

Adult Basketball Leagues Rules



General Information UPDATED 11/3/2022

Teams

1. A roster with names, addresses, signatures, and phone numbers of all players must be completed before the first game and turned in to the scorekeeper or recreation staff.
2. Teams may have up to 12 players on their rosters. Participants may only play for one team per league.
3. Participants must be at least 16 years old to play in Men's or Women's leagues. If a participant will turn 16 during the season, the birth date should be recorded on the roster and that player will be eligible to play upon their birth date.
4. Participants in the High School League must be in 9th – 12th grade, and not on any high school-level basketball team. It is the team captain's responsibility to ensure that players are eligible.
5. Rosters are set after game day on your fourth week of play. No additions or changes are allowed after this date, except as approved by the program supervisor. This approval must be granted prior to the day of the first game for the prospective player.
6. Participants must play in at least 4 season games to be eligible for the post-season tournament.
7. If a team is discovered during a game to be using an ineligible or illegal player by either the opposing team or the recreation staff, the game will end immediately and be declared a forfeit.
8. Teams must wear matching jerseys with legible, non-duplicate numbers printed on front and back. Jerseys will be available to use if needed.

Player Conduct & Technical Fouls

Please read the attached Player Code of Conduct. The following is additional information regarding player conduct:

9. Players should enjoy the competitive nature of the sport, but are expected to play in a safe, sportsmanlike manner.
10. Teams are responsible for the behavior of their fans. A team's failure to control their own spectators may result in team technical fouls, and possible forfeiture of the game.
11. Please be respectful to the buildings and equipment. Players who hang on the rims at any time (except for safety reasons, at the discretion of the officials), or dunk the ball before or after a game will receive a technical foul which will be assessed at the beginning of their next scheduled game. Any player responsible for damages will be charged.
12. Player technical fouls (including Code of Conduct violations—which are always a technical foul) will be penalized as follows, per player:
 - a. 1st technical: Two free throws for opposing team plus possession (minimum).
 - b. 2nd technical: Immediate ejection from current game (minimum).
 - c. 3rd technical: Immediate ejection from current game, plus suspension from next game (minimum).
 - d. 4th technical: Immediate ejection, and suspension for remainder of season, including post-season tournament.

13. ANY PLAYER, COACH OR FAN USING THE (F) BOMB (F..K) WILL RECEIVE A TECHNICAL FOUL. NO EXCEPTIONS.

14. All player technical fouls count as a personal foul and a team foul. Team technical fouls count as a team foul.
15. All technical fouls (including all administrative, player, and team technical fouls) are cumulative and carry through regular season and post-season play.
16. Any team that receives 3 technical fouls during a single game will automatically forfeit that game. Any team that receives 7 technical fouls over the course of the season and post-season will be suspended for the remainder of all games, including the post-season tournament. There are no refunds for suspended teams.

Safety

17. Jewelry should not be worn while participating in recreation sports. All jewelry (including plastic bracelets) must be removed prior to playing in any basketball game.
18. If a player is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the player will be removed from the game. In order for the player to return to the game, they must have the bleeding stopped, the wound covered, and clothing changed.
19. If unsafe conditions occur, the site supervisor may choose to postpone or cancel games. Cancelled games may be rescheduled if possible.
20. Children must be adequately supervised at all times. Players are not considered adequate supervision.
21. Richfield City does not provide accident insurance for participants in recreation programs. Those who participate in Richfield recreation leagues are indicating that they assume responsibility for any risk involved with participation in these leagues.

Standings and Awards

22. League standings will be computed on a win/loss system. The team with the highest win/loss record will be the league champions. If there is a tie for first place, the tie will be broken by head-to-head results. If it is still tied, a coin flip will decide standings.
23. A maximum of 10 awards will be given for league and tournament champions, and tournament runners-up.

Game Rules

Play will be governed by the current NFHS Basketball Rulebook. The following are points of emphasis and league modifications.

High School Only

Team Captain that is 21 years old or older must check in with the scorekeeper prior to game start, players cannot check the captain in.

