## Roster:

1. Maximum players per roster: 12. Maximum awards given: 10
2. Players must be 16 years of age by the end of season.
3. Deadline for adding players to your roster. December $8^{\text {th }}$. After this, no more additions will be accepted. Penalty for using an illegal player (not on the roster), game will result in a forfeit.
4. A roster with full names, phone number, and signatures must be completed before the first game.
5. Any late roster additions will be dealt with individually on a "case by case" situation by the Recreation Manager for "hardship" circumstances only.
6. A player must play in three (3) league games to be eligible for post season play.
7. Players must be 16 yrs. of age to play. There must always be an adult (18+) on the floor. *Only three (3) players still in High School allowed per team roster*

## Uniforms

1. Teams must be in matching jerseys (colors) with visible numbers on the back. No duplicate numbers allowed. Without a number, you will not be allowed to play. No taped on numbers.

## Games

1. Games will consist of two 20 minutes halves. Clock will stop on fouls, violations, time outs, or for out of bounds the last two minutes of each half.
2. The clock will not stop if a team is ahead by $\underline{\mathbf{2 0}}$ or more points. If a team is ahead by $\underline{15}$ points at the 2 minute mark the clock will not stop the rest of the game.
3. Over time will be 3 minutes. The clock will stop the last minute of the overtime period. Double overtime will be the first team to score.

## Times-Outs

1. Two time outs per a team each half (these do not carry over). After all time-outs ball will be inbounded at the half count
2. One additional time-out for overtime ( 30 seconds).

## Forfeits

1. Teams must have 4 players to start the game. If a team falls below 4 players at any time the games will be called a forfeit.
2. Forfeit time will be game time. The exception to this is the first game of the night. The first game will have a 10 minutes grace period. However the clock will be started at game time.
3. Forfeit Clause (Forfeits will not be tolerated!) On your $1^{\text {st }}$ forfeit it is a warning. On the $2^{\text {nd }}$ Forfeit the team will be dropped from the league) There will be no possibility of reinstatement.
4. All games must be played as scheduled. Postponement of games will not be considered

## Rules

1. All games will be governed by High School Basketball rules unless otherwise stated.
2. Players may enter the lane on a foul shot when the shooter releases the foul shot.
3. Dunking will be allowed during the game. Any touching, dunking or hanging on the rim before, at the half or after the game will result in a technical to the offending player. Any damage due to dunking will be the responsibility of the player who caused the damage.

## Fouls

1. Player are disqualified after receiving their 5th personal foul.
2. Bonus: 1 on 1 will occur after on the $7^{\text {th }}$ team foul. On the $10^{\text {th }}$ team foul will be double bonus, two free throws.

## Technical Fouls

1. Technical fouls will result in two shots for the opposing team and position of the ball. Any player who receives a Technical Foul will be required to sit the rest of the game and must leave the premises. (Out of sight, out of sound)
2. A second $T$ in a season will result in automatic ejection and a two game suspension.
3. A third $T$ will remove a player from league play, with no refund.
4. Teams will be limited to 7 total T 's. Upon an 8 th T the team will be removed form league play. Conduct issues will be held to the standards of the player code of conduct.
5. Technical fouls can be given before, during or after a basketball game.
6. Any team which receives three Technical Fouls in a game will automatically forfeit the remainder of the game.

## Player Conduct

1. Managers 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. Player Code of Conduct Violations for season/post season will be penalized as follows:
$1^{\text {st }}$ Violation = Removal from remainder of game. Players must leave facility following a Code of Conduct Violation.
$2^{\text {nd }}$ Violation $=$ Removal from game and suspension for 1-10 games $\mathbf{3}^{\text {rd }}$ Violation $=$ Suspension from remainder of season and put on probation.
3. Draper Recreation Staff reserves the right to make all final decisions, final rulings and subsequent penalties regarding the Men's Basketball Program.
4. Our program will not tolerate any act of aggression (verbal or physical) or retaliation upon any player, official or spectator. Officials are required to immediately eject players involved.

## School Rules

1. (Gym time is very expensive to rent...please help enforce these rules with players, your families and spectators.)
2. No food or drink will be allowed in the gym by players or spectators. (Score keeper and or gym supervisor excluded) Water is O.K.

ATTENTION: Children must not be left unattended in the gym. Children will not be allowed to play or run back and forth in the hallways or foyers or on the upstairs track. If you are not going to tend your children, please leave them home!

