



## **NA-FC PARKS & RECREATION BASKETBALL LEAGUE RULES**

*ALL TEAMS MUST SIGN ROSTER/WAIVER BEFORE START OF FIRST GAME.*

### **ELIGIBILITY RULES**

1. A team can carry a maximum of ten players on their roster.
2. Changes to the roster must be made with the scorekeeper. If adding a new player he or she must sign in person. No roster changes will be allowed after the start of your third played game.
3. Teams must wear similar colored shirts or jerseys with numbers on the front or back for identification purposes. Teams can coordinate their color with the athletics director. **All players must have a readable numbered top in order to participate. Any player failing to comply with this rule will not be allowed to participate.**
4. No team may have a player who has played NBA basketball or any other professional basketball organization. Any player listed/playing on any high school or college roster must have permission from their athletic director to participate. High school or college players are only eligible to play after the school season is completely over.

### **PLAYING RULES**

1. There will be two 20 minute halves with a running clock. The clock will only stop for injuries, time-outs and the last **two** minutes of each half. **UNLESS:** One team is winning by a score of greater than 20 points then the game clock will continue to run. Overtime periods will be **three** minutes in length and the game clock will stop on all whistles.
2. Games will start on time. **Grace periods are not allowed.** Teams may start the game with a minimum of three players. A player cannot enter the game out of the stands, or be on any other team roster of that league. **Only players listed on the official team roster will be permitted to play for that team.**
3. NO player will be permitted to enter the game unless his jersey is the same color as his teammates with a number. If a player has the same color jersey without a number, he can play using the #0 if that number is not being used. If a player plays without a number and

uses #0 and the #0 is already being used a technical foul will be assessed.

4. A game shall be forfeited for violations of the following:

- If a team scheduled to play a game fails to place a team on the floor ready to play at the scheduled game time (Minimum three players.)
- If the team scheduled to play the second, third or fourth games fail to place a team on the floor ready to play at the regularly scheduled time or upon completion of the previous game.
- Three technical fouls (team or individual) charged to the team for unsportsmanlike conduct.
- Failure to maintain the minimum amount of players required for a legal lineup throughout the game. Any team failing to have at least three eligible players present at any time during the game will be forced to forfeit. Teams cannot continue playing with less than three players.

5. **Fouls** - Each player will be allowed five personal fouls. On the seventh team foul in the half, the opposing team will shoot the one and one bonus. On the tenth team foul of the half the opposing team will shoot the double bonus (two shots). Fouls made on a three point attempt will be three foul shots. All technical fouls will be counted as personal fouls. Any player having two unsportsmanlike technicals in one game will be required to leave the gym and will be suspended for the next game. The player's second offense will be cause for suspension for the remainder of the league. Any player thrown out of a game for unsportsmanlike conduct or fighting will be banned from all New Albany-Floyd County Parks and Recreation activities for one full calendar year. If a player is thrown out of a game, the player must leave the playing floor and gym immediately or his team will forfeit the game.

6. Any kind of action or activity that the official feels is unsportsmanlike conduct will be an automatic technical foul. If it cannot be determined who the player at fault is, the official can issue a team technical. If one team receives three team or individual technical fouls for unsportsmanlike conduct the game will be forfeited. The following behaviors are considered unsportsmanlike:

- Profanity
- Any physical or verbal threats to an official, scorekeeper, or another player.
- Derogatory remarks towards officials, scorekeepers, or another player.
- Fighting - indefinite removal from the league.
- Elbowing or undercutting.

7. The officials will have absolute authority in the game between the lines. The officials should report to the scorekeeper any unsportsmanlike conduct exhibited by a player, manager, coach or spectator.

8. If a penalty is assessed to a player after the game has ended, the official will report that player to the scorekeeper or the athletic director. Penalties assessed after the game will result in a one game suspension to the player or players involved.

9. Each team shall be given 3 timeouts per game. Each team may use them at any time throughout the game. If the game goes into overtime, each team will be given 1 more timeout. **Unused timeouts will not be carried over into the overtime period.**

10. Protests - If the opposing team wishes to protest the eligibility of a player, the referee and scorekeeper must be notified before the end of the game. A \$50.00 protest fee is required in questioning the eligibility of a player. The scorekeeper will check the player in question's ID against the team roster. If the protest is allowed, the fee is returned. If it is disallowed, the fee is retained by the NAFC Parks Department. If it has been proven that a player participating in a game was ineligible the player at fault and the manager of his team may be indefinitely suspended from the league. In the event of evident fraud, the Department of Parks and Recreation may inflict penalties as it deems best for the leagues.

11. **NO SMOKING OR ALCOHOLIC BEVERAGES ALLOWED IN THE BUILDING.**  
Anyone in possession of these items will be asked to leave the premises immediately. Refusal to leave the building will result in automatic suspension from the league.

12. All leagues will be 4 on 4, with maximum roster of 10.

13. Team managers are responsible for their players and fan's actions, sportsmanship and conduct.

14. The league will play according to NFHS guidelines and the New Albany-Floyd County Parks & Recreation Departments rules. Any NA-FC Rule will supersede an NFHS Rule.

15. If a team forfeits three games, that team shall be removed from the league without refund.

16. This is an adult activity. Please do not bring unsupervised children to your game. Children are NOT allowed on the court at any time.

17. Only coaches are allowed to question the scorekeeper regarding team fouls, time-outs, score, etc. Coaches can ask during time out or a dead ball not while play is in progress.

18. The Department of Parks & Recreation reserves the right to place teams according to ability.

19. The gym manager on duty has the authority to take any disciplinary action he/she feels is needed in regards to unsportsmanlike conduct, cursing, fighting, etc. The Department of Parks and Recreation has the final decision regarding disciplinary action.

20. League champions will be determined by best overall league record. In case of ties the following tie-breaking system will be used in the following order:

- Winner of head to head competition.
- Points differential between the teams who are tied when they played each other.
- Points against during the entire league.
- Points scored during the entire league.

22. Any other situation that arises will be the judgment of the officials and the NA-FC Parks Department Staff.