

# CLAYTON PARKS AND RECREATION DEPARTMENT

## ADULT BASKETBALL RULES

Any rule not specifically covered by the following rules will be governed by the National Federation of High School (NFHS) Sports rules of the game.

### **1.00 LEAGUE ADMINISTRATION**

- 1.01 The League Commissioner will be the Athletic Supervisor, Athletic Coordinator and/or Recreation Director.
- 1.02 All business concerning league operation will be sent through the offices of the Athletic Department.
- 1.03 All decisions concerning policy and league operation will be made or approved by the Clayton Parks and Recreation Department.

### **2.00 AGE REQUIREMENTS AND PLAYER ELIGIBILITY**

- 2.01 Minimum age will be twenty five (25) years old as of the first game of the season.
- 2.02 **The Team Registration Fee must be turned in by the deadline.** Rosters and participant registration forms must be turned into the Clayton Parks and Recreation Department at least five (5) working days prior to the team's first scheduled league game.
- 2.03 All players are required to sign a registration/waiver form before they are eligible for participation. Each team's roster will be validated by the signature of the league commissioner. This signature must be present on a team's roster for the team to be considered legal for participation within the league.
- 2.04 Rosters may be submitted in person or by mail to Clayton Parks and Recreation Department. Mailing Address: P.O. Box 879, Clayton, NC 27528, or by fax to (919) 553-1521. Please call to verify that your roster has been received.
- 2.05 Players will not be permitted to play on multiple teams. A player may participate on only one (1) team within the Clayton Parks and Recreation adult basketball league per season. Any player caught playing simultaneously on two (2) teams will be suspended from any further participation in the program for the remainder of the season. Each game that the player participated in will be considered a forfeit.
- 2.06 Additions and deletions to rosters must be made at the Clayton Parks and Recreation Office by **5:00 PM** prior to the team's next game. Signed registration forms must be presented and on file before that player is considered eligible. Roster additions will not be allowed at the game site.
- 2.07 Additions and/or deletions to/from the regular season team roster will be accepted by **5:00 PM before the team's 5<sup>th</sup> regular season game.** Attendance will be kept for all games. Players must play in at **least 30% of the regular season games** to be eligible to play in the end of season tournament. Exceptions to this rule may apply for injured players. The Athletic Supervisor will make the decision on an injured player's eligibility before the end of season tournament.

- 2.08 The Team Manager is responsible for keeping a copy of the signed, regular-season team roster in his/her possession on game days. These may be used to determine player eligibility during a protest.
- 2.09 No player may join a team if he/she has already played on another team in the same league in the same season.

### **3.00 EQUIPMENT/UNIFORMS**

- 3.01 A regulation (29.5) size basketball will be used for all leagues. The Clayton Parks and Recreation Department will provide game balls.
- 3.02 Players must have the same color jerseys with screen or printed numbers on the front and back as specified by the National High School Federation Basketball Rules. It is preferred that teams have reversible jerseys with numbers on both sides. Pennies will be made available if teams have conflicting uniform colors. In this situation the visiting team will wear the pennies. Jersey numbers do not have to be legal numbers.
- 3.03 Numbers must be screened or printed numbers. "Tape" and permanent marker ("Magic Marker") numbers are not permitted. Players will not be allowed to play if the jersey does not have a screened or printed number. Players will not be allowed to play using a jersey with a "taped" number or jersey with a number made using a permanent marker ("magic marker").
- 3.04 Closed toe, athletic shoes are required. Indoor basketball shoes are highly recommended. Boots, flip flops, slides or other open toed shoes are prohibited.
- 3.05 The designated home team should wear a white or lighter colored uniform during all games if possible.
- 3.06 No jewelry may be worn during games.
- 3.07 All players are required to bring and present to the scorer's table a **photo ID with their date of birth at all games**. Any player not able to produce photo identification upon request by any Clayton Parks and Recreation staff or official will not be permitted to participate in that day's scheduled game(s).

