LEHI CITY RECREATION

ADULT BASKETBALL LEAGUE 2016 RULES

High School Basketball rules will govern play with the following exceptions:

Rosters:

1. Maximum roster size - 15 players. (Maximum awards per team - 12 players)
2. A roster with names, addresses, signatures, and phone numbers must be completed and turned in to the site supervisor **at the first game.** No additions can be made to the roster after your team's 5th game (Wednesday, February 3rd) without permission from the Recreation Coordinator (requests after the 5th game will be granted on very rare instances). The penalty for using an illegal player is that the said game will be a forfeit if recognized and reported by either the recreation department or the opposing team. If an unregistered player plays under the name of another player on the roster, both the registered player and the unregistered player become ineligible to participate for the remainder of the season.

Eligibility:

3. *Captains 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.*
4. Each team must have and provide their own matching jerseys with legible numbers (please no duplicate numbers) on the front and back by your first regular season game. The use of taped numbers is discouraged. Reversible jerseys are preferred.
5. Players must be 18 years of age as of January 6, 2016 to be eligible to play. A player must play five (5) regular season games to be eligible for post season play. You can keep current on player eligibility by checking at the score table team prior to any regular season game.

Protests:

All protests must be registered with the site supervisor prior to the conclusion of the night. To be considered further, the protesting team must submit a written protest to the Lehi City Recreation Department, no later than the close of business the next working day following the protested game. The written protest must include the names of the teams and players involved. Include the name(s) of the officials, describe the situation, and cite the rule on which the protest is based. A **$25 protest fee** must accompany the written protest. The fee will be refunded if protest is upheld. **Protests cannot be made on a judgment call, only on rule interpretations**.

Facility Rules:

Any children attending basketball games must have appropriate supervision. Players are not considered appropriate supervision. Unsupervised children may result in the league losing its privilege of using the facility.

Team Standings & Awards:

6. Regular season records will determine post-season tournament seeding. Awards will be given to the first and second place teams at the end of tournament play.
7. Tie Breaker Rules will be in the following order: 1) Head-to-Head match-ups. 2) Margin of Victory over teams that are tied (total points scored minus total points scored against). 3) Best overall win (beat the team with the highest record). (These are subject to change depending on number of participants).

GAME RULES

Game Time:

1. Each participant must check in at the score table prior to each game. Players are required to tell the scorekeeper their name and number. If a participant comes late, he must check in prior to entering the game.
2. Because of time limits, games will be played as close to the scheduled time as possible. A minimal warm-up period of five (5) minutes will be permitted when available. The five minute warm-up starts immediately following the previous game. The warm-up period may be shortened by the site supervisor if time does not permit a 5 minute warm-up period. When the officials indicate the game is ready for play, the game will begin.
3. Games will consist of two (2) 20- minute halves. The clock will stop during the last two minutes of each half only. If a team is leading by 15 points or more, in the 2nd half, the clock will continue to run during the last two minutes of the game.

Time Outs:

4. 2 one-minute timeouts per team per half (these do not carry over).

Overtime:

5. A maximum of 2 overtime periods will be played during the regular season. Overtime will be three (3) minutes with the clock stopping during the last minute only. Each team will be given one (1) timeout during the overtime period. (Timeouts do not carry over) Overtime will begin with a jump ball.

Forfeits:

6. An official team is composed of 5 players. A team can play with no less than 4 players. If a team has 4 players at game time they may start the game. As players arrive they may be inserted into the game by checking in at the score table. Each team will be given a five (5) minute grace period starting at the scheduled game time before a forfeit is declared. If the fourth player arrives before game time or during the grace period, the game will then begin at the scheduled game time or as soon as the fourth player arrives during the grace period. Once the fifth player checks in with the scorekeeper, they may enter the game at the next dead ball opportunity.
7. **Forfeited games will not be officiated.**
8. Forfeits will not be tolerated! On your: **1st forfeit** you are required to pay a **$50.00 penalty fee** to be reinstated to the league, **2nd forfeit** the team will be dropped from the league.
9. Teams that play with illegal players or players under assumed names will forfeit the game, and will be put on probation for the remainder of the year. Illegal players will be suspended from all sports in Lehi City for a period of one year. The team captain of the offending team will also be suspended for two games. Cheating and the use of illegal players will not be tolerated in Lehi City basketball.
10. The postponement of games will not be considered. All games must be played as scheduled.

