

# Northville Parks and Recreation - Adult Basketball League

## **RULES AND REGULATIONS**

Revised September 2009

(Please see the Adult League Handbook for rules not covered in these guidelines.)

### 1) **LEAGUE DIVISIONS**

When appropriate, **AA** (higher), **A**, and **B** leagues will be formed. Otherwise, leagues will be **OPEN**, that is, filled with any teams choosing to play on a given league night.

### 2) **SCHEDULES**

Schedules, blank Rosters, Rules, Scores and Standings will be emailed to team managers and will also be available: at the scorers table and on the Northville Parks and Recreation website at: <http://www.northvilleparksandrec.org/LeaguesAndClinics/AdultBasketball.htm>.

### 3) **ROSTERS**

- a) Maximum of **12** players per team.
- b) All players **MUST** be on the Roster in order to be eligible to play.
- c) All players must complete all requested information and sign the roster (**and provide a copy of driver's license or pay stub if claiming Northville resident status**).
- d) Final Rosters are to be turned in by the 3<sup>rd</sup> game of the season.
- e) Players may be added to the roster until the 5<sup>th</sup> game (as long as you remain at/below 12 total) but **only players with 3 or more games played are eligible for playoffs**.
- f) **NO NEW PLAYERS may be added or may play after the 5<sup>th</sup> game.**
- g) Adult League players must be 18, or turn 18 by the end of the season. Players who are not 18 by the 1<sup>st</sup> scheduled game must submit a signed parent/guardian consent form.

### 4) **RESIDENTS**

- a) Resident players are those **who live or work full-time year-round in Northville**.
- b) **Resident status is proved via copy of driver's license or a 40 hour per week annualized paycheck stub showing year-to-date earnings.**
- c) Non-resident players pay an \$18 fee per player. You may have up to 12 non-resident players. Non-resident fees are due in **with the Final Roster by the 3<sup>rd</sup> game**.

### 5) **MRPA STATE CHAMPIONSHIP TOURNAMENTS**

- a) **FALL** Men's **AA** League Champions may compete in either **A** or **AA** division
- b) **FALL** Men's **B** or **Thursday** League Champions may compete in the **A** or **B** division
- c) 30+ and 40+ teams may compete in the appropriate age divisions, as available
- d) **FALL** Women's League Champions may compete in the appropriate Women's division.

### 6) **AWARDS**

League Champions will receive individual championship T-Shirts or trophies.

7) **GAME PROCEDURES**

- a) MI High School Athletic Association rules will be in effect unless otherwise stated.
  - i) Games are 2 twenty minute halves, running time, except **the last two minutes of each half, which is stop clock. Half time will be 4 minutes.**
  - ii) Bonus shots begin on the 7th foul. Double bonus after the 10th foul.
  - iii) Players **FOUL OUT on the 5<sup>th</sup> foul.**
  - iv) Technical fouls count as both a personal and a team foul.
  - v) Each team is allowed **3 time outs per game**, which may be used at any time.
  - vi) If a team is ahead by 20+ points in the last 2 minutes of **the 2<sup>nd</sup> half**, the clock runs.
- b) **Game time is forfeit time (exception: teams may receive up to 5 minutes of warm-up if a preceding game runs over).**
- c) Lineup must be in the book **BEFORE** game time.
- d) **Players MUST wear NUMBERED shirts** of the same (or similar) color. A technical foul will be assessed for each player without a visible number.
- e) If teams wear the same color, coin flip will determine which team wears pinnies.
- f) Must have a **minimum of 4 players to start a game.** May continue with any number.
- g) Referees: Two MI state-certified referees will be provided per game. Each team pays one referee \$25 **prior to the start of each game.** Failure to pay constitutes a forfeit.
- h) **Protest:** referee/head scorekeeper/league coordinator will check player ID against the roster - if no roster or the questioned player is not on the roster game will be forfeited.
- i) Ties: Extra periods start with a center tip and an additional time out.
  - i) In the event of a tie at the end of regulation play, OT will be **2 minutes stop clock.**
  - ii) If a tie exists at the end of the overtime, **sudden death will follow.**
  - iii) Exception: Championship game will be stop clock OT's until winner is determined.
- j) Rank ties will be decided by: 1) record vs each other 2) point differential 3) coin toss.
- k) In Position Round season, teams ranked 1 and 2 play for Champion, regardless of record.

