

CITY OF TEMPLE PARKS & RECREATION

BASKETBALL RULES

All League Games will be played in accordance with the current NCAA rules, with the addition of the following.

I. Eligibility

1. Players must be sixteen (16) years of age or older prior to the start of league play.
2. All players must carry current picture identification with them at all times during all league games.
3. Players will not be allowed to play on more than one team in the same league during a season. If a player's name appears on more than one roster, he shall belong to the team he plays for first.

II. Rosters

1. Each team will be allowed a maximum of 12 players.
2. **Rosters must be turned in prior to the team's first game.** Rosters may be turned in at the Parks and Recreation Department or to the scorekeeper prior to the first game. Rosters **must** be signed. **Note: If rosters are not turned in by the first game, the result will be a forfeit.**
3. Once a player is placed on a roster that player will not be able to play with another team throughout the season.

III. Equipment/Uniforms

1. Players on each team must wear jerseys that are **identical in the base color of the jersey** and have a six (6) inch number on the back. Numbers must be **permanently affixed** to the jersey, not taped or pinned to the jersey. Scrimmage jerseys will be available by the department. If both teams have the same color jersey one team may be asked to wear the scrimmage jerseys provided by the department. If only one player does not have a jersey he may be assigned the number 0 as long as his shirt is not the same color as the opposing team.
2. Players must wear shoes that are designed for indoor wood court surfaces. **NO** "turf shoes" or other black-soled shoes will be allowed. Players may

3. not play barefooted or in stocking feet.
3. Players may not wear denim or cargo shorts.
4. Referees may ban any equipment that they deem as unsafe or illegal.
5. **No jewelry may be worn at any time during the game.**

IV. **General Playing Rules**

1. Manager's must place team member's names and jersey numbers in the official scorebook prior to game time. Failure to place a player's name and correct number in the book prior to game time will result in the opposing team being awarded a technical foul.
2. Time-Out Allocations are as follows:
 - two (2) one-minute time-outs per game and
 - one (1) 30 second time-out per game**ONLY PLAYERS ON THE COURT MAY CALL TIME OUTS DURING LIVE BALL SITUATIONS, Coaches and players on the bench may NOT call time out during live ball situations.**
3. **Game Time is Forfeit Time!** At game time, team captains may opt to begin using their allocated time outs consecutively, until the required number of players are in attendance. After the allocated time outs have been used the game is officially forfeited.
Please note: these time outs do begin at game time, regardless of the status of the previous game. Opposing team captains may opt to use their time outs as well.
4. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original league night will not apply.
5. **Teams must start a game with five (5) players** but may finish a game with less players (down to 2).
6. Dunking will be permitted during games.
7. **No** hanging on the rim at any time! Players guilty of hanging on the rim before the game, during the game, or during half-time will be assessed a flagrant technical foul. Players/teams will be financially responsible for any and all damages to rims/goals damaged by players hanging on the rim. Players/teams must pay for damages within seven (7) days or face suspension for the remainder of the season. If damages are not paid within seven (7) days the team will forfeit their games until the amount is paid.
8. Players may not be on the court unless they are playing in the game in session, i.e. no playing on the side goals while a game is in session. Players must also refrain from bouncing the ball in the stands and on the sidelines while a game is in progress.

9. **Technical Fouls (counts as a personal foul and a team foul)**
Penalty for **all** technical fouls: Two free throws awarded to the offended team with the ball put back in play at the point of interruption. Any player receiving two technical fouls during a game, regardless of the foul type, will be ejected from the game.
- a. "Flagrant" Technical – A foul involving severe contact with an opponent or contact that is extreme in nature while the ball is live. Three (3) flagrant technicals on a team during a game will result in forfeit of the game.
 - b. "Intentional" Technical – A personal foul that may be purposeful or reactionary and is not based solely on the severity of the act. Examples – causing excessive non flagrant contact while playing the ball, contact that is not a legitimate attempt to play the ball or player, intentionally trying to stop or keep the clock from starting, pushing or holding a player from behind to prevent a score, etc.
 - c. "Administrative" Technical – Not specific to an individual's conduct. Examples: - illegal uniforms/numbers, names not in book, jewelry, slapping the backboard, hanging on the rim, team delays, bench violations, excessive timeouts, spectator behavior, etc.
10. **Blood Rule** - A player, coach, or official who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgement. Uniform rule violations will not be enforced if a uniform change is required. However, players should be prepared with a like colored t-shirt or jersey on stand by. The official shall:
- a. Stop the game and allow treatment if injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer, or other "authorized person" to the injured player.
 - c. Apply the rules of the game regarding substitution, re-entry, and short-handed player if necessary.
11. The Parks and Recreation Department reserves the right to approve/disprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.

