

Garner Parks, Recreation & Cultural Resources Department
Rules & Regulations
2018 Adult Basketball League

1. All teams will be governed by the National Federation High School Association Rules and the Town of Garner Parks, Recreation and Cultural Resources Department league rule exceptions mentioned below.
2. League games shall be played on the scheduled nights at any time between the hours of 6:30 pm-9:30 pm. No games shall begin before scheduled time without the approval of both teams and game officials. There will be a deadline (Forfeiture Time) of 5 minutes for each game. Forfeiture time for the first game is 6:35 p.m. If the first and second games are longer than the next scheduled game, teams will have five minutes after the buzzer sounds to have lineup turned in and be on the court. Example: If the first game runs until 7:35pm, then the second game is scheduled for 7:40pm. This time is also forfeit time if a team does not have at least 4 registered players to start the game. To further assist players and officials, the scorekeeper will set the clock for 5 minutes and will run continuously until the buzzer sounds. This will conclude the forfeiture time and will be official.
3. **CLOCK, SCOREBOOK, ETC.**
 - A. The game will consist of two (2) 20-minute halves with a three (3) minute halftime. Players should be on the court and ready to play when the horn signals the end of halftime.
 - B. The clock will only stop in the last two minutes of each half and the last minute of overtime. If at any point and time in the **game** the lead goes above 20 points, the clock will not stop except for timeouts or until the lead falls below twenty points.
 - C. All rules not primarily covered by the Town of Garner Parks, Recreation and Cultural Resources department bylaws will be covered by the National High School Athletic Association Rule Book.
 - D. Once the book has been signed by scorekeeper and officials, no name can be added to the book without a technical foul being enforced.
 - E. All overtime periods will be THREE (3) minutes in length and each team will receive one additional time-out for each overtime period. The clock will only stop during the last one (1) minute of overtime unless there is a team time out, an official time out or injury.
 - F. Each team is allowed four (4) time-outs per game; two (2) per half. Each team will be given one (1) additional time-out if the game goes into overtime. Timeouts do not carry over from the 1st half to the 2nd half. However, timeouts from the 2nd half will carry over into overtime. All timeouts are one (1) minute/60 seconds in length.
 - G. Teams must designate a captain & coach before each game to the scorekeepers and officials. Only the team captain & coach may address officials concerning rules or game procedures. Captains and coaches are required to control their players, bench personnel and fans. Failure to do this can result in team warnings, technical fouls and/or ejections.

4. ELIGIBILITY

- A. Players can play in any other Garner Parks, Recreation and Cultural Resources Department sponsored league in the 2016 Adult Basketball Season as long as they meet the minimum age requirements.
- B. All players must have a valid picture I.D. present at all games and before every game to insure legal players. If a scorekeeper, site supervisor, or Garner Parks, Recreation and Cultural Resources Department Staff member ask for I.D. that player must present it immediately, no exceptions. Teams caught playing illegal players will forfeit every game played with illegal players. Second infraction of illegal players' policy will result in the team being suspended from the league.
- C. Any manager/coach knowingly playing a suspended or ineligible player will be suspended for one (1) calendar year.
- D. The team entry fee for Adult 25 & Over and 40 & Over Basketball League is due before or on August 24, 2017 during the Organizational Meeting. If a player turns 25 or 40 before the start of the first regular season game, then the player becomes eligible to participate in that particular league.
- E. Each non-resident player must pay \$25 participation fee and fill out the code of conduct contract before the first preseason game. Verification must be with valid I.D.
Non-Negotiable!

5. Schedule

- A. Teams will receive Preseason games, Regular Season Games (Based on teams) and Single Elimination Post Season Tournament.
- B. In the event of a tie between two or more teams in first place, the records between the teams will determine seeding (head to head). If the records are identical, a coin flip or drawing of seed will determine the first place, second place, etc.

6. AWARDS (Adult Basketball Open Leagues)

- A. Regular Season Team Trophy
- B. Tournament Team Trophy
- C. Individual Champion Trophy
- D. Most Valuable Player Trophy (Tournament)
(Voted upon by League Administrator)

6. PROTEST PROCEDURE

- A. All protests must be submitted to the League Administrator in written form by 5:00 pm on the day after the game being protested. (All Protests have to be registered with officials and scorekeeper before the game concludes).
- B. Any manager wishing to protest an ineligible player has to protest before officials walk off the court /before the next game begins and must be recorded in the official book. Also, the manager must call the athletic office by 5:00 pm to protest. If the manager fails to protest

before officials leave the court or call by 5:00 pm the next day, the protest will not be valid. The manager will also have to turn in the \$40.00 protesting fee by 5:00 pm. The League Administrator will make all decisions concerning forfeit for an ineligible player.

- C. A written protest must contain the following:
 - 1. The date, time and place of the game.
 - 2. The teams involved.
 - 3. The reason for protest.
 - 4. The names of the officials and scorekeeper.
 - 5. Score & Time remaining in the game.
- D. All written protests must be accompanied by a \$40.00 fee. Should the protest be upheld, the fee will be returned. If the protest is not upheld, the fee will be deposited in accordance with Finance policy. Only rule interpretation can be protested. A referee's judgment cannot be protested.

7. THE RECREATION DEPARTMENT WILL ADMINISTER AND ENFORCE THE FOLLOWING RULES:

- A. Any player, manager, or designated coach who accumulates a total of **2** technical fouls for arguing with officials is automatically suspended for the remainder of the season.
- B. Any player angrily questioning the call of an official will be assessed a technical foul. If a player receives a second technical, that player will be ejected from the game and gym. Managers and players will be expected to help control the conduct of their fans.
- C. A player or manager receiving 2 technical fouls in a single game will automatically be ejected from the game. An ejection from a game will carry **at least** a one game suspension. Two (2) different ejections of the same player will result in being suspended for the remainder of the season and from other Garner Parks, Recreation and Cultural Resources activities.
- D. Any player, manager or designated coach who physically abuses or threatens an official, scorekeeper or player in any way or uses unsportsmanlike gestures is automatically suspended for the remainder of the season and could face more suspension time at the discretion of the League Administrator.
- E. Any player, manager, or designated coach who intentionally strikes another player, manager or designated coach is automatically suspended for the remainder of the season. Also, an entire team can be suspended from playing at the end of season tournament. In addition, if multiple players from the same team are involved, the team will be suspended from the league. *****Any player breaking this rule for a second offense while participating in the Garner Parks, Recreation and Cultural Resources League will be suspended indefinitely***.**
- F. Any player, manager or designated coach who is ejected from the game is automatically ejected from the building also. Failure to leave will result in forfeiture of the game and the person being arrested for trespassing.

- G. Unfavorable and/or unnecessary comments (including vulgarity) made to official scorekeeper, officials or players will not be tolerated. Technical fouls can be called and ejections/suspensions can occur.
- H. Only the players, manager(s) and one team scorekeeper are allowed on the player's bench and/or area. Everyone else is considered a spectator and does not belong there. This action will not be tolerated and could lead to forfeiture of the game.
- I. Individual Technical Fouls-Profanity and bad sportsmanship will not be allowed, the player will receive an automatic technical foul and can be ejected by an official.
- J. Team Technical Fouls-Any team that receives three (3) technical fouls throughout the season will automatically be kicked out of the league. NO EXCEPTIONS! (This will only be for unsportsmanlike technical fouls).
- K. All technical fouls will be counted during the pre-season, regular season, & post season tournament.
- L. **Any team that receives 2 forfeits will be suspended for the remainder of the season.**