Game Time

1. Games will begin at the scheduled game times. Five minutes of warm-up time will be allowed between games if requested.
2. Games will consist of two 20-minute halves with a running clock, expect high school will be 4 8-minute quarters. The clock will stop during the last two minutes of the second half for dead ball situations, unless either team is ahead by 15 points or more.

Forfeits

3. Teams must have at least 4 players present to begin a game.
4. If either team does not have enough players to begin at the scheduled time, the game clock will start at precisely 5 minutes past the scheduled game time. In cases where the previous game has run long, the game clock will start no later than 5 minutes past the end of the previous game.
5. If enough players arrive before 10 minutes pass off the clock, the game will start as soon as players are ready.
6. If 10 minutes pass off the clock and either team still does not have enough players, the game will be declared a forfeit.
7. Once a game has begun, it will continue even if the number of players drops below 4 due to injuries or players fouling out.
8. Officials may not officiate in forfeited games.

Check-In & Substitutions

9. Participants must check in with the scorekeeper prior to entering each game, marking down their jersey number and initialing next to their name on the scoresheet.
10. Substitutes may enter the game during dead ball situations. Players must notify the scorekeeper and then wait to be beckoned onto the court by the officials.

Free-Throws & Fouls

11. Free-throws for common fouls (one and one) will be taken on the 7th team foul of each half. Two foul shots will be awarded on and after the 10th team foul of each half.
12. Only 6 players are allowed to line up in the key during free-throws and cannot take the spot directly under the basket. This is to protect players from injuries during free-throws and rebounds.
13. Players foul out on their 5th personal foul.

Time-Outs & Overtime

14. Each team has 3 one-minute time-outs per game. They do not carry over into overtime.
15. Overtime periods will be two minutes with the clock stopping during the last minute only.
16. Each team will have 1 time-out per overtime period. They do not carry over into additional overtime periods.

Richfield Parks & Recreation PLAYER CODE OF CONDUCT

**It is each captain's responsibility to ensure that all of their players adhere to this code of conduct.
All Code of Conduct rules are enforced before, during, and after games.**

Players shall not at any time lay a hand upon, shove, strike, threaten to, or be guilty of any physical attack as an aggressor or in retaliation upon any official, player, or spectator anywhere on the premises. Officials shall immediately eject player from game, and that player is suspended from further play until his case has been considered.

Minimum Penalty: Suspension from two league games and placed on probation.

Maximum Penalty: Placed on suspension permanently, possible assault charges filed.

Players shall not be guilty of verbally abusive behavior, using profanity or swearing.

Minimum Penalty: Warning, possible ejection from game and probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Players shall not be guilty of using unnecessarily rough tactics against an opposing player.

Minimum Penalty: Warning, possible ejection from the game and placed on probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Players shall not discuss with an official in any manner the decisions reached by the official other than the coach or captain, or be guilty of objectionable demonstration of dissent at an official's decision, or refuse to abide by officials' decisions.10/5/2022

Minimum Penalty: Warning, possible ejection from game and probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Players and spectators shall not use drugs or alcohol anywhere on school property or any recreation playing area. Individuals who appear to have been drinking alcohol or using illegal drugs during or prior to arriving at a game (in the opinion of the officials, site supervisor or director), will be ejected from the game.

Minimum Penalty: Ejection from facility or playing area and probation.

Maximum Penalty: Suspension for two league games and placed on probation.

Games may be stopped at any time by the officials, site supervisor, director or program management staff if they feel the situation warrants.

Teams are responsible for the conduct of their spectators. Failure to control disruptive spectators may result in forfeiture of the game.

Any player who is ejected from a game must leave the facility immediately and is placed on probation. Failure to do so will carry a suspension for the remainder of the season and forfeiture of the game.

Any player placed on probation and reported again for violating the Code of Conduct may be suspended for the remainder of the season.

The Richfield Parks and Recreation Director reserves the right to make all final decisions and subsequent penalties regarding all city recreation programs.

Player Signature

Date