Mauldin Sports Center Adult Basketball League Rules

I. Game Rules

A. Line-up cards

Line-up must be turned in at least 5 min before

game or else a 2-point automatic technical foul may be assessed.

B. Game Time

Each game will consist of two 20-minute halves

with a running clock. The clock will stop only on injuries and during the last two minutes of the 1st & 2nd half of the game on dead balls such as; fouls, in bounding of ball, or an injury (if a player is injured, he will not be allowed to return to game for at least 5 min of game clock). In the case of a team losing by 15 or more points or in the final two minutes and a team is losing by 15 points or more the game the clock will continue to run.

C. Personal fouls

A player will be allowed 5 personal fouls per game, on the 5th foul the player will have fouled out of the game. On the 7th team foul, 1 and 1

foul shots will be awarded. On the 10th team foul in a half, 2 foul shots will be awarded.

D. Technical fouls

Clock does not stop on technical fouls. Two points

will automatically be awarded and possession will remain to the team who had

possession at the time of interruption.

Definition: An unsportsmanlike foul is a contact or non-contact technical foul,

which consist of unfair, unethical, or dishonorable conduct. Use of any profanity,

inappropriate language, or obscene gestures is unsportsmanlike.

Penalties:

1. If a player receives two technical fouls in one game, he/she

will be ejected from the game and must immediately leave the gym area. The player will

also be suspended for the next scheduled game. (If that player does not leave the gym in a

timely manner his/her team will forfeit the game)

2. If a player is ejected twice in one season, he/she will be suspended for the remainder of the season and playoffs.

3. All technical fouls will result in automatic two points. No shots will be taken.

E. Free throws

Players will be able to move into the lane on free throws as soon as the shot leaves the shooters hand.

F. Timeouts

Two 30 second timeouts will be awarded per half to

each team. One time out will be allowed for each team in an overtime situation. Timeouts

are not cumulative, so they do not carry over.

G. Halftime

Halftime will be 4 minutes long.

H. Overtime

Overtime will be a 3-minute running clock period.

The clock will only stop for free throws, injury, timeout (1 timeout per team), or the last minute of the OT.

Double overtime

If at the end of the first overtime the score is still tied, teams will play an additional overtime with a 2 minute running clock and one timeout per team.

Triple Overtime

If at the end of the second overtime the score is still tied, teams will play an additional overtime with a 2 minute running clock and one timeout per team. If at the end of the third overtime a team has not won.

I. Forfeits

If at the time of scheduled game, a team does not have the minimum number of players to start a game (4) a five minute grace period will be granted

to allow other members to arrive. If at the end of the grace period they still do not have

enough members to start a game it will be declared a forfeit.

More than two (2) forfeits during the season will also result in the removal of your team from the schedule without a refund. A team will only

be allowed this grace period 2 times during the season. (The gym supervisor's clock is

the official clock)

1. A player leaving the team for any reason (ejection, foul out, injury, etc.)

that cause their team to drop below 4 players will result in a forfeit.

J. Dunking

Dunking will be permitted/No hanging on the rim. A player that dunks and hangs on the rim will be charged with a technical foul and basket

does not count. NO EXCEPTIONS (the discretion of the officials to give tech on

hanging) NO DUNKING IN WARM-UPS

K. Game Ball

The game ball will be provided by the Mauldin Sports Center. The ball will be an official men's size indoor basketball. If both teams decide that they do not like the ball provided, they will be able to use another ball of their choice as long as both teams agree on the ball. If not then the Mauldin Sports Center ball will be used.

L. Referee Fee

Each game played there will be a $28 referee fee paid by each team. This can divided up between each player or one player can pay for his rotation throughout the season. It's whatever the teams deems best for the team. Failure to pay the referee fee will result in a forfeit and you will not be able to play the game.

(All other rules will be standard NCAA rules, such as 3 seconds in the key, goaltending, 10 seconds to get the ball pass half court, etc.)

II. Rosters

A. Team rosters must have a minimum of 7 players and are limited to a maximum of 12 players. **All players must be registered with the league**. If found that there is an active player on your team that has not register or paid league fee, your team will forfeit that game.

B. Players in the Mauldin Sports Center adult basketball league may only participate for one team in each league. Any player found participating for more than one team without approval by Program Coordinator will be suspended for 2 games.