V. **Special Playing Rules**

1. An official game shall consist of two 20 minute halves with a running clock. The running clock stops only for time outs, and during the last one (1) minute

of each half for all whistles. In addition, the clock will stop the last minute of the game after each made basket until the ball is in bounded. If a team is ahead by twenty (20) or more points at any time during the game the clock will remain a running clock until the opposing team brings the point spread to within twenty (20) points.

2. A five (5) minute half time will be observed.
3. All substitutes must be entered into the official score book before the game begins. All substitutes must check in at the scorer's table and wait for an official to allow them to enter the game.
4. **Overtime** - Any game ending in a tie will be continued with a three (3) minute overtime with the clock stopping on every whistle during the last minute. One (1) additional time-out will be awarded per team, per overtime. If the game remains tied additional overtime periods will be used as necessary. Timeouts carry over.
5. The three (3) point shot will be in effect during all league games.
6. If the last game of the night is officially a forfeit and will not be played, all players, spectators, and officials must leave the facility at this time as it will be closed.

VI. **Co-Ed Playing Rules**

1. Five players shall play the game; each team must have at least two (2) females on the court at all times. You must have five (5) players total to start the game.
2. Male players are not allowed in the free throw lane, nor may they break the plane of this area at any time (this includes the baseline area out of bounds) on either end of the court. This applies to offensive driving, guarding, and rebounding on both goals and free throws. Males must make jump shots and may not make lay-ups in which their momentum carries them across or through the lane.
3. The encroachment will result in the ball being awarded out-of-bounds to the opposing team.
4. Substitution must be made woman for woman and man for man.

VII. **Tie-Breaker Procedure**

In case of a tie for trophy positions at the conclusion of the regular season, the following tie-breaker procedure will be used to determine places:

- a. Head-to-head result(s) between teams tied.
- b. If teams split in head-to-head games, point differential in those games will be used.
- c. If teams are still tied, point differential in **all** league games for the teams tied will be used.
- d. As a last resort, a one-game play-off may be held to determine the final places if agreed upon by both teams.

VIII. **Conduct/Discipline**

1. **NO-FOOD or BEVERAGES allowed on the gym floor. Alcohol and tobacco products will not be allowed in the gym.**
2. Any player, coach, or manager ejected from any league game will be suspended for a minimum of fourteen (14) days.
3. Players, coaches, and managers who have been ejected/suspended must leave the facility and grounds immediately **and must not return until the completion of the suspension. If player fails to leave the facility in a reasonable time the team will forfeit the game.**
4. Each team manager will be held responsible for the conduct of his/her fans/spectators.
5. Suspensions **will** carry over from season to season and sport to sport. Example: A player suspended at the conclusion of one season will also be suspended for the appropriate timeframe at the beginning of the next season. If a player is suspended from basketball and is also playing in another league, they will be ineligible in both leagues until the suspension term has been served.
6. Physical violence, especially attacks on a game or tournament official immediately before, during, or after a game or fights/ confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in **all** league play or indefinite suspension in **all** league play, subject to an annual review if requested.
7. The referees and athletic coordinator or their designee have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during, or after the game), any intoxicated condition detected by the referees before or during the game, or any flagrant foul as determined by the referee.

IX. **PROTESTS**

MUST be filed in the following manner:

1. Must be filed before the game is over.

2. Notify the officials and give details of protest.
 3. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook.
 4. At the conclusion of the game the protesting team manager must fill out a protest form (located at the gym) in detail for the protest to be valid. Outcome of the protest will be ruled upon by the athletic office the next business day.
 5. Judgment calls are not a basis for protests.
 6. Rule interpretation protests must be filed before the next play.
 7. Player eligibility protests must be filed before the end of the first half by the manager of the team opposing the alleged ineligible player. Protested player must then show his/her ID to either the scorekeeper or bookkeeper by the conclusion of the game. If ID does not match the name in the book an automatic forfeit will be declared. If ID does match the name in the book, protest will be ruled upon by the athletic office the following business day. Protesting team manager must fill out the protest form at the conclusion of the game for the protest to be valid.
 8. If a player is found ineligible due to protest the first offense will result in a seven (7) day suspension. The second offense will result in suspension for the remainder of that season. On the third offense the player will be suspended for one (1) year. Suspensions count for each
- X. The Parks and Recreation Department reserves the right to add, delete or amend the rules/regulations/policies for the betterment of the program at any time.