### **4.00 LEAGUE RULES**

- 4.01 National High School Federation Basketball Rules will be followed with the following exceptions and clarifications:
- 4.02 Games will be played with a running clock except for the last minute of the first half and the last two minutes of the game. Clock will stop only on free throws and time-outs.
- 4.03 A regulation clock will only be used for the last minute of the first half, the last two minutes of regulation and all overtime periods. EXCEPTION: If a team is ahead by 20 or more points in the last two minutes of the game a running clock will be used.
- 4.04 Games will consist of two (2) twenty (20) minute halves.

- 4.05 Half time will be three (3) minutes.
- 4.06 Two (2) minutes will be allowed for each overtime period (regulation clock).
- 4.07 Time Outs:
- a. Four (4) regulation time-outs per team per game will be allowed.
  - b. One (1) time-out per team per each overtime period will be allowed. No time-outs will be carried over from regulation play.
- 4.08 Fouls
- a. Each player will be allowed five (5) personal fouls per game before disqualification.
  - b. One and one will begin on the seventh team foul of each half.
  - c. Two (2) free throws will be allowed after the tenth team foul of each half.
- 4.09 The 3-point shot will be allowed.
- 4.10 Dunking will NOT be allowed.
- a. Dunking is not allowed before, during or after a game. Any player dunking will be given an Individual Technical Foul and ejected from the game. That player will also be suspended for the following game. A second dunking ejection may result in expulsion from the league.
  - b. Equipment damaged resulting from dunking will be paid for by the responsible party.
- 4.11 During a free throw attempt, players that are in one (1) of the three (3) marked lane spaces on either side of the lane can enter the lane after the free throw shooter **has released the ball**. All other players must remain outside the 3-point arc and above the free throw line extended until the ball has touched the rim, backboard or until the free throw ends.
- 4.12 A team must have four (4) players present and ready to play in order to begin a game. A double forfeit will be declared if neither team has four (4) players present and ready to play.
- a. A ten (10) minute grace period will apply to the first game of the day/night only.
  - b. If games start later than the scheduled game time, teams will be given a maximum of five (5) minutes to warm up between games. A forfeit will be declared if a team does not have four (4) players present and ready to play at the conclusion of the five (5) minute warm up period.
  - c. The official clock will be the community center clock.
- 4.13 Teams that are trailing by twenty (20) or more points in the second half may end the game if both managers agree with no penalties being charged.

## **5.00 COMPLAINTS / INELIGIBLE PLAYERS/PROTESTS**

- 5.01 Complaints concerning officials, supervisors, & other aspects of the adult program must be put in writing and submitted to the Athletic Supervisor or Athletic Coordinator within 24 hours of the incident.
- 5.02 Notification of intent to protest must be legally made by telling the official and facility supervisor so it can be marked in the official scorebook.
- 5.03 Protests must be submitted in writing by 5:00 PM on the first working day after the game in question.
- 5.04 All protests must be accompanied by a **\$50.00 check made payable to the Town of Clayton**. If the protest is determined to be valid, the check will be returned. If the protest is unsubstantiated the check will be deposited into the town's general fund.
- 5.05 Only protest concerning INELIGIBLE PLAYER PARTICIPATION will be accepted and concerned.
- 5.06 An ineligible player(s) protest will be required to be submitted within fifteen (15) minutes after the conclusion of the ballgame. Teams using ineligible player(s) will be required to forfeit the games in which the ineligible player(s) played in. Managers who allow ineligible players to participate will be suspended one (1) game.
- 5.07 Gym Supervisors may challenge the eligibility of any player(s) prior to or during a game. The team manager and player(s) are required to produce identification, and documentation of player eligibility which reflects information provided on the teams signed roster. Teams using an ineligible player(s) will be required to forfeit the game in which the player(s) played.
- 5.08 Team Managers are the only participants allowed to file protests.