8) **FORFEITS**

Games played with non-rostered players are **AUTOMATICALLY** forfeit unless using Option 2 or 3, below, to save the forfeit fee. **The Captain of the team with enough players must select an option and sign the scorebook with it, prior to the start of the game. Playoff games with non-rostered players MUST be forfeit.**

- a) Option 1: **FORFEIT** – neither team pays referee - **there is no game & full team wins**
- b) Option 2: **TAKE THE WIN** - the team with fewer than 4 players may pick up players, referees are paid and play out the game - **the loss will still apply**
- c) Option 3: **PLAY IT OUT** - the team with fewer than 4 players may pick up players, referees are paid and play the game out - **the final score will stand.**
- d) Teams with NO forfeits (or indicated rules violations) **and** who have paid ALL APPROPRIATE non-resident fees, will receive the \$100 forfeit fee back after the season ends. Any forfeit/violation loses the whole \$100 (see exceptions above). At 2<sup>nd</sup> forfeit, team will be removed from league and may not be able to return.

9) **DUNKING**

**There is NO: DUNKING, GRABBING OR HANGING ONTO THE RIM OR THE NET allowed: before, during or after the game.**

- a) No points, a technical foul and **player will be suspended for that game and the next.**
- b) 2<sup>nd</sup> dunk by a team, player receives penalty above **and the manager will also.**
- c) 2<sup>nd</sup> dunk by the same player, player will be **EJECTED** from the league **and the manager** will be suspended for that game and the next.
- d) **Dunks during playoffs will ALSO result in loss of Forfeit Fee.**

2) **SUSPENSION/EJECTION**

- a) Any player **SUSPENDED from a basketball league** will be suspended from **ALL** Northville Parks and Recreation basketball leagues and events for the same period
- b) Any player **EJECTED from any sports league** will be suspended from **ALL** Northville Parks and Recreation leagues and events and must attend a hearing before returning.

10) **FIGHTING/PHYSICAL CONTACT/VERBAL ABUSE/PROFANITY**

**Inappropriate behavior WILL NOT BE TOLERATED.**

- a) If a player has unauthorized physical contact with another player, or verbally abuses a referee that player will be issued 2 technicals and suspended **for that game and the next.**
- b) In the event of a similar incident by another player on the same team, the player **and the Captain** will both be suspended for that game plus the next.
- c) In the event of a 2<sup>nd</sup> incident by the same player, that player will be **EJECTED** from the league indefinitely **and the team Captain** will be suspended for that game and the next.
- d) **ANY physical contact with referees will result in EJECTION from the league.**

11) **SEVERITY OF INCIDENT OR REPEAT VIOLATIONS**

In an instance of grossly inappropriate behavior or repeated violations, player and Captain will be scheduled for a hearing with Northville Parks and Recreation staff to determine whether he/she may be allowed to play in the league or re-register in future leagues.

12) **FACILITY GUIDELINES**

- a) Smoking is prohibited in any Parks & Recreation facility. Violation is a forfeit.
- b) Consumption of alcohol is prohibited at all times. Individuals/teams violating will be suspended and game will be forfeit.. If it was a loss, an additional loss will be recorded.
- c) Children must be **continuously supervised** by an adult not playing. Children causing play to stop will cause the team to be warned. Repeat violations will be cause for forfeiture.
- d) **Northville Parks and Recreation is not responsible for the safety of guests/children/items you bring with you to the league.**