

## WILLAMALANE PARK AND RECREATION DISTRICT ADULT BASKETBALL LEAGUE RULES

**It is the responsibility of the team representative to educate all team members of the contents with regards to the Rules and Regulations. All decisions pertaining to the league will be handled under the presumption that all players participating know all the following rules and procedures.**

### **PART 1-PROGRAM PHILOSOPHY & MANAGEMENT**

1. The Willamalane Park and Recreation District basketball leagues are designed to meet the recreational needs of the participants. All problems will be handled following a recreational philosophy.
2. Upon entering the program, all teams and players agree to abide by the district's basketball Rules & Regulations. Any team or player behaving in a manner unbecoming to the district may be expelled from competition for the remainder of the year and also be denied a place in any of the district's leagues the following year.
3. The Willamalane Community Athletic Supervisor will handle any problems, complaints or other matters that pertain to the respective leagues. The athletic supervisor will be the final authority on any matter pertaining to the program.

### **PART 2-GENERAL PROGRAM POLICIES**

1. There will be no refunds once the schedule is printed, not even if a team or player is expelled from the league.
2. Current professional and varsity college or high school basketball players will not be allowed to compete in the winter league. However, any player that was cut, quit or red-shirted during the current season may participate. Any player who has completed their eligibility at their current school may participate in the spring league.
3. Players must be 18 years old prior to participating in their first game. No exceptions.
4. Insurance: All players are responsible for their own insurance. All players must understand that there are inherent risks while participating in an athletic endeavor and must assume those risks.
5. The final roster is limited to 16 players and must be turned in at the district office at registration. Add and drop forms may be used for additional players up until the third league game. These forms are available at the gyms and district office. If the form is not completed, the player is considered ineligible and the team will forfeit every game in which he plays.
6. No person will be allowed to play on more than one team in the Willamalane Park and Recreation District basketball leagues. Players violating this rule shall be suspended for the season. Further sanctions may be applicable.

7. No tobacco, swearing or drinking of alcoholic beverages will be allowed **anywhere** in the school building or surrounding school area. Players seen drinking or using tobacco products on school premises prior to their scheduled game will be disqualified from participating in the game. The same ruling applies to obviously intoxicated players.
8. No food or non-water beverages allowed in the gym. This applies to both players and spectators. These items may be consumed in the hallways next to the gym.

### **PART 3-LEAGUE GAME RULES**

#### **A. PLAYING TIME**

1. The current National Federation of State High School Association Basketball Rules will govern play.
2. A 13-minute running clock quarter system is in effect. However, during the last three minutes of the fourth quarter, a stop clock system will be used, but only if there is an eight-point spread or less at the three minute mark. \*If there is more than an eight-point spread going into the last three minutes of the fourth quarter, teams will play running time even if the spread becomes less than eight.
3. Be sure to check your schedule for game times. Normally the first game of the evening will start at 6:20 p.m. (spring) or 8:10 p.m. (winter) **SHARP!**
  - A. **Game Time is forfeit time.** If by starting time a team does not have five registered players, a forfeit shall be issued and both teams may elect to play an officiated scrimmage or use the gym time for basketball related activities. Teams must have at least four players per team and all players must be registered that participate in the officiated scrimmage. All Willamalane Rules and Regulations will apply to scrimmage games. This includes technical fouls. Games may be shortened in length to accommodate the next scheduled game. The results will not count in the standings. Forfeits will be recorded as 2-0.
  - B. If a team forfeits two games during the season, it will be suspended from the league and lose its returning team status the following year.
  - C. Time between games will be eight minutes unless the first game ended late, in which case the officials will allow the next teams at least five minutes warm up.
  - D. There will be a maximum of five minutes between halves. If in the official's discretion the first half was unusually long, creating a possible late start for the second game, the officials can cut the time between halves to a minimum of three minutes (this allows for a more timely start and timely ending for all games).
  - E. There will be a one-minute rest between the first and second quarters and the third and fourth quarters.
  - F. Each team may have two time-outs per half. Unused time-outs from the first half do **not** carry over to the second half. The clock will start when the ball becomes alive (e.g., when it is touched by a player on a throw-in or on a missed free throw). Federation rule #6.
4. The one-on-one free-throw situation will be in effect on the seventh team foul of each half and on the 10th team foul, two shots will be awarded.
5. Any game ending in a tie will go into a two-minute overtime (stopped time will be used). One additional time-out per team will be allowed, plus any left over from the second half may be carried over. The team that is ahead at the end of the overtime will be declared the winner. If the

