



City of DeSoto Adult Basketball Local Rules and Regulations

All games will be played in accordance with the current National Collegiate Athletic Association (N.C.A.A.) rules, with the addition of the following:

Eligibility

- a. Players in Men's and Women's Recreational and Competitive Leagues must be eighteen (18) years of age or older prior to the start of league play.
- b. All players must carry a current Sports I.D. and picture I.D. with them at all times during all league games in order to be considered an eligible player.
- c. Players will not be allowed to play on more than one team in the **same league** during a season. If a player's name is found on two teams, the player shall belong to the team they play for first.
- d. All players must be listed on the team roster and have signed the liability waiver in order to be an eligible player.

Rosters

- a. All men's league teams will be allowed a maximum of 12 players. Women's league teams are allowed a maximum of 13 players.
- b. Rosters must be turned in to the Control Center or to the scorekeeper prior to the first game. If rosters are not turned in prior to the start of the first game, the result will be a forfeit of the first league game and all future games until a roster is submitted. All information on the roster form must be complete for the player listed to be considered part of the team.
- c. Roster changes will be allowed until the fourth week of play. After the fourth week of play, no roster changes will be allowed. It is the team's responsibility to make sure that all players are listed on their roster.

Equipment/Uniforms

- a. Players on each team must wear jerseys that are identical in the base color of the jersey and must have a six (6) inch number on the back and a four (4) inch number on the front. Numbers must be permanently affixed to the jersey, not taped or pinned to the jersey. Numbers that are hand written in pencil, marker or any type of ink pen will not be allowed. Jersey numerals are required to be one or two digit whole numerals. There will be a one game grace period for all teams to obtain their jerseys. **After the first week of play grace period, players not attired as described above will not be allowed to participate.**

******* The following numbers are legal *******

0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55

- b. Jerseys are available to be rented for \$20 per game for teams needing uniforms. We strongly encourage all teams to have alternate jerseys available or reversible jerseys, in the event that two teams playing each other have the same jersey color.
- c. The City of DeSoto Parks & Leisure Services reserves the right to approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
- d. Team captains will decide at game time which ball will be used for the game.

- e. Players must wear shoes that are designed for indoor wood court surfaces. No turf shoes or other black-soled shoes will be allowed. Players may not play barefooted or in stocking feet.
- f. Referees may ban any equipment that they deem as unsafe or illegal.
- g. Jewelry may not be worn at any time during the game.

Playing Rules

- a. Line-ups must be filled out listing each player and be turned in to the scorekeeper at least five minutes prior to scheduled game time. Lineup information must be legible and must include player's last name, first name, and uniform number.
- b. All games should start at scheduled game time. If a team(s) does not have enough players to begin the game at the scheduled game time, the late team(s) must submit a lineup card listing the players that are present and the clock will be started at five minutes. If the clock expires before the late team(s) acquires at least four players, the game will be ruled a forfeit. (A double forfeit will be ruled if neither team has four players.) If the late team(s) acquires four players before the time expires, the late team(s) will lose their timeouts for the portion of the time that is used until four players were on the court ready for play.
- c. If a team forfeits three (3) league games during the season the team will be dropped from the league with no refund of entry fees. All teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit. Make-up games scheduled on days other than the original night will not apply to the number of forfeits.
- d. Teams must start the game and play the game with a minimum of four (4) players, but may finish with fewer players (as allowed by N.C.A.A. playing rules).
- e. No dunking will be allowed during warm-ups! Dunking will be allowed during games.
- f. No hanging on the rim at any time! Players guilty of hanging on the rim before, during or at half time will be assessed an unsportsmanlike conduct technical foul. Players or teams will be financially responsible for any and all damages to rims/goals damaged by players hanging on the rim.
- g. Penalties Resulting In Ejection
 - 1. Anyone who is assessed the following shall be ejected:
 - a. Two unsportsmanlike conduct technical fouls.
 - b. Three technical fouls of any kind.
 - c. Any flagrant foul, personal or technical.
- h. Blood Rule – a player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgment. Uniform rule violations will not be enforced if a uniform change is required. However, players should be prepared with a like colored t-shirt or jersey on stand by. The official shall stop the game and allow treatment, if injured person would affect the continuation of play. The official will immediately call a coach or other authorized person to assist the injured player. The rules of the game regarding substitutions, re-entry, and short-handed player will apply, if necessary.
- i. Players will be disqualified from participating in the game after they have been assessed five personal fouls.
- j. Team Fouls: Teams will shoot until the one and one bonus after the seventh team foul in a half. After a team commits ten team fouls in a half, the offended team will be given a two free throw shot bonus. All "team control and player control fouls" will not give the offended team free throws. The offended team will be given possession of the ball at the out of bounds spot nearest where the foul occurred for a throw-in.
- k. Back Court Count: There shall be a ten (10) second backcourt count.

