



PARKS & RECREATION DEPARTMENT



2012 ADULT MEN'S BASKETBALL RULES & REGULATIONS

****Updated 10/4/11****

I. CONTROL

1. There will be a Board of Control composed of the manager/coach of each team and the City of Gastonia Athletic Supervisor, who shall act as Chairman.
2. The manager/coach of each team will be responsible for the conduct of his/her team and spectators, and/or affiliated people before, during and after each game.

II. GAME TIME, SCHEDULES AND FORFEITS

1. Each team is required to submit their lineup to the official scorekeeper five (5) minutes before game time. Coaches/Managers are responsible for making sure their lineup is correct.
2. There is no grace period. Game time is forfeit time.
3. A team must have at least 4 players at the scheduled game time to begin the game. A team failing to have the required number of players at game time will forfeit.
4. In the event that both teams are not ready to play at game time, both teams will be charged with a forfeit.
5. Any team that forfeits as many as three (3) games during the season will be dropped from the schedule. There will be no refund. Exception: A team can be put back on the schedule with a \$50 fee paid to the Trophy Fund. After a fourth forfeit, a team will be dropped for the remainder of the season.

III. TEAMS/ROSTERS

1. Rosters are limited to a minimum of eight (8) players and a maximum of twelve (12) players.
2. No roster shall have more than three (3) players under the age of 18.
3. A player's name that appears on two (2) rosters will be locked into the team that he/she plays with first.
4. Rosters must be filled out completely and turned into the Athletic Supervisor before the team's first game.
5. All participants must complete and sign the team roster in order to be eligible to participate.
6. Individual players will be charged a \$5.00 fee in order to be added to a team's roster after the start of the league.
7. Roster additions/deletions must be filed and turned in to the Athletic Supervisor by 5:00pm the day the player is to become eligible.
8. Roster additions are allowed until the last two games of your teams' schedule.
9. All players must participate in two (2) regular season games to be eligible for tournament play.

IV. PLAYER ELIGIBILITY

1. All participants must complete and sign the team roster to be eligible to participate.
2. Individuals may not play for two (2) teams.
3. A player's name that appears on two (2) rosters will be locked into the team that he/she plays with first.
4. All players must be at least 16 years old by January 1st of the current year. Players who are 16 or 17 years of age must have a participation form signed by their parents.
5. All games in which an ineligible player participated in will be counted as forfeits.
6. Any player confirmed to be ineligible will be suspended for two (2) games.
7. Any manager/coach knowingly or willingly playing an ineligible player will also be suspended for three (3) games.
8. Ineligible Players: Professional Players, College Players, High School Players (They may not play even after their season ends.) Players who do not attend the church in which they play, Players who do not work 24 hours per week as a full or part time employee for which the company they play.

V. CHURCH LEAGUE ELIGIBILITY

1. Players must attend the church in which they play.
2. The minister of each church shall sign the official roster and addition forms to verify that each player is a part of the sponsoring church.
3. All players must participate in at least two (2) regular season games to be eligible for tournament play.

VI. INDUSTRIAL LEAGUE ELIGIBILITY

1. Any full or part time employee of the sponsoring company is eligible to play in this league if they work twenty four (24) hours per week.
2. The Personnel Director or Plant Manager must sign the official roster and addition forms to verify player eligibility.
3. All players must participate in at least two (2) regular season games to be eligible for tournament play.

VII. OPEN LEAGUE ELIGIBILITY

1. Players must participate in at least two (2) regular season games before the mid-point of regular season to be eligible to participate in tournament play.
2. Roster and addition forms must be completed and turned in to the Recreation Department by the team manager.

VIII. PROTEST

1. Teams may protest Ineligible Players at any time during the game, but before the final buzzer of the game, at which point teams must inform the officials and/or Parks and Recreation staff and have the protest noted in the official scorekeepers' book.
2. If Parks and Recreation staff is on hand, the staff will collect the \$35 protest fee and check the player/players in question. If the player/players are found to be ineligible, the game will be declared a forfeit and all games in which the player/players participated in will also be ruled a forfeit. The protest deposit will be refunded if the protest is upheld.

3. If Parks and Recreation staff is not on hand, teams must still complete the game and the ineligible player/players may be protested by 5:00pm the next business day. The protest must be filed with the Athletic Supervisor in writing along with a \$35 deposit. If the player/players are found to be ineligible, the game will be declared a forfeit and all games in which the player/players participated in will also be ruled a forfeit. The protest deposit will be refunded if the protest is upheld.
4. The Athletic Supervisor will honor no other protest.
5. All players are expected to provide a picture I.D. if requested by the Athletic Supervisor and/or staff.
6. Any player confirmed to be ineligible will be suspended for two (2) games.
7. A manager/coach knowingly or willingly playing an ineligible player/players will be suspended for three (3) games.

IX. UNIFORMS

1. All teams must have numbered jerseys consisting of the same color. Numbers must be sewn, stenciled by heat process, or heat transferred.
2. **No taped or hand written numbers will be allowed.**
3. All exposed jewelry will be prohibited.

X. TOURNAMENT PLAY

1. All players must participate in at least two (2) regular season games to be eligible for tournament play.
2. Seeding for the tournament will be based on the standings at the end of the regular season.
3. Tournament Champions will be determined by a single elimination tournament.

XI. INCLEMENT WEATHER

1. No games will be cancelled before 3:30pm regardless of the weather.
2. Each team manager is responsible for calling the Recreation Department to see if games are cancelled.
3. A recorded message will be on the following numbers if games are canceled:
704-869-1019.
4. Any teams unable to verify the playing status of a scheduled game need to report to the gym.
5. Inclement games will be rescheduled at a later date, if time permits.

