

ADRIAN PARKS & RECREATION DEPARTMENT

WOMEN'S BASKETBALL RULES

I. MANAGEMENT

The general management of the league shall be vested in the City of Adrian Parks and Recreation Department. The League Director of said department shall have the administrative responsibility for the conduct of the league.

II. TEAMS AND PLAYERS

- A. All players must have completed high school or be at least eighteen (18) years of age.
- B. Members of a college, university, business school, or any high school squad shall be deemed ineligible. Teams and/or players may not violate the recognized codes of the Michigan High School Athletic Association or any collegiate athletic association. The above mentioned could result in suspension of the player and team manager.
- C. Membership shall only consist of amateur players and teams.
- D. All teams must submit a roster prior to the start of any season. Players may be added to the roster by calling the Adrian Parks & Recreation Department office during regular office hours (8:00 AM – 4:30 PM) prior to the game. Because this league is played on Sundays, players may be added to the roster at the game by writing the added players' name, address, and phone number on the back of the scoresheet prior to participation. To be eligible, a player must be on that team's roster. If it is discovered within three days that a player is not on the roster, the game will be forfeited.
- E. A player can play on only ONE team in the women's basketball program.
- F. If a player transfers to a different team, she must sit out the new team's first TWO games after the transfer date. (No waiting period if the player did not play for the initial team.)
- G. Transfers will not be permitted after the fifth week of the season.
- H. If a team drops or is dropped from the league, there will be no refund of any portion of the entry fee.

III. UNIFORMS

- A. Members of a given team must have like colored shirts with number. Only digits 1, 2, 3, 4, 5, 0 may be used. No three figure numbers.
- 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, that player must wear one of the league shirts so as to match the team.

- 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. FORFEITS

- A. If a team forfeits a game, that team must pay a \$25.00 fine *prior* to their next regularly scheduled game. Failure to comply will result in another forfeiture and team may be dropped from the league.
- B. If a team gives advance notice to either Recreation Office by calling during regular office hours that they cannot make their game, a \$10.00 fine per game will be assessed. Money is due in the office prior to the team's next regularly scheduled game. Failure to comply will result in another forfeiture and team may be dropped from the league.
- C. A team may be dropped from the league for non-appearance at two consecutive games.
- D. GAME TIME IS FORFEIT TIME. There is no grace period.

V. THE GAME

- A. The game will consist of two twenty (20) minute halves with a running clock, until the last two (2) minutes of each half, which will be a stop clock.
- B. Half time will be two (2) minutes long.
- C. A team must have five (5) rostered players to start a game. To finish, a team may have less than five (5) but at least three (3) players.
- D. Team listed first on schedule has first possession. Jump ball is used only to begin overtime period.
- E. Time-outs: Two (2) per half and one (1) in each overtime period. NO CARRYOVER. If game is running behind schedule and the score is lopsided, officials may refuse a time-out request in the late stages of the game.
- F. Bonus free throws begin with the seventh personal foul in each half. Double bonus free throws begin with the tenth 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 an automatic ejection.
 - J. After an ejection, that player(s) will be ineligible for the team's next game. Ejected player(s) must leave the premises immediately following the ejection.
 - K. A player ejected from two games for any reason will be ineligible for the remainder of the season.
 - L. Playing ineligible players or playing as an ineligible player, falsifying information, or unsportsmanlike conduct may subject a player, coach, or team, at the discretion of the League Director, to suspension from league play and forfeiture of previously played game(s).
- B. Following the game, unless you have an honest compliment to offer, stay away from game officials. It's a no-win situation for everyone.
 - C. Do not abuse game equipment, facilities, or your opponents. The league cannot exist or continue without them.
 - D. Neither dates nor the times of scheduled or rescheduled games will be changed at the request of teams. All games will be played according to the schedule, as set by the League Director.
 - E. If, at the end of the regular season, two or more teams in the league are tied for first place, a single elimination play-off will be used to establish the winner. The play-off will be scheduled on the league's next regular game night, unless all teams involved agree on a different date.
 - F. 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.

VI. OFFICIALS

- A. All game officials, timekeepers, and scorekeepers will be assigned by the Recreation Department.
- B. Any assigned official shall have the power to remove any player, coach, or manager from a game for unsportsmanlike conduct. For continued inappropriate conduct, the official is empowered to declare the game a forfeit.
- C. If an assigned official fails to appear where two are scheduled, one official will be used and the game will begin on time. If another league official is present or contacted, he/she will enter upon arrival. Either way, the game is official.

Please note: Referees are not obligated to officiate your pick-up games once a forfeit has been declared.

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

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VII. DRUG POLICY

- A. The 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 time being impaired,
 - 3. The safety of all participants.
- 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.

VIII. MISCELLANEOUS

- A. Any player, coach, or manager may be suspended from league play for at least one year for striking, pushing, or molesting an official in any way.