

OFFICIAL BASKETBALL LEAGUE RULES

MANAGEMENT

- A. The general management of the league shall be vested in the Adrian Parks and Recreation Department. The League Director of said department shall have the administrative responsibility for the conduct of the leagues.
- B. The league director may use his/her discretion when applying suspensions.
- C. The possibility of a suspension beyond one game may be determined by a committee. In this case, information will be gathered by the league director and presented to a committee of league participants not from the same division as the player/team involved.

II. PLAYERS AND TEAMS

- A. All players must be at least 18 years of age prior to participation and their high school class must have graduated. If a player's age is questioned, he will be required to show proof of age to the League Director.
- B. Each team is responsible for the conduct of its individual members. If player restraint is necessary (or appears to be), teammates are expected to be the first to do so. Failure could subject a team to league suspension.
- C. Active college basketball players are NOT eligible to play in recreation leagues.
- D. A player can play on one team in the City League and one team in the Masters League. Games will not be held up to wait for players coming from the other league unless notified in advance.
- E. Additions to the team's roster may be made before the game in the gym.
- F. once a player play's on one team he is frozen to that roster. He may not switch teams at any point in the season.
- H. If it is discovered that a person is playing on more than one team in a given league, that person will be considered a member of the first team he played with. The team that the person played with second will forfeit the game that person played in, as that person is considered an illegal player. This may happen during or after the game. The player will also serve a two game suspension.
- I. If a team drops or is dropped from the league, there will be no refund of any portion of the entry fee.
- J. After an ejection, that player(s) will be ineligible for at least the team's next game or even up to the season depending on the reason. Ejected player(s) must leave the premises immediately following the ejection.
- K. Ejected players may be spectators during their ineligible period, but may not sit with the team on the bench. If a problem arises again with this player, his suspension may be lengthened.
- L. A non-resident team consists of two (2) or more players residing outside the Adrian City Limits.

III. UNIFORMS

- A. Members of a given team must have like-colored shirts with numbers at least 6" high on back. No three figure numbers. Shirts without a number will be entered on the score sheet as 0 or 00.
- B. If a team's jerseys are the same color as league shirts and a member of that team does not have a shirt of the same color, the player must wear one of the league shirts so as to match the team. This, however, is not a practice to be continued throughout the season. Teams must provide their own shirts.
- C. If both teams in a game have like colored legal jerseys, one team (listed first on schedule) will wear league shirts. Opponent will wear league shirts in the second round of play.
- D. No jewelry.

IV. THE GAME

- A. Game time is forfeit time. At least five (4) players must be present for the game to begin.
- B. A team must have five (4) rostered players to start a game, and at least three (3) to continue.
- C. Team listed first on schedule has first possession. Jump ball is used only to begin overtime period.
- D. The game will consist of two 20-minute halves with a running clock (except time-outs) until the last two (1) minute of the first half, and last (2) minutes of the second half when a stop-clock will be used. Overtime will consist of a 5-minute running clock period until the last one (1) minute, when a stop-clock will be used.
- E. Time-outs: Two (2) per half and one (1) in each overtime period. NO CARRYOVER.
- F. Bonus free throws begin with the seventh (7th) personal foul in each half. Double bonus free throws begin with the tenth (10th) foul in each half.
- G. No dunking at any time – prior to, during, or after the game.
 - 1. If a player dunks during a game, the basket will not be counted and a technical foul will be charged against that player.
 - 2. If a player dunks and hangs on the rim (other than to avoid injury) that player will be ejected.
- H. All fouls – personal and technical – count toward allowable quota of five (5).
- I. Two (2) technical fouls in one game by a player is automatic ejection.
- J. A player ejected from two (2) games is ineligible for the remainder of the season.

V. DRUG POLICY

- A. The Parks and Recreation Department discourages the abuse of drugs in any form, including alcohol, and may take action against any player/team involved during league play.
- B. The Department's concern is:
 - 1. A player exhibiting aggressive and/or abusive behavior toward teammates, opponents, or game officials,
 - 2. A player's own abilities and reaction being impaired,
 - 3. The safety of all participants and officials.
- C. A game official is empowered to remove any player from a game and the playing area if the official believes said player to be under the influence of drugs of any kind.
- D. Referees do not have to allow individuals who are believed to be under the influence of alcohol or drugs to participate. They may also eject a player during the game if it is discovered at that point in time.

VI. MISCELLANEOUS

- A. Teams are responsible for the behavior of their fans. A referee may eject the team captain for any excessive unsportsmanlike behavior or language displayed by their fans.
- B. If a team has not received rescheduling information within five (5) days after a postponed game, it is the teams' responsibility to contact the league office.

VII. FORFEIT FEE

- A. A forfeit fee of **\$25.00** must be paid after a forfeit prior to the team's next regularly scheduled game. If this is not done, that next game will be a forfeit as well.
- B. If a team gives advance notice to the Recreation Office by calling during regular office hours that they cannot make their game, a reduced fine of **\$10.00** per game will be assessed. This must be paid prior to the team's next regularly scheduled game. If this is not done, the next game will be a forfeit as well.

WITH ANY PRECEDING MODIFICATIONS, FEDERATION HIGH SCHOOL RULES SHALL GOVERN PLAY.

