

PINE BLUFFS RECREATION  
ADULT BASKETBALL  
LEAGUE RULES

**SECTION 1**

**League**

The Town of Pine Bluffs Recreation Department will offer one league for all levels of competition.

**SECTION 2**

**Fees & Charges**

1. The entry fee for the league, excluding the post season tournament, is \$270.00 per team.
2. There is no individual player fee charged to play in the league.
3. For a breakdown of the league fee contact the Recreation Director at 307-245-3301
4. The entry fee for the league is due to the Pine Bluffs Town Hall on or before December 21, 2018.
5. Teams who have not paid the fee will be subject to game forfeiture until the fee is paid.
6. There will be a \$50 late fee added on to the entry fee for a total of \$320.00 after December 21, 2018.

**SECTION 3**

**Night of Play**

All games will be scheduled to play Wednesday nights.

**SECTION 4**

**Registration Requirements**

1. Before any team can be considered officially into the Pine Bluffs Men's Basketball League the full entry fee must be paid. No exceptions.
2. A fully and completed Adult Men's Basketball Registration & Roster must be turned into the Pine Bluffs Town Hall or Recreation Department before the registration deadline.

**SECTION 5**

**Team Roster Requirements**

1. Players may play for no more than 2 teams.
2. If a player plays for more than one team, that player must decide which team he will play with before the start of the game when the two teams are competing each other. The player may not change teams in the middle of the game. Exception to this rule may be made by the gym supervisor.
3. Managers are responsible for a complete roster and must be turned in before the registration deadline.
4. Any team competing with a player not on their roster will be subject to a forfeit of that game or any other game that the player not on the roster played in.
5. A team may add players to their roster prior to any scheduled game.
6. If a team is short a player and wishes to pick up a player for a game without placing that player on their roster they may do so if the opposing team agrees. If the opposing team does not agree, the game will become a forfeit.

**SECTION 6**

**Equipment**

1. The Recreation Department shall provide the facilities in which the games will be played, the officials necessary for the successful running of the games and all required equipment except for team jerseys.
2. Teams are responsible for furnishing their own individual reservable jerseys with legal high school numbers.
3. All team jerseys must be similar in color with no duplicated numbers. Taped on numbers will be accepted.

## SECTION 7

### Liabilities & Injuries

1. The Town of Pine Bluffs and the Recreation Department will not be liable for injuries to players nor responsible for articles lost or stolen while participating in the program.
2. The Town of Pine Bluffs and Recreation Department does not provide insurance for injuries while playing in the Men's Basketball League.

## SECTION 8

### Age Requirement

All players in the Men's Basketball League must be 18 years of age to participate.

## SECTION 9

### Game Time & Forfeitures

1. At the scheduled game time, if a team cannot produce a team of at least 4 players, the team will have a grace period of 8 minutes. After 8 minutes past the scheduled game time, if a team is still unable to produce a team of at least 4 players, the game will be forfeited.
2. A team must have 4 players on the court in order to start a game.
3. In the event of inclement weather, teams will be given a 10-minute grace period to floor a team with no penalties.
4. In the event of a preceding game running into overtime, the teams that follow will be given a 6-minute warm-up period. The following teams must be ready at the end of the warm-up period to play with at least four players present. No 10-minute grace period will be allowed.

## SECTION 10

### Regulation Game

1. Games will consist of two 20-minute running halves.
2. The clock will stop for injuries and time outs only until the last two minutes of the second half. During the last two minutes of the second half, the clock will stop for all dead ball calls.
3. Two 1-minute timeouts per team will be allowed per half. One timeout for each team will be allowed for each overtime period. Timeouts are not cumulative.
4. Half time will be 5 minutes long.
5. In case of a tie at the end of the two halves, a two-minute regulation (stop clock) overtime will be allowed in each overtime period.
6. Two 2-minute regulation overtime periods will be allowed. On the third (3<sup>rd</sup>) overtime period the game will be decided by sudden death (first team to score wins).
7. A team must finish a game with no less than 3 eligible players.

