

NEW ALBANY-FLOYD COUNTY PARKS AND RECREATION BASKETBALL LEAGUE RULES



ALL LEAGUE PAYMENTS ARE DUE BEFORE THE START OF THE LEAGUE.

ALL TEAMS MUST SIGN THE ROSTER/WAIVER BEFORE THE FIRST GAME.

ELIGIBILITY RULES

1. A team can carry ten players.
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 third game has been played.
3. Teams must wear similar colored shirts or jerseys with numbers on the front or back for identification purposes. If a player does not have a numbered shirt or jersey on the scorekeeper will provide that player with a number.
4. No team may have a player who has played NBA basketball or any other professional Basketball organization. Any player listed on a High School J.V., Varsity or College roster must have permission from their athletic director first. High School J.V., Varsity or College players are only eligible to play after there season is completely over.

PLAYING RULES

1. There will be two 20 minute halves with a running clock. The clock will stop for injuries, time-outs or during the last **TWO** minute of each half. **UNLESS:** One team is winning by a score of greater than 20 points in which the clock will continue to run. Overtime periods will be four minutes in length and clock will stop on all whistles.
2. Games will start on time. **No grace period.** Your team 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. Your team will be allowed a five minute warm up period before the game starts.

3. NO player will be permitted to enter the game unless his jersey is the same color as his teammates with a number. (The only exception to this rule will be the first week.) 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. If more than one player plays without a number, a technical foul will be assessed for each player without a number and the team will be required to wear the pennies provided. These technicals will NOT be counted toward the team technicals.

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

A. 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.)

B. If the team scheduled to play the second and 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.(If said game goes past the scheduled time of the next game.)

C. Three technicals (team or individual) charged to the team for unsportsmanlike conduct.

5. In the event that a team requests postponement of a regularly scheduled game, it shall be left to the judgment of the Department of Parks & Recreation to make any changes.

6. 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 unnecessary rough play or fighting may be out of the league for the year. If a player is thrown out of a game, he must leave the playing floor and gym immediately and not return or his team will forfeit the game.

7. Swearing and other unnecessary actions will be an automatic technical for unsportsmanlike conduct. If it cannot be determined who the player at fault is, the referee can issue a team technical. If one team receives three team or individual technicals for unsportsmanlike conduct, the game will be forfeited. The following behaviors are considered unsportsmanlike:

1. Profanity, **2.** Any physical or verbal threats to an official, scorekeeper, or another player, **3.** Derogatory remarks towards officials, scorekeepers, or another player, **4.** Fighting - indefinite removal from the league, **5.** Elbowing or undercutting, **6.** Any action considered unsportsmanlike in the officials judgment.

8. The referees will have absolute authority in the game between the lines. The referee should immediately report to the scorekeeper any unsportsmanlike conduct exhibited by a player, manager, coach or a spectator. The scorekeeper will also report any

unsportsmanlike conduct to the referees during dead ball or time outs.

9. If a penalty is assessed to a player after the game has ended, the referee will report that player to the scorekeeper or the league director. Penalties assessed after the game will result in a one game suspension to the player or players involved. Any players involved in fighting or threatening the officials, scorekeepers, gym managers or other Parks Department employees may be suspended from the league for a year.

10. Each team shall be given 3 timeouts per game. You may use them at any time during either half. 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.

11. 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 \$40.00 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 league. If it has been proven that a player participating in a game was ineligible for non-registering or for any other cause, 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.

12. NO SMOKING OR ALCOHOLIC BEVERAGES ALLOWED IN THE BUILDING. Anyone smoking or having alcoholic beverages in the building will be asked to leave the premises immediately. If he refuses to leave, he will be suspended from the league.

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

14. Managers and coaches are responsible for their player's and their fan's actions, sportsmanship and conduct.

15. The league will play according to I.H.S.A.A. and the New Albany Parks Department rules.

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

17. This is an adult activity. Please do not bring unsupervised children. Children are NOT allowed on the court at any time. The referees and the gym manager have the authority to ask a player to leave the gym if there is a child who is not supervised by an adult who is not playing.

18. 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.

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

20. 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.

21. 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:

- a. Winner of head to head competition.
- b. Points scored during the entire league.
- c. Points given up during the entire league.

22. The following procedures will be followed in handling body fluids:

- a. Play is stopped immediately. Injured player has to come out of the game.
- b. The player's wound must be attended to and covered.
- c. If there is any blood on clothing, the clothing has to be removed or disinfected.
- d. If there is any blood on the playing surface, the surface must be disinfected before play can continue.
- e. Contaminated towels and clothing must be properly disinfected or disposed of according to O.S.H.A. standards.
- f. The player and player's team are responsible in taking care of dressing wounds and disinfecting playing surfaces.

23. Any other situation that arises will be the judgment of the referees and the Parks Department Staff.