

## Adult Basketball Rules

RULES OF PLAY: KSHSAA rules will apply except when addressed otherwise in following rules.

1. All participants and captains should read and understand the Sportsmanship Policy.
2. GAME TIME: See schedule for starting times. All games will consist of two 20-minute halves with 5-minute halftime. The clock stops only for timeouts and dead ball situations in the last 2 minutes of the game – if the score is within 20 points. If a lead is 20+ at the two-minute mark, the clock will continue to run even if the score becomes closer after that point. Each team has two timeouts per half. *Timeouts do not carry over.*

**If the difference in score exceeds 40 points in the last 2 minutes of the second half, the game will be over.**

Overtime: 3 minutes. Clock stops in final 30 seconds. Each team gets one timeout. *Timeouts do not carry over.*

Teams must have at least *four players* to start a game, but may continue the game with *no less than three players*. Player(s) may be added to the lineup when they arrive at the game site WITH a technical foul (two shots and the ball) being administrated immediately when that player enters the game. We encourage all of the managers/coaches to fill out the lineup card prior to the pregame meeting. Please put down all players from the roster and numbers clearly identified for officials and scorekeepers.

3. ROSTERS: All rosters due at league office before first game. This is the responsibility of the team captain.
  - Players may only be on one team roster in each league. Players may play in more than one league. Each team must turn in a roster that can be used for all sessions of basketball at the start of each calendar year. Rosters must be turned in before first game. The minimum age for participants in league play is 16 years old. If participants are under 18, parent/guardian must have signature on file and be in attendance.
  - Any roster additions/subtractions must be turned in to Sports Office 24 hours prior to



game.

Each player must have a jersey with a number. Numbers will no longer need to be a KSHSAA approved number. For ex. #485 will be acceptable. Number needs to be readable from the scorekeepers table. Duplicate numbers will not be allowed. Each player with jersey without number or matching in color to teammates will be given a technical foul. Players will be assessed one technical foul for violating uniform code – *not two separate violations for both color and number infractions.*

Technical fouls are also a personal foul for the player and will result in two free throws per technical – *in this case taking place prior to the opening tip.*

4. PERSONAL FOULS: 5 fouls = fouled out. Personal fouls occurring during last two minutes of second half and last 30 seconds of overtime will be administered as follows:
  - a. Player control fouls (charging) – NO free throws will be awarded.
  - b. A player fouled on a made three-point shot will receive the *basket plus two free throws.*
  - c. A player fouled on missed three-point shot will be awarded *three* free throws.
  - d. All other fouls: Player will receive *two* free throws.
  
5. PROTEST, TECHNICAL FOULS, AND CONDUCT/DISCIPLINE POLICY:  
If a player receives two technical fouls during a game they will be ejected from the game and subject to suspension per the SCPR Sportsmanship Policy. Any player that receives two ejections or a total of six technical fouls during a year will be suspended for a full year and the team and player will be on probation. If a player has been suspended and is found to be participating in any SCPR activities will result in the game being forfeited. If a player is ejected from the game, the game clock will continue to run.
  
6. ALCOHOL AND TOBACCO: Any player(s) seen with alcoholic beverages on Shawnee County or USD 501 property are subject to the charges and penalties outlined in County Resolutions. Teams may be suspended if in violation. All USD 501 and Shawnee County facilities are tobacco free zones.
  - *Refer to the Sportsmanship Policy document for penalties.*
  
7. LEAGUE COUPONS: A 10% credit will be awarded to the league champion. Standings determined by win/loss records. If two teams are tied at the end of the season, ties will be broken in the following manner:
  - Head-to-Head meeting > H-t-H Points against > Total points against > Coin flip
  
8. OFFICIALS: Any issues with officials should be directed to Topeka Premier Umpire Association.

- Ejections or incident/accident forms need to be signed and turned in to Sports Office immediately.

***Note: Scorekeepers/Site Supervisors may eject a player from a game in progress due to continuance of unsportsmanlike behavior directed at officials and/or staff. Game officials will be the only person(s) that can forfeit a game. Coach is responsible for all players and fans. If a player or fan becomes unruly, the coach may be subject to a suspension.***

9. CHILDREN: Please do not leave children unsupervised in gym area/hallways during game play. Please remember your child's safety is important. Staff/officials may stop play if unsupervised children are running around, shooting on goals, playing under bleachers, etc. Clock would continue to run.
10. WITHDRAWALS: If a team withdraws or is suspended from the league, all games by that team shall be counted in the standings. The remaining games of the team shall be forfeited. No refunds or credits are issued.
11. CANCELLED GAMES: For possible cancellations due to inclement weather or Shawnee County Community Center closings, you are advised to phone the Athletics Hotline at 785-251-6940. Updates occur daily by 4:30 p.m. Notices will be emailed and posted online as well.

*Revised – 12/8/2022*