## SECTION 11

### Player Conduct & Penalties

1. Managers of the teams shall be responsible for the conduct of their players and the spectators in the stands favoring their team including children.
2. A captain shall be designated for each game and shall be **THE ONLY MEMBER of the team to talk to the officials CONCERNING A CALL.**
3. Players shall be responsible for their actions and shall not be involved in any conduct not considered good sportsmanship.
4. It is the responsibility of every member of the team to control the actions of each individual team member. Failure to do so will result in the entire team being dismissed from the league for the remainder of the season.
5. Players or spectators who smell of alcohol or marijuana or appear to be intoxicated or impaired in any way will not be allowed to participate/watch and they will be asked to leave the facility.

## SECTION 12

### Penalties

1. Up to a one-year suspension from participating in ALL adult activities sponsored by the Pine Bluffs Recreation Department for the following offenses:
  - a. Gross unsportsmanlike conduct or actions during or after a game that could have or did cause injury to another player, official, spectator or Town of Pine Bluffs employee.
  - b. Being evicted from a game for gross unsportsmanlike conduct by an official or gym supervisor.
2. Game Suspensions
  - a. Fighting of ANY nature between two or more players will result in a minimum of a two-game suspension.
  - b. A player receiving two unsportsmanlike technical fouls during a game will be suspended from the game they are currently participating in. The player receiving the 2<sup>nd</sup> technical must also leave the gym within 5 minutes upon receiving the 2<sup>nd</sup> technical.
  - c. The second offense of this nature, the player will be suspended from the team's next league game in addition to the requirements listed above.
  - d. The third offense of this nature, the player will be suspended for the remainder of the season in addition to the requirements listed above.
  - e. Flagrant unsportsmanlike technical fouls will carry a MINIMUM of a three-game suspension.
3. Forfeiture of a game will be the automatic penalty for the following cases:
  - a. A team's attitude or conduct becomes such that continuing the game, in the official's opinion, could cause a fight, or the control of the game could be lost.
  - b. A manager refuses to help control players or spectators when requested by the officials or gym supervisor.
  - c. A team member is evicted from the previous game and is playing without sitting out the proper game suspension.
  - d. A team manager refuses to play the game or uses other tactics to delay the game.
  - e. Four team members are not ready to play at game time of a scheduled game after the 8-minute grace period.
  - f. A team received three technical fouls total in one game, on the fourth technical foul the team must forfeit, and the game will be declared over.
  - g. A team is unable to finish a game with four eligible players.

## SECTION 13

### Ties in League Standing

1. Ties in league standings will not be played off at any time
2. Ties will be broken using the following methods;
  - a. Past head to head competition between teams with a tie.
  - b. Total points scored between the teams involved in the tie in the games against each other.
  - c. Total points given up between the teams involved in the tie in the games against each other.
  - d. Finally, if a tie still occurs, total points scored by each team for the entire season.

## SECTION 14

### Dunking the Ball/Hanging from the Rim

1. Dunking the ball or hanging from the rim during warm-ups will result in a two-shot bench technical foul.
2. Dunking the ball or hanging from the rim after the game has been completed will result in a game suspension for the player.

## **SECTION 15**

### **Line Up Cards**

1. Line-up card are due to the scorekeeper's table 10 minutes before the scheduled game time.
2. Tardiness may result in a two-shot bench technical foul being awarded to the other team.

## **SECTION 16**

### **Playing a Forfeited Game**

1. After a game has been forfeited, both teams may use the court or gym until fifteen minutes before the next scheduled game is to begin.
2. Officials are not required to officiate or keep score.

## **SECTION 17**

### **Rescheduling Games**

1. Managers must contact the Recreation Director at least 24 hours in advance to have a game rescheduled, failure to do so will result in game forfeiture.
2. When possible, games will be cancelled due to inclement weather by no later than 4pm game day. Managers will be notified of weather cancellations via email by the Recreation Department.

## **SECTION 18**

### **Rules**

1. Games will be played under the National Federation High School Rules for 2018-2019 with the following exceptions listed throughout the rules above.
2. Any questions or comments concerning the league rules stated above should be directed to the Pine Bluffs Recreation Director, 307-245-3301.
3. Women can play in the Men's League if they wish to do so.

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