

OCONEE COUNTY PARKS & RECREATION DEPARTMENT

ADULT BASKETBALL RULES

2019-2020

I. GOVERNING BODY

Oconee County Parks & Recreation Department

II. REGISTRATION

Cost per team is \$540. Fee must be paid at the time a team registers. Teams must register in person at Oconee Veterans Park during the Community Center hours (open 7 days per week). Balance of fees must be received no later than November 14, 2019 for all leagues. No team will be considered enrolled if payment has not been received. Team Manager must be an Oconee County Resident. *Proof of residency will be required each season at time of registration.

III. ORGANIZATIONAL MEETING

An organizational meeting for Team Managers is scheduled for Thursday, November 14, 2019 at 6:00 p.m. at the Oconee Veterans Park Community Center. Team and player rosters are due by this meeting.

IV. UNIFORMS

- A. All uniform shirts of a team are **required to be the same color**.
- B. Jersey colors will be on a first come, first serve basis. No two teams in the same division may wear the same color.
- C. **No uniforms will be permitted to have temporary numbers affixed or drawn on to the shirt.**
- D. There must be a one or two-digit number on the front, back, or both front and back of the jersey. Three digit numbers are not allowed.
- E. Under no circumstances will players be allowed to swap jerseys after a game begins.
- F. If an opposing manager, gym supervisor, or official detect an illegal jersey, the player(s) entering the game will be given a Technical Foul and can no longer play unless she/he can obtain a legal jersey that has not already been entered into the book.
- G. Technical fouls resulting from an illegal jersey are **not** considered unsporting.

V. PLAYER ELIGIBILITY

- A. All players must be 18 years or older by September 1, 2019 to participate.
- B. Any person under a Collegiate or Professional basketball contract will not be allowed to play.
- C. Any person playing for a high school basketball team in the current school year will not be allowed to participate in the leagues unless they have fully completed their season.

VI. TEAM ROSTERS & PLAYER CONTRACTS

- A. Each player must complete, sign and turn in a player contract before he/she is eligible to play and each team must complete a team roster to participate in the league.
- B. Rosters and contracts must be turned in by the Organizational Meeting on Thursday, November 15, 2019.
- C. Managers may add to the roster up to the tipoff of Game #2 of the regular season. Game #2 this season is: Sunday, December 8th.
- D. No names may be added to team roster until a player contract is completed, signed by all parties, and turned into the Parks and Recreation Department.
- E. Team rosters are limited to 15 players.
- F. Any player removed from a team roster may not be added to another team's roster.
- G. **Any illegal player will be removed from the program, the manager suspended for one game or more, and the game will be recorded as a loss.**
- H. Falsifying a player contract will result in suspension from the league.
- I. Players must provide identification to verify identity, if eligibility is questioned. Failure to provide identification will result in suspension of play from the game with the possibility of future game suspensions.

VII. PLAYER CONDUCT

The Oconee County Parks & Recreation Department Code of Conduct presides over the program.

Profane language or display of unsporting conduct will not be tolerated in the program. Any player not complying with this policy will be awarded an unsporting technical foul. The officials in charge of the game will determine the unsporting conduct; however, gym supervisors witnessing inappropriate behavior or language may intervene and/or eject the player and/or spectator. The following additional provisions shall apply:

- A. A player or manager receiving two (2) unsporting technical fouls during the course of a game will be automatically ejected from the game.
- B. Any player or manager who receives one (1) flagrant technical foul in a game will be ejected from the game and suspended from the next (1) scheduled game. Upon investigation by the governing body, the suspension may be longer or permanent.
- C. Any player, manager and/or spectator involved in a fight in any aspect will automatically receive a flagrant technical foul and will be ejected from the game and suspended for the next two (2) scheduled games. Upon investigation by the governing body, the suspension may be longer or permanent.
- D. Any player receiving three (3) unsporting and/or flagrant technical fouls during the course of the season will be suspended for the remainder of the season, including tournament play. This includes unsporting conduct or profane language used in reacting to a technical foul that results in a 2nd technical.
- E. Any team that receives a combined total of three (3) unsporting and/or flagrant technical fouls in a single game will forfeit that game on the third technical.
- F. Any team with four (4) players receiving unsporting and/or flagrant technical fouls during the course of the season will be ineligible to continue play for the remainder of the season, and all fees will be forfeited.
- G. If a player or manager receives a suspension for the next game on the last game of the season, the suspension will be in effect in the first game scheduled the following season.
- H. Technical fouls will be given for dunking during warm-ups and half-time. The official and/or gym supervisor in charge will determine whether or not a player dunked the ball. In addition, players are not permitted to hang on the basketball rim unless to prevent injury.
- I. Any player, manager and/or spectator who does or attempts to do bodily harm to an official will be immediately ejected from the game and facility, and he/she could possibly have criminal charges filed against him/her. In addition, the person will be removed from the program and banned from the Parks & Recreation Department facilities and programs for an indefinite period of time to be determined by the governing body.
- J. The gym supervisor has control over the gymnasium, games, participants and spectators. The gym supervisor is responsible for seeing that spectators conduct themselves with a good sporting attitude and in a courteous manner. The gym supervisor also has the authority to ask anyone, player, manager and/or spectator in violation of the rules to leave the premises.
- K. Unattended children may become a safety issue. Players are discouraged from bringing younger children to the gym unless they are well supervised

Note: A player, manager, and/or spectator ejected or suspended from a game must leave the premises, if possible. If person is unable to leave premises, the person must be “out of sight, out of sound” (NFHS Rules).

VIII. LOCAL RULES

All games will be played under National Federation of State High School Associations (NFHS) rules except where local rules supersede:

- A. Length of Game - Two-20 minute halves with a running clock. The clock will run the entire time **except for: the last two (2) minutes of the 2nd half** at which time the clock will be stopped on the official's whistle. **Exceptions** will be serious injuries, unusual delays, timeouts, and during free throw administration. If a team is leading or down by 30 points or more at any point of the game, the clock will continue to run. There will be a 5-minute break for half time.
- B. There will be a 5-minute grace period before the first game of the day only. For all other games scheduled, game time is forfeit time. If a game runs over its time limit, teams that are scheduled to play the following game will be allotted five (5) minutes to warm-up before starting the next game. A team must forfeit if it cannot field four (4) players by the start time of the game. The gym supervisor is responsible for the official time.
- C. Each game will start with a tip-off.
- D. Each team will be allowed two (2) one-minute timeouts per half. Unused timeouts do not accumulate from the first half into the second half. However, unused timeouts from the second half may be used in any overtime period.
- E. **Overtime period in the Regular season** – ONE 2–minute period with the clock stopping on the official's whistle. Each team is entitled to one (1) additional one-minute time out.
- F. **Overtime periods in the post-season tournament** are 2–minutes in length with the clock stopping on the official's whistle. Each team is entitled to one (1) additional one-minute time out per overtime period.
- G. Any team that forfeits three (3) games in a season or two (2) games in a row will automatically be removed from the league. Games forfeited due to excessive technical fouls will count. No refund of fees will be granted.
- H. Players may play for only one team. Multiple teams from an organization (church, business, etc.) must establish separate player rosters for each team.
- I. The home team will sit on the right side of the score table (facing the court from the bench), and the away team will sit on the left side. Each team will play the first half defending the side of the court of which their bench is on.
- H. The governing body rules on player/manager/spectator conduct and suspensions
- I. When a team has a 30-point lead, gym supervisors reserve the right to end the game based on player conduct.

IX. PROTESTS

- A. Protests will be accepted based on rule interpretation only. No judgment protests will be allowed. All protests must be made in writing by the team manager and turned into OCPRD staff within 24 hours of the occurrence.
- B. The official scorekeeper must be notified of the coach's and/or manager's intent to protest the game. At that time, the score, time and all important details involving the protests shall be recorded by the scorekeeper in the official scorebook.
- C. The governing body will rule on all protests. OCPRD reserves the right to rule on a protest in keeping with the philosophies and policies of the Department.

League Standings & Tournament Details

Standings are calculated based on a point system applied to regular season games. Tournament brackets will be seeded based on each team's total end of season points.

Win= 3 points

Tie= 1 points

Unsporting Technical = 1 point deduction

Forfeit = Recorded as 20-0.

Tie Break Details

1. Head to head
2. Point differential (amongst the tied teams).
3. Point differential (amongst common opponents)
4. Fewest points allowed (amongst tied teams)
5. Points scored (amongst tied teams)
6. Coin Toss