score is tied at the end of overtime, the game will go into sudden death. The team scoring the next point will be declared the winner.

6. A jump ball will start the beginning of the game, overtime and sudden death. Alternating possession will be in effect the remainder of the game.

## **B. PLAYERS EQUIPMENT/SCOREKEEPERS**

1. Teams must have permanently numbered jerseys of the same color by the second league game. Uniforms must have numbers on both the front and back. Players not properly attired may be disqualified from playing that night. In case two teams have the identical colored uniforms, the visiting team listed on the schedule will be provided alternative uniforms. Please check the uniform color of each team.
2. The **HOME** team is responsible for providing the game ball.
3. Scorekeepers are provided. It is the responsibility of each team captain to fill out a roster of the player's names and numbers in the scorebook prior to the start of the game. Scorebooks must have both **FIRST AND LAST** names and must be readable. All players must be listed in the scorebook prior to entering the game. Failure to comply will result in a two-shot technical. Players arriving late can be added to the scorebook with no penalty.
4. The official book's running score will be final.
5. All players must have identification on them. \*See rules on last page.
6. **Jewelry:** Any exposed jewelry is not permitted. This includes rings, bracelets, necklaces, belt buckles, all earrings and other body piercings. Emergency medical necklaces or bracelets may be worn as long as they are taped or wrapped to the body. Any player found to be wearing illegal equipment will be asked to leave the floor.

## **C. LEAGUE RULES & REGULATIONS**

1. In the event that teams in first place end the season with identical records, a co-championship will be awarded. For tournament seeding with teams having identical records, the standing will be determined by the point-spread difference figured on the games played between the team(s) involved. **THERE WILL BE NO PLAY-OFF GAMES TO DECIDE STANDINGS.**
2. Because of past damage to school equipment, the **SPRINGFIELD SCHOOL DISTRICT** has requested a **NO-DUNK** rule. This rule shall be in effect before, during and after both league and tournament games. Each dunk during the game or warm-up drills will result in a two-shot technical foul being called. The offending player will also be **EJECTED** for the remainder of the contest and suspended for their next scheduled game. Any player reported to have dunked after a game will be suspended for their next scheduled game. Dunking during the last game of the season will result in a multiple game suspension at the beginning of the next season. Malicious grasping of the rim is considered the same as dunking and will be assessed as such.
3. Personal and technical fouls are combined and used towards the five total for player's disqualification.
4. Personal and technical fouls are also combined to reach the bonus that begins with the seventh team foul in the half.

