. If it is determined by the Supervisor that the player is ineligible, that player will not be allowed to play and team forfeits game if player has entered into the game. If player has not entered into game, game continues.

DUNKING: NO DUNKING ALLOWED! If a player dunks the ball at any time (including warm-ups), his team will be assessed a technical foul and the player who dunked will be ejected. The same penalty applies to a player grasping or hanging from the rim.

SUBSTITUTIONS: Player must report to the scorekeeper and may not enter the game until beckoned by an official.

FOULS: Fouls levied according to official High School rules with the exception that there will be no bonus free throws awarded except during the final two minutes of the second half. NOTE: This rule allows for a



team to shoot "1 and 1" during the final two minutes of the second half, if that team is in the bonus situation (begins with opponent's 7th team foul).

INTENTIONAL FOULS: Levied according to official High School rules which state that intentional fouls will result in two free throws (lanes will be cleared while free throws are taken). Following the free throws, the offended team will be awarded the ball out-of-bounds at spot nearest the foul.

TECHNICAL FOULS: After one technical foul for unsportsmanlike conduct, a player will be ejected from the game. If a player receives two technical fouls during the year, he will be suspended for a period of 3 games. If a team receives three technical fouls for unsportsmanlike conduct in 1 game, they will forfeit the next game. If a player receives three technical fouls in the season, they will be suspended from play for the rest of the League schedule. Technical fouls will be counted in the number of team fouls.

AWARDS: Individual awards will be given to the 1st place team in each League.

SEEDING FOR TOURNAMENT:

1. League Record
2. Head to Head
3. Point Differential Between Tied Teams Only
4. Total Points Scored
5. Coin Flip

ALCOHOLIC BEVERAGES: No alcoholic beverages are allowed on school property (including parking lot). Failure to abide by this rule may result in forfeiture of game(s).

Sportsmanship:

Team members, coaches, and spectators shall exhibit appropriate behavior towards other players, officials, and spectators. Unsportsmanlike conduct from team members and/or associates including spectators will result in being carded accordingly and action taken such as:

1. Player or coach ejection from the game.
2. Player or coach ejection from the league.
3. Player or coach suspension.
4. Forfeit of game.

* An official should not directly interact with a fan that is being unsportsmanlike. Every effort to control the fan should go through that team's head coach. If cooperation does not take place from that head coach, then the official may take action such as head coach ejection and then if the fan continues, a forfeit of the game is well within the rules. During the game, the officials do have the authority to eject players or coaches. The LPR department has the final authority on determining the duration of the suspension or other penalty. Any player or coach ejected from the game must leave the playing area. Failure to do so may result in forfeiture of the game.

Weather Policy:

The official/supervisor has final say on whether a game will be temporarily suspended or postponed due to weather conditions or poor field conditions – once he or she arrives on the field. If lightening is in the immediate area, the game shall be suspended immediately. Everyone should be instructed to take shelter and the official can monitor the situation and determine whether the game should play on. In



case of heavy rain, play should be suspended and possibly postponed due to the amount of rain. If field conditions become extremely poor and children are at risk of injury, then play should be postponed. If the playing weather is horrible such as cold, rain, mud, high winds, tornado warnings etc... then play should be postponed. Finally, if the weather is warm and there is a light to moderate rain falling, it is possible to keep playing. Remember, this decision to play or not to play rests with the official/supervisor working the game and his or her call can NOT be disputed. The official/supervisor will always have the safety of the children in mind when making their decision.

Weather Line: 816-735-4700 or www.rainoutline.com