

PROVO PARKS & RECREATION ADULT SUMMER BASKETBALL 2018 RULES



1. **ROSTERS:** Maximum roster size - 15 players. (Maximum awards per team - 8 players)
2. **COLLEGE PLAYERS:** No roster can have more than the league limit for former Professional or College basketball players. (College consists of Junior College, Community College, College, and University.)
Key: Division I = Two college players under 35 years of age.
 Division II = No college experience under 35 years of age.
 Recreation = No college experience regardless of age.
3. **ADDITIONS TO ROSTER:** There is no deadline for adding players to your roster. Eligibility for post season is **three regular season games**. *Ineligibility Penalty:* the said game will be a forfeit if recognized and reported by either the department or the opposing team.
4. **ROSTER DEADLINE:** A roster with names, signatures, emails, and phone numbers must be completed and turned in to the site supervisor **before the first pre-season game**. Anyone may be added to the roster prior to a pre-season or regular season game; the player must sign the roster **before** playing.

ELIGIBILITY

1. **CODE OF CONDUCT:** 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. **JERSEYS:** Each team must have matching jerseys with legible numbers (no duplicate numbers) on the front and back by your first regular season game. No taped numbers allowed. Reversible jerseys are preferred with 6" numbers on back and 4" on front. **A player without a matching jersey with legible numbers will not be allowed to play during regular or post-season.**
3. **POST-SEASON ELIGIBILITY:** A player must sign the roster and check-in to play three (3) regular season games to be eligible for post-season play. You can keep current on player eligibility by checking the score sheet prior to any regular season game. Players must be 16 years of age as of April 16, 2018 to be eligible to play. **All players will be required to show picture ID prior to each post-season game. There will be no exceptions to this policy.**

FACILITY RULES

1. Participants are allowed to check-in to the facility 15 min before their game time. Participants wanting to enter before then will need to pay for a day pass or swipe a membership.
2. No food or drink will be allowed in any of the gyms by players or spectators. A water bottle for the players is the only exception.
3. Any children 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 facility.
4. Anyone caught hanging on the rims, dunking 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 can be enforced in your team's next scheduled game. Players can also be suspended for a minimum of one game. **Exception:** You may dunk the ball in the course of the game, but you may not hang on the rim unless it is, in the judgment of the officials, to protect yourself. Any player responsible for damage will be charged.

GAME RULES

1. **GAME TIME:** Each participant must check in at the score table prior to each game. Each participant is required to tell the scorekeeper his number and initial next to his name. If a participant comes late, he must check in prior to entering the game. Photo ID will only be required for post-season play. The Roster/Waiver **MUST** be signed before they can officially check-in.
2. Because of time limits, games will be played as close to the scheduled time as possible. Time allowing, 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. When the officials indicate the game is ready for play, game time will begin.
3. 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.
4. Only 6 players are allowed to line up in the key during free-throws and cannot take up the bottom two spots on the key. No more than two offensive players may be positioned along the key. This rule will be enforced to help protect players from injury during rebounds on the free-throws.
5. **FREE THROWS:** Free-throws are played off the release, not the rim.

6. If a team only has three players left due to fouling out or injury, the game will only be continued if it is a competitive game (14 points or closer).
7. **TIME-OUTS:** Two (2) time outs per half -- One (1) minute per time out and they **do not** carry over. Each team will be given one (1) timeout during the overtime period.
8. **OVERTIME:** 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.)
9. **TEAM STANDINGS:** Division standings will be computed on a win/loss system. The team with the highest win/loss percentage will be the division champion. If there is a tie for 1st place. The tie will be broken by head to head results.
10. **TEAM AWARDS:** Individual awards will be given in the post-season tournament.
11. **POST-SEASON TOURNAMENT:** All brackets will be double elimination and games may be played on any night of the week. Bracket seeding will be determined by regular season standings.

FORFEITS

1. Game time is forfeit time. 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 ten (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.
2. **Officials will not officiate forfeited games.**
3. 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.
4. The postponement of games will not be considered. All games must be played as scheduled.
5. 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
6. 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 **the regular and post-season** will be penalized by two free-throws for the opposing team plus possession, and the following:
 - 1st **Technical: Sit out ten minutes of game time.**
 - 2nd **Technical (any time in pre-season, regular, and post-season): Minimum suspension for 1 week.**
 - 3rd **Technical (any time in pre-season, regular, and post-season): Suspension for rest of season and tournament.**

These technical fouls are cumulative and carry through the 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 team which receives **three technical fouls** in a game will forfeit that game. Any team which receives **seven** Technical Fouls or Code of Conduct violations over the course of the season (regular and post-season) will be suspended for the remainder of the season (No Refund).
3. Any player given a suspension will not be allowed to participate in any Provo Recreation Leagues for the specified amount of time.
4. The Provo Parks & Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the basketball program.