

# Saratoga Springs Recreation Adult Basketball Rules

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## Eligibility:

- An eligible player is defined as a player who is 18 years of age, and who is officially registered on the team roster and has signed all applicable waivers.

## Captain Responsibility:

- Captains are responsible to have their players read and understand the “League Rules” and the “Code of Conduct” as well as player behavior. Your team will be held accountable for the information contained therein.
- Captains will act as the team spokesperson and will be the only player to address the official or staff.
- Communicate league information to the team
- Manage team roster
  - Player eligibility

## Rosters:

- All players must be registered and signed all applicable waivers before they are able to play.
- Rosters are online
  - Log into Team Sideline, Manage Rosters, Add to Roster
  - If players are not added online, they need to sign in at the gym
- Using an illegal player will result in a forfeit (can be reported by the Recreation department or opposing team to scorekeeper). If an unregistered player plays under the name of another player on the roster, both the registered player and the unregistered player become ineligible to participate for the remainder of the season.
- Maximum awards per team is 10
- Players are only allowed to be on one team’s roster

## Jewelry:

- Jewelry and any type of hat or bandana are not permitted while playing. These restrictions are for your safety. If the match is stopped in order to remove jewelry, a time out will be assessed.

## Uniforms:

- Teams will provide their own numbered jerseys
  - Reversible jerseys are preferred

## Forfeits:

- Teams may play with four players

- Fifth player may check into the game at the next dead ball (after checking in with the score table)
- If less than four players, the team will be given a 5 minute grace period (beginning at game time) before forfeit is declared.
- Forfeited games will not be officiated
- Forfeits are not tolerated, teams will be charged a \$50 penalty for the 1<sup>st</sup> forfeit and will be dropped from the league if a 2<sup>nd</sup> forfeit occurs.

### Game time:

- Players check in with scorekeeper prior to game time
- Warm-up will be allowed, dependent on schedule
  - Home team should warm up and start on the basket opposite their bench
  - Bench side is determined by score clock
- Each team is allowed two one minute time outs per half, time outs do not carryover
  - One timeout will be issued for OT
- Overtime is three minutes, with clock stopping during the last minute
  - OT begins with a jump ball
  - Fouls remain
  - Bonus remains
  - No double OT
- Two 18 minute halves
  - Clock stops during the last two minutes of each half
  - If a team is leading by 15 or more points in the 2<sup>nd</sup> half, the clock will not stop

### Technical:

Any player with a technical foul (these are technical fouls or Code of Conduct violations) during the regular season and post-season will be penalized as follows:

- 1st Technical = Two free throws for the opposing team plus possession.
  - The player receiving the technical foul will sit out for ten (10) minutes of game time from the time it was given.
    - Players receiving technical fouls with less than ten minutes in the first half will sit the remainder of their time in the beginning of the second half.
    - If there is less than ten minutes left in the game, the remainder of their time will be assessed at the beginning of the next scheduled game.
    - The player must be present to sit out their time.
- 2nd Technical (received within same game) = Minimum suspension for 1 game.
  - Any player who receives a 2nd consecutive technical (these are technical fouls for conduct or Code of Conduct Violations) or is ejected from a game will be placed on probation and must leave the facility immediately. Failure to do so will carry a suspension for the remainder of the season and forfeiture of the game.

- If allowed to remain in the league the player will also be required to pay a \$25.00 penalty fee to be reinstated onto the team.
- 3rd Technical (cumulative regular and post season) = Suspension for the remainder of the season at a minimum and possibly a lifetime suspension at a maximum.
- If a team receives seven (7) cumulative technical fouls throughout a season (both regular season and post-season) the team will be dropped from the league schedule for the remainder of the season. NO REFUND WILL BE GIVEN!
- Game ejection will occur upon receiving two technical fouls in one game. Serious conduct violations may warrant additional disciplinary actions.
  - If a player is ejected, the Captain is also removed from the game. Captains will not be suspended from the upcoming game and the Captain's exit will not count toward the cumulative technical fouls.
  - Forfeit rules will apply if less than 5 players
- The team captain can file an appeal within 24 hours of any incident. It must describe what happened and why they are appealing the technical/suspension. The appeal must also be signed by all other players on the team. The Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the basketball program.

### **Spectators:**

- Food and drink (besides water) are not allowed in the gyms
- If bringing kids, please plan on having a responsible party watch them. Players are not considered a "responsible party" while playing.
- Rec staff will not be responsible to supervise children

### **Tournament:**

A single elim with semi-final consolation tournament will be played at the end of the regular season (subject to change). To be eligible for tournament play, players must be on the roster/signed and have played during the regular season.

- Tournament ranking will be determined by regular season win and loss record
- Teams will be divided into an upper and lower bracket
  - Awards will only be given to the first place/champion teams
- Tie-breakers will be used in this order:
  - Head to head
  - Record vs. higher seed
  - Strength of schedule
  - Good ol' fashioned coin toss
- Game time is forfeit time
- All regular season rules apply
- Use of illegal player(s) will result in forfeit

**Program goal and outcome:**

The goal of all recreation programs is to allow participants an opportunity to play a sport, get some exercise, be a team player, and be a good sportsman.

Adult recreation is no different, but since we're all adults- sportsmanship and respect are held to a higher standard.

This is respect for recreation staff, officials, the other team, school gyms, and school staff.

Please keep that in mind this season.

Thank you for your cooperation, your registration and have fun!