



Fairview Park Recreation Department

Adult Basketball League Rules and Regulations

Updated: 8/13/16

I. General

- A. The Manager, Coach and/or Captain of the team is responsible for the conduct of their players before, during and after the game until they leave the premises.
- B. Failure to comply with the rules will subject the offender, his manager, coach and /or team captain and his team to disciplinary action.
- C. Games will be played on property of the Gemini Center.
- D. **Game Fees are \$36**
- E. **Forfeit Fee is \$72 to be paid before the first game in check form.**
- F. Games will be five(5) verses five(5).
- G. **Max roster size is ten(10).**
- H. All rules and regulations pertaining to the Gemini Center will be observed and enforced.
- I. **There will be a mandatory managers meeting before the league starts.**
- J. Players are not allowed to check out basketballs from the front desk unless they are members.
- K. All managers, coaches, captains, players, team personnel and fans are presumed to know all of the rules and regulations of the League and The Gemini Center.
- L. Failure to familiarize themselves with these rules and regulations will not be an excuse for failure to comply with them.
- M. All schedules and standings can be found at www.fairviewpark.org
 - 1. Click on Departments, Click on Recreation, Click on Gemini Center, Click on Adult Programs.
- N. **The Scorekeepers will no longer give out change. Bring the exact amount.**

II. Uniforms

- A. All teams must wear the same color shirt with numbers on the back
 - 1. **Understand that just because everyone is wearing some sort of shade of blue does not signify the same.**
 - 2. **Teams must wear the same shade of color with a number that is visible on the back of jersey. It helps if there is a number on the front as well but not required.**
- B. If teams do not have proper uniforms, they will be required to wear practice jerseys provided by the Gemini Center.
- C. **For every player not wearing proper uniform the opposing team will be awarded two(2) points for every player entering the game without a proper uniform.**
 - 1. This will happen when the player enters the game.
- D. Teams will receive an option to buy uniforms from the Gemini Center at the beginning of each session.
- E. It is highly recommended for each team to purchase these uniforms that can be reused each session.

III. Eligibility

- A. An individual that plays on a college team, university or other such accredited school teams shall not be eligible for these leagues. This includes varsity, junior varsity and freshman or other such teams.
- B. An individual can play on one(1) team in a Fairview Park Recreation Department League.

- C. An individual may play on one(1) team in two(2) different leagues.
- D. All players must be 18 years or older to be eligible for these leagues.
- E. Any player affiliated with semi-pro or AAU team may not participate in these leagues.
- F. If a player is found to be affiliated with a semi-pro or AAU team, that said team will forfeit each game that this individual player participated in.

IV. Team Rosters

- A. A team roster shall can consist of a maximum of ten(10) players including manager, coach and/or captain.
- B. Each team must wear proper uniforms which consist of shirts that are the same color and a visible number on the back of the shirt.
- C. A team roster shall serve as a contract for the individual player.
- D. **An accurate roster must be turned in to the Program Coordinator at least 48 hours prior to the start of the first game.**
- E. **Each player must sign the roster before they are eligible to play in any games.**
- F. A player is property of the team with which he first sign for the season or until the team disbands or the player is released.
- G. **NO PLAYER MAY BE ADDED AFTER THE END OF THE FIFTH WEEK OF GAMES!!!!**
- H. **If a player plays that is not on the roster the team will forfeit every game with that the said player participated in.**
 - 1. **The Program Coordinator reserves the right to make such determination.**
- I. **Additions before the end of the fifth week of games must be made at the Parks and Recreation Department office and must be cleared by the Program Coordinator and the player must sign the official roster before he is eligible to play a game.**
- J. **If a team brings in a player after the fifth week of the season or during the playoffs without talking to the Program Coordinator prior, said team could forfeit all remaining games and possibly start the next session on probation or be forced to sit out the next session of basketball.**
- K. In case of discrepancy in eligibility, positive proof must be presented before the individual is eligible.
- L. A team using an ineligible player, upon proof, shall automatically forfeit the games played with this individual on the roster. This precludes any replay rules.
- M. Teams have up to the end of the fifth week of games to make any adjustments to their rosters.

V. Player Conduct

- A. **Managers, Coaches and/ or Captains are responsible for ensure the bench area is clean after each game.**
 - 1. **Failure to ensure the bench area is cleaned after each game will result in the manager, coach and/or captain getting a technical foul.**
 - 2. **The Program Coordinator reserves the right to issues these as needed.**
- B. Players are disqualified upon receiving their 5th personal foul.
 - 1. Personal fouls include technical fouls.
- C. **Players are disqualified upon receiving their 2nd technical foul and will be suspended for the next game.**

D. Dunking is not permitted.

1. **Any player who dunks will receive a technical foul and the points will not be counted.**

a) **1st offense: Technical Foul, Points do not count and ball goes to the opposing team and the player will be disqualified and suspended for the next game.**

b) **2nd offense: Technical Foul, Points do not count, ball goes to the opposing team and player will be suspended for three(3) games.**

c) **3rd offense: Technical Foul, Points do not count, ball goes to the opposing team and player is suspended for the remaining season and could face a one(1) year ban.**

E. Ejections:

1. **1st offense/ ejection: one(1) game suspension.**

2. **2nd offense/ ejections: three(3) game suspension.**

3. **3rd offense/ ejection: suspended the remaining season and could face a one(1) year ban.**

F. Technical Fouls:

1. **Any player who accumulates three(3) technical fouls will be suspended up to three(3) games. Program Coordinator discretion.**

2. **Any player who accumulates four(4) technical fouls will be suspended for three(3) games.**

3. **Any player who accumulates five(5) or more technical fouls will be suspended for the remaining season and could face a one(1) year ban.**

