



**HOWARD LEISURE SERVICES DEPARTMENT – OFFICIAL RULES**  
**5-ON-5 MEN'S BASKETBALL LEAGUE 2011-2012**

**ELIGIBILITY**

- a. All players must be 18 years of age or over and not currently enrolled in high school. This is an adult league.
- b. College varsity and professional players are not eligible. All players of this caliber must sit out of play one year in order to become eligible to play in this league.
- c. Team eligibility is established by the payment of a team entry fee. This fee must be paid to the Parks & Recreation Department on or before the entry deadline. There will be an additional \$40 fee for any team who does not have all fees and paperwork submitted by the deadline.

**ROSTERS**

- a. **Team Minimum/Maximum** - Rosters must include the names of at least seven players. (Seven players minimum and fourteen players maximum.) All players must turn in a player's contract prior to playing their first game.
- b. **Roster Eligibility** - Players may register and play with one team only in the Howard Recreation Leagues. All players must be on the roster to be eligible to participate. Violations of this rule will result in forfeiture of all games in which said player participated. Responsibility for players being informed of this rule rests with the manager.
- c. No new players can be added after December 15<sup>th</sup>.

**REGISTRATION**

- a. **Adding New Players** - New players must be officially entered in the league by the manager at the Leisure Services (2456 Glendale Ave.) or by calling 434-4640 prior to his first game.
- b. **Release of a Player** - The team on which a player plays his first league game is his permanent team. A player present and not used in two consecutive league nights can automatically receive his release with permission from his manager.
- c. **Team Suspension** – Any team suspended from the league for any reason shall not receive a refund.
- d. **League Divisions** – In putting the teams into divisions, the Leisure Services Department reserves the right to place teams in leagues where there shall be equalization of competition.

**EQUIPMENT:**

- a. **Warm-ups** - Teams furnish their own basketballs during warm-ups.
- b. **Safety** - No player will be permitted to wear anything that might endanger another player and must make sure eyeglasses are secure. Officials may ban any equipment that they deem as unsafe or illegal.
- c. **Jewelry** - No jewelry may be worn at any time during the game. Officials may give permission at their discretion regarding safe wedding bands.
- d. **Proper Footwear** - Players must wear shoes that are designed for indoor wood court surfaces. No turf shoes or other black soled shoes will be allowed.
- e. **Uniforms** are NOT provided. T-shirt sizes are requested on the roster in the event your team wins the championship and is due championship t-shirts. Teams must wear the same solid color uniform top **with a number on it.**

## PLAYER CONDUCT

- a. All teams are expected to be at the court ten (10) minutes before the scheduled game time. Lineups must be turned in at least five (5) minutes before the scheduled game time and filled out in the scorebook. If the scorekeeper does not have a complete lineup by tip off, that team will be assessed a technical foul at the start of the game.
- b. **Four (4) players to start** – Each team must have at least four properly dressed and eligible team members before a game can begin. A team may not finish with less than four (4) players. Failure to have four eligible players on hand and ready to play at game time shall result in forfeiture of the game. If at any time a player fouls out or there is an injury, leaving the team with three (3) players the game will be called.
- c. **Player Ejections** – Any player or manager who is ejected from a game is automatically ineligible for that team's next game. Any player or coach who is ejected from at least two games shall be suspended from league competition unless reinstated by the Recreation Supervisor. Any player or manager who, in the opinion of the Basketball Supervisor and/or Recreation Supervisor, is detrimental to the function of the league shall be barred from the league. **Any player ejected for any reason may be suspended or ejected out of the league. This includes any incident before, during or after games. The end of a game will not protect players or managers from discipline and penalties.**
- d. **Unsportsmanlike Conduct** - The officials have the authority to remove a player, 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 other players, officials or scorekeepers, 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.
- e. **Fighting** – Any player fighting or being abusive to the extent that it takes the recreation out of the game shall be suspended from the league and all department leagues/programs for a period not less than 1 year.

## TEAM REGULATIONS:

- a. **Attire** - All players on a team must wear gym shorts and a numbered shirt (front or back) all the same color. In case of color conflict the home team shall wear light and the away team shall wear dark.
- b. **Forfeits** – A forfeit will be scored as a 25 – 0 game. Any team forfeiting two consecutive games will be liable to expulsion from further league competition.
- c. The league will be run with all teams playing a round robin schedule followed by a single elimination play-off. Champions from each league will receive a sponsor trophy, tournament champions will receive t-shirts and a sponsor trophy.  
Team Scoring:  
Points earned: win=2pts, loss=0pts  
Tie Resolution:  
Highest Priority=greater number of wins, Second Highest=Head to head record, Third Highest=Point Differential, Fourth Highest=Higher Points For
- d. Teams waiting to play should wait on the sidelines and be as unobtrusive as possible out of consideration for the players on the floor. It is fine to bring family members to watch but please make sure that they are in the gym only. All children must be accompanied by a **NON-PLAYING ADULT**.
- e. No smoking, drinking, and/or profane language shall be permitted in or around school district property.

## **GAME RULES:**

- a. **Game times** - are 6:30, 7:30 & 8:30 pm. Players shall not be allowed in the gym until 6:00 pm.
- b. **Game clock** - Each game will consist of (4) ten minute quarters with one minute between quarters and five minutes between halves. Time out periods will be one minute in length. In quarters 1,2 and 3 the clock will stop on all whistles during the last 15 seconds of the game. The clock will also be stopped for all whistles the last two minutes of the 4<sup>th</sup> quarter. Overtime will be three minutes with the first two minutes being a continuous clock and the last minute stopping on all whistles.
- c. **Timeouts** – Two one minute time-outs per team shall be allowed per half, with one time-out per team allowed during each overtime period. Time-outs are not cumulative.
- d. **Bonus Shots** – The one and one shall be shot on the seventh team foul any time during the first and second halves. Two shots are awarded on the 10<sup>th</sup> team foul.
- e. **Free throws** – The positions in the lane closest the basket on both sides of the hoop are to be empty. A player may enter the lane once the ball leaves the hand of the shooter. The shooter may not enter the lane until the ball has touched the rim or backboard.
- f. **Substitutions** – Unlimited substitutions are permitted when the ball is dead.
- g. **Technical Fouls** – There will be two technical fouls:
  - i. Flagrant – will automatically warrant ejection from the remainder of the game. If given during the second half the player shall sit the first half of the next game.
  - ii. Non Flagrant – not issued an ejection for first offense. Two technicals will be ejection from the game and a one game suspension.

## **OFFICIALS/SCOREKEEPERS**

- a. **Official's Authority** – Once the players have taken the court to begin a game, officials, as chosen by the Recreation Department shall be in full authority of the game.
- b. **Official's Decisions** – All official's decisions are final. If teams are not ready to accept the official's decision, they should not enter this league. Sportsmanship, control of emotions and maturity are mandatory in this league.
- c. **Scorekeeper** – Scorekeepers shall be provided by the Leisure Services Department. Official standings and records shall be kept by the Recreation Supervisor and will be available at [www.villageofhoward.com](http://www.villageofhoward.com) under the recreation/sports leagues page.