#### D. PLAYERS CONDUCT CODE

1. Any malicious or hostile action on the part of a player or team, against players, officials, scorekeepers or spectators **WILL NOT BE TOLERATED**. Any player, who is removed from two ball games for unsportsmanlike conduct or accumulates a total of four technical fouls during league play, will be automatically be suspended for 12 months, starting the time of the suspension. Any player who has been ejected from the game **must** leave the gym. It is the responsibility of the team captain to ensure this occurs. If the offender refuses to leave immediately after a warning to the team captain, the officials will forfeit the game to the opposing team. Any player ejected from the game will **automatically** be suspended from his next scheduled game.
2. No player shall at any time shove, push, threaten or lay a hand upon an official before, during or after a game. The official shall immediately suspend the offender from the game and report such incidents to the athletic supervisor, who will take such action as deemed necessary.
3. No player shall physically attack, make threatening gestures toward, or strike an official, player, scorekeeper or spectator. Officials will automatically suspend offenders from the game. The penalty for striking anyone associated with a Willamalane athletic activity is expulsion from the league plus a 12-month suspension.
4. Any individual who leaves the bench area when there is an altercation will be ejected from the contest. Players must stay on the bench or risk being ejected.
5. No player shall direct abusive and/or vulgar language attacks on any officials, players, scorekeeper or spectators during the game.
6. **Taunting.** No player or team shall taunt or **trash talk** an opponent. Technical fouls may be given for violating this rule.
7. Any player receiving a technical foul for unsportsmanlike conduct must leave the court for five minutes of playing time. The player may be replaced by an eligible teammate. The penalized player may return on the next dead ball after the five minute penalty period has elapsed from the scoreboard clock. Any player receiving **two** technical fouls for unsportsmanlike conduct during a game will be ejected from the game. Any player ejected from a game will **automatically** be suspended from the next scheduled game.
8. Any team accumulating **three** technical fouls for unsportsmanlike conduct during a game shall forfeit the game. A reminder that any team forfeiting two games during the season will be suspended from the league and lose its returning team status the following year.
9. If a player displays behavior towards an official after the game (in the gym or outside) that would result in a technical foul during the course of the game, this behavior will be considered as such in terms of the four technical fouls a player is allowed to accumulate before being suspended from Willamalane athletic activities for one year. Such conduct of players towards officials after the ball game will not be tolerated and may result in further disciplinary action.
10. **ONLY** the team captain, identified before the start of the game, shall converse with the official over any rule or decision made concerning a particular incident during the game.
11. The officials have full authority to stop any game, remove any player or take any action necessary to assure proper playing conditions.

12. Teams and team managers are responsible for helping control the conduct of their spectators. Abusive behavior by any spectator towards officials, staff, or opposing players could affect the eligibility of a team.

### **WILLAMALANE POINTS OF EMPHASIS AND NEW RULES IN EFFECT**

1. Game time is forfeit time. Teams must have five registered players ready to play.
2. Any player who dunks/grasps the rim **AT ANY TIME** (before, during, or after) **WILL BE EJECTED FROM THE GAME** and suspended for their next scheduled game. The ejected player must also leave the gym.  
Dunking during the last game of the season will result in a multiple game suspension at the beginning of the next season.
3. **Player Identification**-Team managers or the athletic staff may inquire about an opposing players eligibility before or at any time during the game by approaching the official during the quarter or half-time breaks and requesting proper ID as proof (see proper ID below). It is too late to request ID after the game is completed. All players should be advised to have ID present at all games. The player(s) in question may not participate until ID has been presented to the official. The official will record the players name and report the player's name to the athletic staff for verification. To protest player eligibility, teams must ask for an ID check during the game. Protests will not be accepted after the completion of the game. **NO EXCEPTIONS!!**

**PROPER ID** - Picture identification showing players name (e.g. drivers license, Oregon ID card, student ID, passport).

4. **Bleeding:** For the safety of all involved, participants will not be allowed to participate following an injury where blood is present, until proper bandaging of the injured area, which prevents any and all leakage and the removal of any tainted clothing articles has occurred. Participants returning to play should first check in with the official to determine if no further risk to themselves or others is apparent.
5. A team-control (player-control) foul is now a non-shooting foul. A throw-in will now be awarded at all times. An example would be a charging foul. Rule 7-5-5.
6. **Jewelry:** Exposed jewelry shall not be worn. See Rule B5.
7. **Free Throw Lane Spaces Changed (8-1-4b,c&d):** During a free throw, all players will move up one lane space, leaving the two marked lane spaces closest to the end line vacant. **From 2008-09 season.**
8. Any item, in the referee's judgment, that constitutes a safety concern is not permitted. **New 2009-10 season.**