C. Rosters will be frozen after the 2nd game. No Additional players can be added or subtracted to your roster. Request can be made to the Program Coordinator to add a player for another incase of uncontrollable circumstances like moving out of state. Request may be accepted or denied by Program Coordinator.

D. **Players must have photo ID available at all games**. ID checks of players will be done before each game. Any team found guilty of playing a person who is not registered will be charged with a forfeit of that game. That player and manager may

not be eligible to participate for the remainder of the season.

III. Manager's Responsibilities

A. Attend mandatory managers meeting.

B. Make sure that all team members are informed about information in this and any other information provided by the Mauldin Sports Center regarding the adult basketball league.

C. Make sure that the roster of your team is kept up to date every game.

D. Notify the program coordinator of any changes to team manager or any change of information about team manager (phone numbers or email address).

E. Make sure that all players are registered or have permission to play.

F. Inform all players of game dates and times.

G. Be aware of all information that may be e-mailed to you and of all information posted at the gym about change of schedules, tournament information, league standings, rule changes, etc.

H. Make sure that line-up cards are turned in to the program coordinator or scorekeeper at least ten minutes before game time with players **first and last names.**

I. Be responsible for the distribution of players' game jerseys.

J. Be responsible for your teams actions while participating.

K. Abide by all league rules as stated.

IV. Injuries and Liabilities

A. The Mauldin Sports Center, Mauldin Parks and Recreation, or City of Mauldin will not be liable for injuries to players, nor for items lost, stolen or broken while participating in the gym.

B. The Mauldin Parks and Recreation or City of Mauldin does not provide insurance while playing in the adult basketball league. Participation in our Adult Basketball league is strictly voluntary.

V. Communicable Disease or Blood Rule

A. If a player suffers a laceration/wound of any kind and blood or any other type of bodily fluid is present, game play will immediately be stopped.

B. The player will be removed from the game and will not be allowed to re enter until the bleeding or leaking is stopped and the wound is adequately covered.

C. If a legal substitute is available, he/she will enter the game to replace the injured player and play will continue.

D. If no substitute is available, the game will be stopped for 5 minutes to allow the injured player to properly dress his/her wound.

E. The player will be allowed to re-enter the game only with the official's approval. This means that the bleeding or leaking must be stopped and the wound is properly dressed. Any article of clothing that is saturated with blood must be removed and replaced.

VI. Attire

A. Shirts

All players will be required to wear a game jersey with a visible number the same color as their team. If a player does not have a matching jersey but has a similar color, if allowed to play there will be 2-pt. technical per player not in uniform.

C. Shorts

Players will be required to wear athletic shorts or pants during game play. No “sagging or low riding” will be allowed. (If a player is seen “sagging or low riding” a warning will be given the first time by the official. The second time will result in a technical foul).

D. Shoes

Players will be required to wear athletic shoes during game play**. NO EXCEPTIONS.**

E. Jewelry

No jewelry will be allowed during league games. This includes earrings, bracelets, watches, necklaces, rings, or any other type of jewelry a game official sees as a potential hazard.

VI. Results and Standings

A. The results and standings of each team in the league will be posted at all times in the gym area. Please do not call the Mauldin Sports Center to ask about league standings.

VII. Pick-up Players

A. You must have permission from Program Coordinator to have a non-roster player to play in your game. Only way to have a Pick-up player is if you don’t have enough players to start the game. If during the game your roster player shows up your pick-up player must stop playing on the next dead ball, and may not reenter the game. The pick-up player cannot be on another team in your league. And if allowed to play that player may not play again for the rest of the season, only used for one game. During Playoffs you cannot pick a player up.

VIII. Misconduct & Ejections

A. Zero Tolerance Rule- The Mauldin Sports Center will be enforcing a “zero tolerance rule”. Any player using foul language or taunting will be punished either by a technical foul or being removed from the game immediately without warning. If the ejection

happens to cause the team to have less than the required number of players (4) then the result will be a forfeit. Before the game a warning will be given to each team by an official so that all players are aware. Any foul language loud enough to be heard by officials, fans, or other players will be acted upon immediately.

Gestures or phrases include but are not limited to the following:

Derogatory comments to officials, fans, staff, or other players
Flipping people off
Tossing, throwing, slamming, or kicking the ball or any other object

IX. Authority of Referees

A. Referees hold all right to make calls as they see fit. The only players that reserve the right to talk to officials during a dead ball are the captains of the teams, and only to discuss rules not a judgment call. All players must treat any official with respect and decent manner.