

## Adult Men's Basketball Rules

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The Republic Parks & Recreation Department will follow Missouri State High School Athletic Association (MSHSAA) rules, with exceptions for adopted "local" rules as follows:

- I. Player Eligibility
  1. To be eligible for RPRD Men's Adult Basketball, a player must be at least **18 years of age**.
  2. A player can participate on only one team that being the team for which he has signed the official team roster. Players found to be playing on a team other than the team for which he signed the team roster will be dropped from the program. The team(s) for which the player played illegally will forfeit all games in which he participated.
  3. Players participating without being listed on the official team roster are considered ineligible. Teams found using an ineligible player will forfeit all games in which the ineligible player participated. New players may be added to the team roster at any time during regular season play. Players may not be added during tournament play week.
  
- II. Teams & Players
  1. Each team must have individual matching jersey tops which are the same solid color and have a number on the back. **Teams that do not have matching jerseys beginning the second week will be issued a technical foul.**
  2. Basketballs will be available for warm-up. The game ball will be provided by RPRD.
  3. Four players must be present to start a game, or a forfeit will result. Once the game begins, a team can continue to play with as few as three players (if players are injured or foul out, for example).
  4. Players must wear tennis shoes, jogging shoes or court shoes while playing – no boots or street shoes will be allowed. Players must wear shoes – no stocking feet or bare feet are allowed. All players must carry their playing shoes into the gymnasium. Court shoes are not to be worn into the building.
  
- III. The Game
  1. **GAME TIME IS FORFEIT TIME!** A team must have four players present at game time, or a forfeit will result. The scorekeeper will be the official timekeeper in this situation. A five-minute grace period will be allowed for the first game only.
  2. Should a team forfeit two consecutive games without notifying the Recreation Supervisor the team will be dropped from the league. Notification must be given two working days prior to the forfeiture. If adequate notice is not given, a \$20 forfeit fee will be charged to the offending team. The team will not be allowed to play again until the fee is paid.
  3. The team roster with names and numbers must be submitted to the score table at least 10 minutes prior to game time. Failure to do so will result in an administrative technical foul.
  4. The score-book is the official record. An "officials" time-out should be sought to make corrections.
  5. Adult Basketball games shall consist of two 20-minute halves, with 2 minutes between halves and 3 minutes between games. Clock runs continuous during the game until the last 2 minutes of the second half only. The clock will remain continuous even during the last 2 minutes of the game if one team has a 20 point or more lead over the other. If a team leads by 30 or more points, the game will be called at the 2 minute mark. If a team leads by 20 or more, the game will be called at the 1 minute mark.
  6. The alternate possession rule will be used in Adult Basketball. Jump balls will be administered only to start the first half and any overtime periods.
  7. Dunking is allowed. Hanging on the rim will result in a Technical Foul.
  8. Each team will be allowed two time-outs per half with no carry-over.
  9. If a game ends with a tied score, then a three-minute overtime period will be played. If, at the completion of the overtime period, the score remains tied, the game will end in a tie. The clock will run continuous until the last minute of overtime. Each team will receive one additional time-out during the overtime period.
  10. The Recreation Supervisor has final determination on all rule challenges and may adjust any rule for the success of the program..

#### IV. Player / Team Conduct

1. Only players are allowed on the bench. All players and coaches are to remain seated on the bench while play is in progress. Players &/or coaches who do not abide by this rule will receive a warning from the referee and may receive a Technical Foul at the referee's discretion.
2. Only the coach/team captain may address the scorer's table or discuss the game with the officials. Players other than the captain will be ignored.
3. No protests are allowed on judgement calls of the officials. The official score sheet will be final. Concerns about officials must be made to the recreation specialist.
4. Any player acting in a discourteous way toward an official, supervisor, or another player will draw an automatic one game suspension. A player who receives two such suspensions will be banned from competition for the remainder of the season.
5. Any player who starts a fight will be suspended for at least the remainder of the season, and possibly longer depending on the situation. Other players who are involved in a fight will draw an appropriate suspension as determined by the Parks and Recreation Department.
6. **Profanity or abusive language will result in an automatic technical foul.**
7. All technical fouls will result in two free throws for the opposing team, plus possession of the ball.
8. Anyone sitting with a team is considered part of the team, and can be issued a technical foul. Technical fouls may also be called against a team for crowd conduct.
9. Any player, coach, or fan that draws two unsportsmanlike or misconduct technical fouls will be removed from the game and must leave the facility immediately.
10. When a player, coach, manager, or spectator is ejected from the gym, they have 90 seconds to leave the gym "sight and sound." Refusal to leave the gym "sight and sound" will result in a forfeit by his/her team.
11. Un-sportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Recreation Department activities. The Director of Community Services and/or the Recreation Supervisor will decide penalties.
12. As a coach you are responsible for yourself, your team, your team's crowd and their actions.
  - If a problem occurs with you, your players, or your team's crowd, you will be given a warning to take care of the situation.
  - If the problem continues after the warning, the coach will once again be notified and the referee will issue a technical foul against the offending coach, player, or fan and the person or persons causing the problem will be ejected from the facility.
  - Further problems will result in a forfeit of the game and possible suspensions of players, coaches, or fans.
  - If a fan, coach, or player is ejected from the game/facility more than once during a season, that person may be expelled indefinitely from the facility pending a meeting with the Recreation Supervisor and/or Community Services Director.