



## SALINA PARKS & RECREATION ADULT BASKETBALL RULES & REGULATIONS 2014-15

All rules & interpretations will be covered under Kansas State High School Athletic Association (KSHSAA) with the following emphasis and exceptions listed below. The Athletic Supervisor reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation Adult Basketball League.

1. **Player Eligibility:** Participants must be 18 to play. Individuals who are currently playing High School or Collegiate Basketball, are ineligible. No Redshirts Allowed!
2. **Entry Fee:** The entry fee is approved & set by the Athletic Supervisor to cover gym rental, supervisor, officials, scorekeepers, game equipment and league awards.
3. **Team Roster:** All team managers shall file a roster of players, giving their first and last names along with their addresses and phone numbers. This roster must be on file in the Recreation Department office by the designated deadline. A player may play on more than one (1) team. However, that player will not be allowed to play on more than one team in the same league.
  - a) **Minimum Players:** Teams must carry a minimum of 7 players on their roster.
  - b) **Maximum Players:** Teams may carry a maximum of 12 players on their roster. More than 12 players must be approved by Athletic Supervisor.
  - c) **Adding Players:** Names may be removed and others substituted at no charge before the first game. From games 1-5, players may be added and dropped, but a \$5.00 per player participation fee must be paid in the Recreation Office before that player can participate. After the 5th game, no changes can be made to the roster. Transfers from one team to another in the same league will not be permitted.
4. **Ineligible Player:** Any team with a player declared ineligible for any reason will forfeit all games in which that player participated.
5. **Leagues:** Lower, Middle & Competitive Leagues will be offered. Employee, Church and 35 & Over Leagues will be considered lower leagues.
6. **Equipment:**
  - a) **Jewelry:** The referee shall not permit any player to wear equipment which, in his or her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items are headwear (any hats and/or rags) and jewelry (including earrings, rings, beads, etc.)
  - b) **Uniforms:** Each team must dress uniformly and each player must have a distinct number on either the front or back of the jersey. No taped-on numbers will be permitted. Teams may opt to use pullovers if this will prevent players from not playing. All team members must wear the pullovers.

- c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.
  - d) **Basketball:** The adult men's full sized basketball will be used.
7. **Game Time:** Teams will use their own warm-up balls. A lineup must be presented to the scorekeeper at least 5 minutes before game time. Each team needs (4) players to start the game. A team will be given (5) minutes after game time to meet the requirements to start a game. Teams failing to have four (4) players after 5 minutes of the scheduled starting time will forfeit providing the opposing team is on the court, ready to play. If both teams fail to report by the scheduled starting time, the gym supervisor is empowered to adjust the playing time of the game in order that it be completed within the scheduled playing time.
8. **Regulation Game:** Kansas State High School Rules apply with the following exceptions:
- a) **Home team:** Listed 2<sup>nd</sup> on game schedule.
  - b) **Game Length:** (2) twenty-minute halves. (5) minutes in between halves and games.
  - c) **Continuous Clock:** The clock will run continuously with the following exceptions: injury, time outs and all dead balls in the last minute of the first half, second half and overtime period. If a team is ahead by 20 or more points, the clock will run continuously.
  - d) **Time-outs:** Two (2) 60-second time-outs per half, with no carry over.
  - e) **Overtime:** One (3) minute period. Each team will be assessed with one (1) time-out, with no carry over. There will be a one-minute intermission before starting the overtime period. The clock will run continuously except for time-outs, free-throw attempts and the last minute of overtime.
  - f) **Sudden Victory:** If the score is still tied at the end of overtime, the game will go into sudden victory. The team scoring first will win the game. No time will be kept.
  - g) **Halftime:** (5) minutes between halves.
  - h) **Free Throws:** 1-and-1 on the seventh (7) team foul of each half. Two shots on 10<sup>th</sup> foul of each half. Player control fouls are not included. During a free throw, only 6 players may occupy a free throw lane. Players may not enter lane until ball has been **released by the free thrower**.
  - i) **Player Fouls:** Five (5) fouls, disqualification. Technical fouls count as team and personal fouls.
9. **Protests:** Protests are not allowed in the Salina Parks & Recreation Adult Basketball League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the official's attention. The official's decision is final. Protests must be submitted to Recreation office no later than 24 hours after alleged violation. Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The supervisor and scorekeeper must be notified that the remainder of the game is being played under protest.
10. **Grievances:** All protests, grievances, rule interpretations and issues must be submitted in writing to the Athletic Supervisor (Judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by an official will be supported by the Athletic Supervisor.