XII. GENERAL PLAYING RULES

1. The National High School Federation Basketball Rule Book not in conflict with the rules on these pages shall govern all play.
2. All games will consist of two (2) twenty minute halves and will have a five (5) minute halftime period.
3. The clock will stop only during timeouts, except for the last two (2) minutes of the second half where the clock will run regulation. The clock will run regulation in all overtime periods.
4. In case of a tie there will be one three (3) minute overtime period. If the score is still tied, one (1) minute overtimes will be played until a winner is decided.
5. Each team will get two (2) timeouts per half and one timeout for each additional overtime period. Timeouts do not carry over.
6. Alternating possession arrow will take place the entire game, including overtimes.

7. Players and coaches will be ejected on the 2nd unsportsmanlike technical foul. Any player or coach that is ejected will automatically be suspended for the team's next two (2) games. Games will be forfeited on a 3rd unsportsmanlike technical foul (PER TEAM) called on players, coaches or the bench during the game.
8. Technical fouls count as personal fouls.
9. Ball possession reverts to where the ball was when the timeout was called, not automatically to half court as in the pros.
10. Coaches are to remain in their coaches' box.
11. A coach or team captain may approach an official for a ruling or interpretation only during a timeout and in a gentlemanlike manner.
12. Official's decisions are final.
13. A player's name that appears on two (2) rosters will be locked into the team that he/she plays with first.
14. Teams are responsible for cleaning up all litter produced by their players, managers/coaches and spectators.

XIII. CODE OF CONDUCT

1. All managers/coaches are responsible for the conduct of any team player, spectator, and/or other affiliated people.
2. All of the above mentioned individuals must conduct themselves in a sportsmanlike manner at all times throughout the basketball season. This rule applies to conduct on all City Park Property as well as School System Property before, during and after games.
3. ONLY managers/coaches will be permitted to consult with officials. This must always be done in a sportsmanlike manner.
4. Badgering officials and scorekeepers will not be tolerated by any player, manager/coach or spectator.
5. No player will be guilty of using unnecessary rough tactics in the play of the game against the body and person of an opposing team.
6. No player, manager/coach or spectator at any time lay a hand upon, push, shove or threaten to strike an official.
7. No player manager/coach or spectator refuse to abide by an official's decision.
8. No player or spectator will be permitted to question or consult with the officials over rules or judgment calls.
9. No player, manager/coach or spectator be guilty of objectionable demonstrations of dissent at an official's decision by throwing balls or equipment.
10. No player, manager/coach or spectator be guilty of heaping personal verbal abuse, profanity and gestures toward the officials. This will result in an ejection and an automatic two (2) game suspension.
11. No player, manager/coach or spectator be guilty of fighting and/or physical contact with the attempt to harm any players, managers/coaches, officials or spectators. If any punches are thrown, participants will be ejected and will receive a one (1) year suspension.
12. Any player leaving the sideline during an altercation will be ejected.
13. Players will be given one (1) warning regarding trash talking then ejected at the official's discretion. This includes verbal and physical gestures.
14. No spectator shall be guilty of badgering or harassing any member of their respective team, the opposing team, scorekeepers or officials, and showing conduct unbecoming of a lady or gentleman.

15. Players, managers/coaches or spectators under the influence of alcohol, drugs or having alcohol, drugs or weapons on park property will be suspended indefinitely and reported to the police for prosecution.
16. Any infraction of the Code of Conduct will result in immediate ejection from the playing facility. Any player, manager/coach or spectator ejected from the playing facility has two (2) minutes to be out of sight and sound or the game will be considered a forfeit.

XIV. SUSPENSIONS

1. Any player, manager/coach or spectator found guilty of fighting and/or physical contact with the attempt to harm any players, managers/coaches, officials or spectators were any punches are thrown, participants will be ejected and will receive a one (1) year suspension.
2. Any manager knowingly or willingly playing a suspended and/or ineligible player will also be suspended for three (3) games.
3. Any player confirmed to be ineligible will be suspended for two (2) games.
4. Any ejection is an automatic two (2) game suspension. The player, manager/coach or spectator will be ineligible for their next two (2) scheduled games.
5. The degree of flagrancy is in the official's or Recreation Department Staff's judgment. The official or Recreation Department staff will make a written report to the Athletic Supervisor. Suspensions will take place accordingly. Violations can range from a two (2) game suspension to suspension for the remainder of the season. If there is a second occurrence or the degree of flagrancy warrants this type of action on the first offense: the player, manager/coach or spectator will be suspended from all recreation property or school property used by the recreation department for one (1) year.
6. Players, managers/coaches or spectators under the influence of alcohol, drugs or having alcohol, drugs or weapons on park property will be suspended indefinitely and reported to the police for prosecution.
7. Any infraction of the Code of Conduct will result in immediate ejection from the playing facility. Any player, manager/coach or spectator ejected from the playing facility has two (2) minutes to be out of sight and sound or the game will be considered a forfeit.
8. At the discretion of the Athletic Supervisor, violations of the Code of Conduct may result in team penalties – including the forfeiture of games and/or long-term team suspensions.
9. Any suspension for one (1) year or more will require a written request for reinstatement. The Gastonia Parks and Recreation Department reserves the right to deny reinstatement and/or extend any and all suspensions.
10. Any player, manager/coach or spectator who is suspended for any reason cannot attend any games in any capacity for any reason until the suspension has ended.