4. **After receiving a technical in a game the player must sit out of the game for approximately two(2) minute to provide a time for cool down.**

G. **Players will receive a technical fouls for harassing score keepers, stat keepers, Program Coordinator and/ or refs.**

H. **Should a player threaten violence to, strike a basketball official, which includes referees, scorer, stat keeper, timer, supervisor, custodial, or department member, he shall immediately be suspended and subject to possible suspension for life from any and all activities of the City of Fairview Park Recreation Department.**

I. **The City of Fairview Park Recreation Department will recognize and enforce any suspension of individuals as imposed by other organizations.**

J. **Any team receiving an unsportsmanlike technical foul in four(4) of the eight(8) game season will lose their spot in the league for the following basketball season.**

K. **Teams can be put on probation for excessive technical fouls, player conduct and unsportsmanlike behavior.**

1. **While a team is on probation if any player or team accumulates three(3) or more technical fouls the team will be removed from the league and lose its spot in the league for the next basketball season.**

L. **Any and all disciplinary action can be reviewed and is subject to change due to situations.**

M. **Free Throws:**

1. **Bonus will take effect on the 7th team foul in a half**

2. **Double Bonus will take effect on the 10th team foul in a half**

VI. **Starting Times and Forfeitures:**

- A. It is the responsibilities of the teams to be on time and ready to play at the schedule game time.
- B. All line ups will be turned into the official scorer five(5) minutes prior to the schedule game time.
- C. **THERE WILL BE NO GRACE PERIODS GRANTED AFTER THE FIRST GAME OF THE DAY IS PLAYED.**
- D. There will be a five(5) minute grace period granted for the first game of the day, then the game is forfeited.
- E. A team must have at least four(4) players to start the game.
- F. If a team forfeits any regular season or playoff game without prior notification of at least 48 hours to the Program Coordinator, the forfeiting manager, coach and/ or captain will be responsible for submitting, in cash, game fees for their team and their opponents as well. (Double Game Fees)
- G. Forfeit fees must be turned in prior to the first game in a check form.
- H. If any team managers, coaches and/or captains do not submit a forfeit fee at the above deadline or have arrangements put in place, they will not be permitted to participate in their next game or any after until arrangements have been made or the fee has been paid.
- I. In case of cancellation of game play due to inclement weather or poor driving conditions please contact the weather hotline at (216)670-0660. The hotline will be updated an hour prior to the first game.

VII. **Game Timing:**

- A. Two(2) 20 minute halves.
- B. **The last minute in the first half and the last two(2) minutes in the second half will be stopped on every whistle.**
- C. The game is over when one(1) team is up by 25 points or more with three(3) minutes or less to go in the second half or if one(1) team is up by 15 points or more with one(1) minute or less to go in the second half.
 - 1. This is to avoid injuries within the game.
- D. Clock will stop on all technical fouls and will resume once ball is in play.
- E. **Each team has two(2) timeouts a half.**
- F. **Overtime is a two(2) minute period.**
- G. **Teams will have only one(1) timeout per overtime.**
- H. **There is a max of two(2) overtimes at two(2) minutes apiece if the game is still tied at the end of the second overtime it will be recorded as a tie.**

VIII. **Standings and Stats:**

- A. **League will keep track of points per player**
- B. **League will keep track of rebounds per player**
- C. **League will keep track of technical fouls.**
- D. **League will keep track of defensive points given up during the season.**
- E. **In the event of a tie for first place, the following scenario will follow.**
 - 1. **Winner of head to head competition.**
 - 2. **Defensive points given up during the season.**
 - 3. **Total team rebounds.**

F. If there is still a tie after the following scenarios no awards will be given.

G. The Program Coordinator is not responsible for getting you a copy of the game sheets each week or throughout the season. However, there is no harm in asking if it is possible to get a copy of the game sheets

H. Awards are given to first place winners only, League and tournament.

IX. Playoffs

A. All players on the roster must play five(5) games in order to be eligible to participate in the playoffs

B. It is no longer just the responsibility of the opposing team to challenge the eligibility of the player in question. The Program Coordinator, Scorekeepers and Site Supervisor can now challenge the eligibility of players.

C. Any player not eligible for the playoffs that participates in a playoff game will automatically cause the team to forfeit the game. The forfeit could anytime before the next week of games. Teams will be notified with plenty of time to dispute the claim.

X. 6'2" and under only:

A. If a player's height is in question they will be measured with shoes off against the height measurement line noted on the gym wall. It will be the site supervisor's discretion whether to let the player compete or not based on their height. By rule ALL players on the roster must be 6'2" or under in height to be eligible to participate.

B. It is the opposing team's responsibility to challenge the height of a player before the game starts. If the opposing team does not challenge once the game starts they cannot challenge at all.

XI. Protesting:

A. The only legal protest is one which involves an interpretation of playing rules.

B. A protest based on a play which involves an official's judgment is not legal and officials are instructed not to accept protest of this nature.

C. A protest, to be legal, must be written and turned into the Program Coordinator no later than 24 hours after the verbal protest and accompanied by the protest fee which is \$50.

D. The protest fee is returned if the protest is upheld.

E. Process of protesting:

1. The protesting manager, coach and/ or captain shall immediately notify the official of the fact that he is protesting.

2. This shall be done before any succeeding play begins.

3. The official shall announce that the game is being played under protest, but failure of the official to make this announcement shall not affect the validity of the protest.

Adult Basketball League Rules and Regulation Agreement

I, _____ (Manager, Coach and/or Captain), understand the rules and regulations of the league. My _____ (team name) will be notified of these rules and regulations.

Manager, Coach and/or Captain Name: _____

Manager, Coach and/or Captain Signature: _____

Team Name: _____

Date: _____

Program Coordinator Signature: _____ Date: _____