

PROVO PARKS & RECREATION HIGH SCHOOL 2017-2018 RULES



1. **ROSTERS:** Maximum rosters - 10 players. (Maximum awards 10 players)
2. All players must be on the official roster. The penalty for using an illegal player is that the said game will be a forfeit, (if recognized and reported by either the department or the opposing team).

ELIGIBILITY

1. Coaches are responsible to have their players read and understand the “League Rules” and the players “Code of Conduct.” Your team will be held accountable for the information contained therein.
2. Each team must have official 2017-18 Jr. Jazz jerseys with legible numbers (no duplicate numbers).
3. A player must play three (3) league games to be eligible for post-season play. Players may be added to the roster at any time as long as they have paid. Coaches are responsible for knowing their player’s eligibility for post-season play.
4. Players must show photo ID for ALL post-season games. Driver’s licenses, school photo identification cards, and Facebook profile pics are all acceptable forms of identification.
5. No participants can be currently playing with their high school teams. This includes the Freshman, Sophomore, Junior Varsity, and Varsity basketball teams.

FACILITY RULES

1. **No food or drink**, (except a water bottle), will be allowed in the gym by players or spectators.
2. For all games played at the Recreation Center; players may check in with the sports staff no more than 15 minutes prior to the start of their game. Players should enter the lane closest to the front desk to check in. Players wishing to remain at the Recreation Center to practice, swim, or use the facility in any way should exit and re-enter to swipe their membership card or pay the daily admission fee (\$4).
3. Any children, including younger brothers and sisters, attending basketball games must have appropriate supervision. Players are not considered appropriate supervision. Unsupervised children may result in the league losing its privilege of using the school facility.

4. **No hanging on the rims, before, during, or after the game.** Anyone caught playing with the rims, jamming the ball, or otherwise abusing the facility will be given a technical foul. This applies before, during, or after a game. It is a Code of Conduct violation if it occurs before or after the game and players can be suspended for a minimum of one week. **Exception:** You may dunk the ball in the course of the game, but you may not hang on the rim unless, in the judgement of the officials, it is to protect yourself. Any player responsible for damage will be charged.

GAME RULES

1. **EVERY TEAM MUST HAVE A RESPONSIBLE ADULT COACH OVER THE AGE OF 21 ON THE BENCH AT EVERY GAME AND AT ALL TIMES.**
2. A team captain or representative must fill out the scoresheet with the players' **complete names** and numbers **BEFORE** game time.
3. Because of time limits, games will be played as close to the scheduled time as possible. A minimal warm up period of five (5) minutes will be permitted when necessary.
4. A five minute warm-up period is allowed prior to the start of each game. The five minute warm-up starts immediately following the previous game. There will be no grace period given if game times are running more than 15 minutes behind. When the officials indicate the game is ready for play, game time will begin immediately.
5. Games will consist of two 20-minute running halves. The clock will stop only during the last two minutes of the game. When there is a 15-point lead by either team the clock will continue to run.
6. If the clock was mistakenly allowed to keep running during the last 5 seconds of a game, the official time will be rounded up to the next second. (i.e. The clock was supposed to stop at 2.7 sec, it will be reset to 3 sec.)
7. Two (2) time outs per half -- One (1) minute per time out and they **do not** carry over.
8. Overtime will be three (3) minutes with the clock stopping during the last minute only. Each team will be given one (1) timeout during the overtime period. (Timeouts do not carry over.)

FORFEITS

1. During the regular season, the game clock will start at game time and run until there is 10 minutes left in the first half. At this point, the game will be ruled a forfeit if a team does not have enough players. If there are only four players, the game must start.

2. Game time is forfeit time during the post-season. If both teams are present and ready to play, a five (5) minute warm up period may be given. If a team does not have enough players to begin the game, and the opposing team agrees to wait, the clock will start at game time and a 10 minute grace period will be given. At this point, if the team does not have enough players, the game will be ruled a forfeit.
3. **Officials will not officiate forfeited games.**
4. An official team is composed of 5 players. A team can play with no less than 4 players. If a team has 4 players at game time they **must** start the game. As players arrive they may be inserted into the game by checking in at the score table.
5. The postponement of games will not be considered. All games must be played as scheduled.
6. Forfeits will not be tolerated!
 - 1st **forfeit** you will be given a courtesy call from a Recreation Coordinator
 - 2nd **forfeit** you are required to pay a \$25.00 penalty fee to be reinstated to the league
 - 3rd **forfeit** you will be suspended for the rest of the season
7. Teams that play with illegal players or players under assumed names will forfeit the game, and be put on probation for the remainder of the year. Illegal players will be suspended from all sports in Provo Recreation for a period of one year. The coach of the offending team will also be suspended for two games. Cheating and the use of illegal players will not be tolerated in Provo Recreation.

PROTESTS

1. All protests must be registered with the site supervisor prior to the conclusion of the game. To be considered further, the protesting team must submit a written protest to the Parks & Recreation Office, no later than the close of business the next working day following the protested game. The written protest must include the names of the teams and players involved. Include the name(s) of the officials, describe the situation, and cite the rule on which the protest is based. A \$25 protest fee must accompany the written protest. The fee will be refunded if the protest is upheld. Protests cannot be made on a judgement call, only on rule interpretations.

DISCIPLINE

1. Player technical fouls (these are Technical Fouls for conduct or Code of Conduct Violations) during **pre-season, regular season, and post-season** will be penalized by two free-throws for the opposing team plus possession, and the following:
 - 1st **Technical: Sit out five minutes of game time.**
 - 2nd **Technical: Minimum suspension for 1 week.**
 - 3rd **Technical: Minimum suspension for 2 weeks.**
 - 4th **Technical: Suspension for rest of season and tournament.**

These technical fouls are cumulative and carry through regular and post-season. **Game ejection will occur upon receiving two technical fouls in one game.** Serious conduct violations may require additional disciplinary actions.

2. Any player who receives a 2nd technical (these are Technical Fouls for conduct or Code of Conduct violations) or is ejected from a game will be placed on probation immediately and must leave the recreation facility immediately. Failure to do so will carry a suspension for the remainder of the season and forfeiture of the game
3. Any team which receives **three technical fouls** in a game will be automatically forfeited for that game. Any team which receives **seven** Technical Fouls or Code of Conduct violations over the course of the season (pre-season, regular, and post-season) will be suspended for the remainder of the season (No Refund).
4. Any player given a suspension will not be allowed to participate in any Provo Recreation Leagues for the specified amount of time.
5. Any team that does not receive 75% of the 80 sportsmanship points, (10/game), will be ineligible for post-season play. (No Refund)

The following criteria will be used in giving Sportsmanship Points by the Recreation Staff

Team Sportsmanship	Points
1. Players and coaches shake opposing teams' hands.	1
2. Coaches keep players and self under control.	1
3. No technical or flagrant fouls called on team.	1
4. Parents and spectators are positive during game.	1
5. Teams go out of way to show good sportsmanship.	1
Total:	5

6. Coaches will be required to fill out a sportsmanship card for the opposing team after each game. Teams will be graded on a scale of 1-5 with "1" being bad sportsmanship and "5" being good sportsmanship.
7. Any team receiving four (4) or fewer Sportsmanship Points in a post-season game will be disqualified from the remainder of the post-season.
8. The Provo Parks & Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the basketball program.