- l. Free throw line up: The line up for a throw shall consist of a maximum of two offensive players, the shooter and four defensive players. The lane spaces on each side nearest the goal shall be left vacant.
- m. There will not be a shot clock for any City of DeSoto Parks & Leisure Services adult basketball league.

Time Allotment

- a. An official game shall consist of two 20 minute halves with a running clock. The running clock will stop for all timeouts. The clock will stop after each whistle in the final 15 seconds of the first half and in the final two minutes of the second half. The clock will momentarily stop until the ball is thrown in after each made field goal in the last minute of the second half or overtime.
- b. Each team is allotted four (4) - one (1) minute timeouts and two (2) 30-second timeout to be used anytime during the game. Teams may not move the throw-in spot as the result of a timeout as per N.C.A.A. rules.
- b. Halftime will be five (5) minutes in duration.
- c. All substitutions must check in at the scorer's table and wait for an official to allow them to enter the game.
- d. Overtime Period(s) – Any game ending in a tie score will be continued with a three (3) minute overtime period. One additional timeout will be awarded per team for each overtime period, in addition to the remaining timeouts from the previous regulation or overtime period. At the end of two (2) overtime periods the game will continue with two minute overtime periods until a winner is determined. In overtime periods, the clock stops only for timeouts and for all whistles during the last two minutes of each overtime.
- e. 20 Point Rule – If a team is ahead by 20 or more points the clock will remain running until the team behind gets back inside the twenty (20) point mark.

Standings Tie-Breaking Procedures

- In case of a tie in the final standings for trophy positions at the conclusion of the season, the following tie-breaker procedures will be used to determine places:
- 1st) Head-to-head results between teams tied (who won when the tied teams played each other).
 - 2nd) If teams split (each team winning an equal number of games) in head to head games, the point differential of the head-to-head games will be used to determine the final standings.
 - 3rd) A playoff game(s) will be held to determine the final standings, if head-to-head wins and losses and point differential in head-to-head games are both tied.

Conduct/Discipline Policy

- a. Any player, coach or manager ejected from any league game will be suspended for a minimum two (2) league games. If the ejection occurs after the game has been completed, the suspension will include the next two full games. Suspensions may be longer if the League Administrator deems it necessary.
- b. Players, coaches or managers who have been ejected/suspended must leave the facility and grounds immediately or the team will forfeit the game, and must not return until the completion of the suspension.
- c. Suspensions will carry over from season to season. For example, a player suspended for the final game of the season will also be suspended for the first game of the next season.
- d. Physical violence, especially attacks on a game or tournament official immediately before, during or after a game or fights/confrontations between players/teams will result in an immediate one (1) year suspension and/or banishment from any City of DeSoto Parks & Leisure Services league play. Players may be suspended from the Texas

Amateur Athletic Federation (T.A.A.F.), if in the opinion of the League Administrator, the circumstances of the incident warrant such action.

- e. The officials have the authority to remove a player, coach, manager or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. This shall include, but is not limited to, profanity, threats of any kind toward the officials or scorekeeper, fighting (before, during or after the game), any intoxicated condition detected by the officials before or during the game or any flagrant foul as determined by the officials.
- f. Any team which is assessed five unsportsmanlike conduct technical fouls during the game will automatically lose game by forfeit at that point, regardless of the score.

Protests

- a. Protests based on player eligibility will be accepted. Protests based on judgment calls will not be accepted. If protesting player eligibility, you must submit the jersey number of the player in question. If the player is found ineligible the offending team will forfeit the game in question. **Note:** Both teams' line-ups will be checked for eligibility.
- b. All protests must be executed in the following manner:
The notification of intent to protest must be submitted to the scorekeeper. The scorekeeper must make a note on the score sheet as to what is being protested and notify the officials that game is being played under protest. A protest fee of \$50.00 must be submitted to the scorekeeper at the time of protest. Failure to turn in the protest fee within two (2) minutes of verbally protesting the game will nullify the protest and the game will continue as if there was not a protest. If the protest is considered valid, the protest fee will be returned. If the protest is denied, the protest fee will be kept by the City of DeSoto Parks & Leisure Services. The League Administrator or his/her designee will rule on all protests.

Specialized League Rules

- a. Women's competitive and recreational basketball leagues, the games will be played with a women's sized basketball (28.5 inch circumference). Men's leagues play with a men's sized basketball (29.5 inch circumference).
- b. Women's basketball leagues will be played by men's playing rules.
- c. In order to be eligible for the 35 and Over Basketball League, each player must be 35 years of age during the current year. Each player's year of birth must be 1974 or earlier.
- d. In order to be eligible for the church league, each player must regularly attend church at the sponsoring congregation. All church teams must be affiliated with an actual church.

The City of DeSoto Parks & Leisure Services reserves the right to add, delete or amend the rules and regulations at any time for the betterment of the program.

Time Allotment

- a. No children will be allowed anywhere on the gymnasium floor, including the bench area, once the game has started. This will be enforced for the child's safety and the adult's pleasure. This will be inclusive of half-times and times in between games.

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