



## **Adult Basketball League 2018-19 General Information**

### Teams

1. A roster with names, addresses, signatures, and phone numbers of all players must be completed before the first game and turned in to the scorekeeper or recreation staff.
2. Teams may have up to 12 players on their rosters. Participants may only play for one team.
3. Participants must be at least 16 years old to play in any adult league. If a participant will turn 16 during the season, the birth date should be recorded on the roster and that player will be eligible to play upon their birth date.
4. Rosters are set after game day on your third week of play. No additions or changes are allowed after this date, except as approved by the program supervisor. This approval must be granted prior to the day of the first game for the prospective player.
5. Participants must play in at least 3 season games to be eligible for the post-season tournament.
6. If a team is discovered during a game to be using an ineligible or illegal player by either the opposing team or the recreation staff, the game will end immediately and be declared a forfeit.
7. Teams are encouraged to wear matching jerseys with legible, non-duplicated numbers printed on front and back. Jerseys will be available to use if needed.

### Player Conduct & Technical Fouls

*The SSAFC Player Code of Conduct is included with this information packet. Please read it carefully and be familiar with what constitutes a violation, and the associated consequences. The following is additional information regarding player conduct:*

8. Individuals are expected to play in a safe, sportsmanlike manner. Players should enjoy the competitive nature of the sport, but never at the expense of their personal integrity.
9. Teams are responsible for the behavior of their fans. A team's failure to control their own spectators may result in team technical fouls, and possible forfeiture of the game.
10. As we are guests in these facilities, we ask players to be respectful and not abuse them. Players who hang on the rims at any time (except for safety reasons, at the discretion of the officials), or dunk the ball before or after a game will receive a technical foul, which will be assessed at the beginning of their next scheduled game. Any player(s) responsible for damages will be charged.
11. Player technical fouls (including Code of Conduct violations—which are always a technical foul) will be penalized as follows, per player:
  - a. 1<sup>st</sup> technical: Two free throws for opposing team plus possession (minimum).
  - b. 2<sup>nd</sup> technical: Immediate ejection from current game if two in same game., plus suspension from next game (minimum) If a player revives two technical fouls in different games the play will be suspended for his next scheduled game.
  - c. 3<sup>rd</sup> technical: Immediate ejection, and suspension for remainder of season, including post-season tournament.
12. All player technical fouls count as a personal foul and a team foul. Team technical fouls count as a team foul.
13. All technical fouls (including all administrative, player, and team technical fouls) are cumulative and carry through regular season and post-season play.
14. Any team that receives 3 technical fouls during a single game will automatically forfeit that game. Any team that receives 5 technical fouls over the course of the season and post-season will be

suspended for the remainder of all games, including the post-season tournament. There are no refunds for suspended teams.

#### Safety

15. Jewelry should not be worn while participating in recreation sports. All jewelry (including plastic bracelets) must be removed prior to playing in any basketball game.
16. If a player is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the player will be removed from the game. In order for the player to return to the game, they must have the bleeding stopped, the wound covered, and clothing changed.
17. If unsafe conditions occur, the site supervisor may choose to postpone or cancel games. Cancelled games may be rescheduled if possible or needed.
- 18. Children must be adequately supervised at all times. Players are not considered adequate supervision.**
19. The South Summit Aquatic & Fitness Center does not provide accident insurance for participants in recreation programs. Players are encouraged to have adequate health insurance. Those whose names appear on a roster or participate in SSAFC leagues are indicating that they assume responsibility for any risk involved with participation in these leagues.

#### Protests

20. All protests must be made known to the site supervisor prior to the conclusion of the game. To be considered further, the protesting team must submit a written protest to the SSAFC Director no later than the close of the next working day following the protested game.
21. The written protest must include the names of the teams and players involved, the name of the officials, a complete description of the situation including the rule on which the protest is based, and any other pertinent information.
22. A \$50.00 protest fee must accompany the written protest. The fee will be refunded if the protest is upheld. Protests cannot be made on a judgment call, only rule interpretations.

#### Standings and Awards

23. League standings will be computed on a win/loss system. The team with the highest win/loss record will be the league champions. If there is a tie for first place, the tie will be broken by head-to-head results, if there is a three or more way tie then we will go to total points scored.
24. A maximum of 12 awards will be given for league and tournament champions.

## Game Rules

*Play will be governed by the current NFHS Basketball Rulebook. The following are points of emphasis and league modifications.*

## Game Time

1. Games will begin at the scheduled game times. Five minutes of warm-up time will be allowed between games if requested.
2. Games will consist of two 20-minute halves with a running clock. Clock will stop on free throws once players are set. The clock will stop during the last two minutes of the second half for dead ball situations, unless either team is ahead by 20 points or more.

## Forfeits

3. Teams must have at least 4 players present to begin a game.
4. If a team has more than two forfeits during the regular season play, they will ***not*** be put in the post-season tournament. If the team would like to pay a fee of \$50.00, and there is space for them, then they would be put in the post-season tournament.
5. If either team does not have enough players to begin at the scheduled time, the game clock will start at precisely 5 minutes past the scheduled game time. In cases where the previous game has run long, the game clock will start no later than 5 minutes past the end of the previous game.
6. If enough players arrive before 10 minutes pass off the clock, the game will start as soon as players are ready.
7. If 10 minutes pass off the clock and either team still does not have enough players, the game will be declared a forfeit.
8. Once a game has begun, it will continue even if the number of players drops below 4 due to injuries or players fouling out. A team must have at least two players to finish the game.
9. Officials ***will not*** officiate in forfeited games.

## Check-In & Substitutions

10. Participants must check in with the scorekeeper prior to entering each game, marking down their jersey number and initialing next to their name on the scoresheet.
11. Substitutions may be made during dead ball situations by reporting to the scorekeeper and then waiting to be beckoned onto the court by the officials.

## Free-Throws & Fouls

12. Free-throws for common fouls (one and one) will be taken on the 7<sup>th</sup> team foul of each half. Two foul shots will be awarded on and after the 10<sup>th</sup> team foul of each half.
13. Only 6 players are allowed to line up in the key during free-throws, and cannot take the bottom two spots. No more than two offensive players may be positioned along the key. The lane players can enter the key on the release. The shooter and player behind the 3-point line have to wait until the ball hits the rim. This is to protect players from injuries during free-throws and rebounds.
14. Players foul out on their 5<sup>th</sup> personal foul.

## Time-Outs & Overtime

15. Each team has 3 one-minute time-outs per game. They do not carry over into overtime.
16. Overtime periods will be four minutes with the clock stopping during the last two minutes only.
17. Each team will have 1 time-out per overtime period. They do not carry over into additional overtime periods.