## **6.00 FORFEITS**

- 6.01 Forfeit time will be ten (10) minutes after scheduled starting time **for the first game only!** All other games scheduled will begin at game time or immediately following the conclusion of the five minute warm up period if the preceding game exceeds game time. For these games a forfeit will be declared if a team does not have four players present and ready to play at the conclusion of the five minute warm up period.
- 6.02 Teams must have four (4) players present to start a game.
- 6.03 Teams are allowed two (2) forfeits. If a third (3<sup>rd</sup>) forfeit occurs, the team will be dropped from the league. All games prior and after that point will be considered forfeits and no refunds will be given.

## **7.00 TEAM MANAGERS**

- 7.01 All team managers must understand and agree to carry out the duties, responsibilities, and policies as established by the Clayton Parks and Recreation Department.
- 7.02 The team manager will be responsible for keeping unauthorized persons out of marked bench areas.

- 7.03 Team managers must set good examples of sportsmanship. Do not tolerate poor player conduct in a game or at a game site.
- 7.04 Only the team manager is allowed to discuss with an official in any manner the decision reached by the official.
- 7.05 The team manager will be responsible for enforcing the ruling and decisions of the officials, field supervisors, and/or Clayton Parks and Recreation Department.

## **8.00 SPORTSMANSHIP/PLAYER CODE OF CONDUCT**

- 8.01 No alcoholic beverages are allowed on park property. This includes athletic fields and gymnasiums. This is a **STATE/TOWN LAW**. If necessary, proper legal action will be taken to enforce this rule. **NO TOBACCO PRODUCTS -SMOKING, CHEWING, DIPPING, ETC. ARE ALLOWED ON THE PRACTICE OR PLAYING FIELD/COURT.**
- 8.02 Players will be expected to conduct themselves in a mature manner. Profane or abusive language will not be tolerated and will be cause for immediate ejection.
- 8.03 A team manager, player, or spectator with the presence of alcohol on their breath will be asked to leave the park.
- 8.04 Any team manager, player, or spectator who is ejected from a game will be suspended for at least one (1) game. The suspension could be longer depending upon the severity of the infraction and based upon review of the incident by the Clayton Parks and Recreation Department.
- 8.05 Any person ejected from a game must leave the park grounds immediately. Any ejected person that refuses to leave or returns to the park in the same night as the ejection is subject to suspension from the league for the remainder of the season.
- 8.06 Fighting and/or unsportsmanlike conduct **WILL NOT** be tolerated before, during, or after the game. If a player or coach pushes, shoves, or strikes a member of the other team, he/she shall be ejected and suspended from play for a minimal of two (2) games. Persons guilty of a second offense involving fighting shall be suspended for the remainder of the season.
- 8.07 No player shall, other than the team manager, discuss with an official in any manner the decision reached by the official.
- 8.08 No player shall be guilty of using unnecessary rough tactics in the play of the game against the body and person of an opposing player.
- 8.09 No player shall at any time lay a hand on, push, shove, strike, threaten to strike or intimidate an official, facility supervisor or scorekeeper. Penalty will be suspension from participation in league for minimal of one (1) year.
- 8.10 No player or team manager shall be guilty of personal verbal abuse upon any official for any real or imaginary wrong decision of judgment. The penalty for this type of conduct will be ejection from game and a minimum one (1) game suspension upon review of incident.
- 8.11 No player shall be guilty of physical or verbal abuse, as an aggressor upon any player, official, spectator, or Clayton Parks and Recreation staff member. The penalty for this type of conduct will be suspension from participation in league for a minimum of one (1) year.

8.12 Violation of Players Code of Conduct by a player or team manager shall be put in writing on a complaint sheet by either officials, opposing team manager, and/ or gym supervisor if applicable within twenty-four (24) hours of violation. **Suspensions of 1, 2, or 3 games and/or expulsion from league and/or tournament play will be the penalty for violation of the code. The extent of the suspension will be to the discretion of the Athletic Supervisor**