Discipline:

11. Any player with a technical foul (these are technical fouls for conduct or Code of Conduct Violations) during the regular season and post-season will be penalized as follows:
    i. 1st Technical= Two free throws for the opposing team plus possession. The player receiving the technical foul will sit out **for ten (10) minutes of game time from the time it was given**. Players receiving technical fouls with less than ten minutes in the first half will sit the remainder of their time in the beginning of the second half. If there is less than ten minutes left in the game, the remainder of their time will be assessed at the beginning of the next scheduled game. The player must be present to sit out their time.
    ii. 2nd Technical (**received consecutively**) = **Minimum suspension for 1 game**. Any player who receives a 2nd consecutive technical (these are technical fouls for conduct or Code of Conduct Violations) or is ejected from a game will be placed on probation immediately and must leave the facility immediately. Failure to do so will carry a suspension for the remainder of the season and forfeiture of the game. If allowed to remain in the league the player will also be required to pay a **$25.00 penalty fee** to be reinstated onto the team.
    iii. 3rd Technical (any time in regular and post-season) = Suspension for the remainder of the season at a minimum and possibly a lifetime suspension at a maximum.
    iv. If a team receives seven (7) cumulative technical fouls throughout a season (both regular season and post-season) the team will be dropped from the league schedule for the remainder of the season. **NO REFUND WILL BE GIVEN!**
    v. Game ejection will occur upon receiving two technical fouls **in one game**. Serious conduct violations may warrant additional disciplinary actions.
12. The team captain can file an appeal **within 24 hours** of any incident. It must describe what happened and why they are appealing the technical/suspension. The appeal must also be signed by all other players on the team. The Lehi City Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the Basketball program.

PLAYER CODE OF CONDUCT

The following "Player Code of Conduct" has been adopted by the Lehi City Recreation Department. These rules of conduct will be strictly enforced during the coming season. ***It is the captains' responsibility to ensure all of his players know and adhere to these rules.***

All Code of Conduct rules are enforced before, during and after the game.

Physical & Verbal Abuse (Fighting)

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike, threaten or be guilty of physical attack as an aggressor or in retaliation upon any official, player, or spectator anywhere on the premises. Officials are required to immediately suspend the player from further play and report such player to the Recreation Coordinator. Such player shall remain suspended until his case has been considered.
   Minimum Penalty: Suspension from two (2) games and placed on probation for the rest of the season.
   Maximum Penalty: Lifetime suspension and/or assault charges filed.

2. **NO PLAYER SHALL:** Be guilty of verbally abusive behavior, using profanity or swearing before, during or after a game. Use of "F" word will be an automatic technical foul (10 min. of game time) and a one game suspension. Player will not be allowed to complete game in progress.

   Minimum Penalty: Technical foul and may be put on probation.
   Maximum Penalty: Suspension from two (2) games and probation for the remainder of the season.
3. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics (before, during or after a game) against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the Site Supervisor.

Minimum Penalty: Removal from the game and placed on probation.
Maximum Penalty: Suspension for two (2) games and placed on probation for the remainder of the season.

Disputes with Officials

4. **NO PLAYER SHALL**: Discuss with an official in any manner the decision reached by such official except the team captain. Be guilty of objectionable demonstration of dissent at an officials' decision. Refuse to abide by officials' decisions. Such players shall remain suspended until his case has been considered.
Minimum Penalty: Warning or Technical Foul and probation for the remainder of the season.
Maximum Penalty: Suspension for two (2) games and placed on probation for the remainder of the season.

Drugs/Alcohol:

5. Players are prohibited from the use of drugs or alcohol anywhere inside the Legacy Center or any playing area. Players who in the opinion of the officials, site supervisor or Recreation Coordinator appear to have been drinking alcohol or taking drugs, shall be removed from the game and the premises.

Conduct Violation Penalties:

6. Anyone caught hanging on the rims or otherwise abusing the facility will be given a technical foul. **This applies before, during, or after a game.** It is a Code of Conduct violation if it occurs before or after the game and can be enforced in your team's next scheduled game. Players can also be suspended for a minimum of one game. You may dunk the ball in the course of the game, but you may not hang on the rim unless it is, in the judgment of the officials, to protect yourself. Any player responsible for damage will be charged for the damage.
7. Teams are responsible for the conduct of their spectators. Failure to attempt to control disruptive spectators may result in forfeiture to the offending team. This includes controlling children from running around the playing area. Players are not considered appropriate supervision for children.

Final Authority:

8. A game may be stopped at any time by the officials, Site Supervisor, Recreation Coordinator or Program Management staff at their discretion.
9. The Recreation staff has final authority over all disputes!

All Code of Conduct rules are enforced before, during, and after the game.
Thank You and Have a Great Season!