### **SPECIAL PLAYERS RULES**

11. **No Dunking:** There shall be NO attempted dunking before, during or after the game. The first offense will result in a technical foul and ejection from the game.
12. **Language:** Players using profane language directed towards any staff member, official, player and/or spectator and/or displaying unsportsmanlike conduct shall be ejected from the game immediately. Depending on the severity, the player may be ejected for the remainder of the year.

13. **Assault:** Anyone assaulting a player, official or SP&R representative will be banned from further league play and may be banned from participation in all Recreation Department activities, and will be prosecuted to the fullest extent through all legal channels.
14. **Officials' Judgment:** Although captains are allowed to ask an official for a rule clarification, questioning an official's call will not be tolerated and is grounds for a technical foul. Any other player or spectator doing so is subject to a technical foul and/or ejection from the game.
15. **Disciplinary Technical Foul & Ejection Progression:** Depending on the severity, staff or the officials have the right to issue a warning, technical foul or ejection.
- a) **1<sup>st</sup> Technical Foul:** The opposing team will shoot two free throws and possession of the ball at half court.
  - a) **2<sup>nd</sup> Technical Foul in the Same Game/1<sup>st</sup> Ejection:** Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1<sup>st</sup> week of the following playing session/season.
  - b) **3<sup>rd</sup> Technical Foul for the Season:** Technical fouls are tracked and carry throughout the entire season. Three technical fouls can occur with one being assessed in three separate games. Results in a one (1) week suspension from the date of the incident from playing or coaching any SPRD sponsored team, league or tournament in which the individual is a member (adult and/youth). The suspension can carry over into the 1<sup>st</sup> week of the following playing session/season.
  - c) **2<sup>nd</sup> Ejection:** Results in a suspension for the remainder of the season from playing or coaching any SPRD sponsored team, league, tournament and/or event (adult and/or youth). In addition, the individual may not spectate at such facility/event during the suspension. The individual will be required to meet a SPRD disciplinary review committee prior to reinstatement.
  - d) **Ejections:**
    - 1) Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound) or the police will be called. Failure to comply will result in the game being declared a forfeit.
    - 2) Should a player attempt to re-enter the game under false pretenses, the officials or supervisor shall forfeit the game in favor for the opposing team.
    - 3) Depending on the severity of the offense(s), individuals may be subject to additional sanctions and/or permanently banned from any and all Recreation Department activities.
16. **Policy Confirmation:** All team managers must read and sign rules confirmation policy before your team's first game! This one page confirmation policy will be an assurance to administration that all League Team Managers have read the rules and accepted full responsibility for the actions of their players and spectators. This policy can be mailed, faxed or given to Gym Supervisor the night of your first game. Thank you for your support!

Remember, this is a RECREATION LEAGUE for the fun and enjoyment of those taking part.

## **GENERAL BY LAWS**

17. **Game Summaries:** Following each night's play, the scorekeeper will give the Gym Supervisor the game summaries, which will be recorded and taken to the Athletic Supervisor. He in turn shall keep up-to-date records of the standings of all teams in the leagues.

18. **Schedules:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Athletic Supervisor due to facility availability or inclement weather.
19. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be **received by text/e-mail by subscribing to RecZone at [www.salina-ks.gov/parksandrecreation](http://www.salina-ks.gov/parksandrecreation)**. Coaches, players, spectators and staff shall follow weather policies/procedures established by the Salina Parks & Recreation.
20. **League Tie-Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:
- a) League/Division win/loss record
  - b) Head to head games
  - c) Non-division win/loss record
  - a) Points given up in head to head games
  - b) Points scored in head to head games
  - c) Coin Flip

## **FACILITY**

21. **Location:** All league games will be played at Lakewood Middle School unless otherwise notified. Doors will open no later than 20 minutes prior to the first game start time.
22. **Personal Belongings:** The Salina Parks & Recreation Department will not be responsible for valuables, personal effects, or injuries to participants.
23. **Supervision:** NO KIDS WILL BE LEFT UNSUPERVISED IN GYM OR HALLWAY!
24. **No Food or Drink:** ABSOLUTELY NO FOOD OR DRINK IN LAKEWOOD BUILDING!