

# **TOWN & COUNTRY ADULT BASKETBALL** **RULES AND REGULATIONS**

*Revised 09/01/2017*



**Town & Country reserves the right to change or modify the rules at any time for safety or management of the sport.**

National Federation of High School Associations rules apply to all play except those listed as follows:

**Game Time is Forfeit Time:** Teams should do their part to make sure games are started on time. Warm-up time is not guaranteed. There will be a 2-minute grace period from the scheduled start of the game, after which we will start the game clock (if players are on the way) or declare a forfeit.

**Scheduling Conflicts and Forfeit Policy:** Town & Country will not entertain any requests to deviate from the schedule after a schedule has been created. If your team cannot play a scheduled game, it will be declared a forfeit and will not be rescheduled. It is requested that you notify the Basketball League Coordinator of a conflict as soon as possible so that the opposing team and officials can be notified.

A. If neither team are present for a scheduled game and the Basketball League Coordinator was never notified, both teams will be given a forfeit and suffer a loss. **Both teams will be responsible for paying the refs.**

B. If a team fails to appear at the appointed place within the appointed scheduled grace period for the contest, the offender will be charged with a loss and **must pay the stated referee fee for both teams.** First forfeit - The ref fee will come out of the refundable ref fee that was paid with your league fee. Second forfeit – ref fee will need to be paid by forfeiting team. The team that was present will receive credit for the win and will not be responsible for paying the ref fee.

C. A team or contestant shall forfeit any contest in which an ineligible player participated.

D. If your team forfeits more than once, your team will be removed from the league. All remaining scheduled games will be declared a win for your opponent.

**Rosters:** Each team must submit a player roster before the second played game. Any changes to the roster must be made by the fourth game. **NO changes are permitted after a team's fourth played game.** Any game played with a player not on the roster will result in a forfeit. Before each game, all players must sign in at the score table. **Individual players may only play for one team in any given league/division.**

**Uniforms:** Home team is responsible for changing if there is a color conflict. All members of the team MUST be wearing the SAME COLOR. **All jerseys must be numbered in a permanent fashion (iron on number, marker, etc. – NO TAPE!).**

**Scorekeeper:** In the event that no scorekeeper is present, each team is responsible for having one person to sit at the score table and run the score clock or keep track of fouls.

**Length of Time:** Adult games will consist of two (2) twenty (20) minute halves. During the final minute of the second half, the clock will stop on all whistles. In case of serious injury, a game may be cancelled or shortened to keep games running on time.

**Start of Game:** Each game will start with a center jump. After that the alternating possession rule will apply

**Overtime:** In the event of a tie at the end of regulation, the winner will be determined in an overtime period of sudden death. In the overtime period, the ball will be put into play with a center jump. The first team to score a basket wins the game. All second half fouls carry over into overtime play.

**Time-outs:** Teams will receive two (2) per half. Unused first half time-outs do not carry over into the second half, and unused second half time-outs do not carry over into the overtime period.

**Defensive Pressure:** there are no defensive restrictions; however, Town & Country Sports Complex ask that teams use proper judgment when playing lesser skilled teams.

**Mercy Rule:** During the first half of play, no time outs can be called in the last 30 seconds of the half by a team who is up by 15 or more points. The referees have the right to call a game in which a team is down by 20 points or more at the two minute mark, 30 points or more at the three minute mark, 40 points or more at the four minute mark, 50 points or more at the five minute mark.

**Captain & Spectator Conduct:** Town & Country shall hold the captain of each team directly responsible for the conduct of his team's players and its spectators. If a captain cannot control their players or fans, the captain may be assessed a technical foul. In very extreme cases, the official does have the authority to forfeit a game to the opposing team if the conduct of the players or spectators cannot be controlled by the captain.

### **Player Conduct and Ejection:**

- A. Any player who receives two (2) unsportsmanlike technical fouls will be ejected from the game. If the foul is flagrant or if the ref determines it necessary, a player will be ejected on the first technical.
- B. Any player ejected from any game, for any reason, will automatically sit out a one game suspension (the next scheduled game time) with additional discipline to be determined by the nature of the incident. The person(s) being ejected has two (2) minutes to leave the complex.
- C. Dunking during a game is allowed. The player may not hang on the rim unless for safety of players below. **However, dunking before the game or during halftime will not be permitted and will result in a technical foul.**
- D. **Fighting will NOT be tolerated** – You will be asked to leave and will not be permitted to return.
- E. **Language should be family appropriate.** Inappropriate language will not be tolerated. A technical foul will result from multiple warnings or, if necessary, on the first offense.

### **Free Throws and Fouls:**

- A. “Intentional Foul”: In addition to two (2) free throws, the team who received the two (2) shot foul also gets the ball back for a throw in at the nearest spot of the foul. A player who commits a second intentional foul in a game may be ejected from that game. A player ejection will result in a mandatory one (1) game suspension.
- B. Personal Fouls in the act of shooting: Two (2) free throws if the player try was not successful (3 if a three (3) point attempt); one (1) if the shot was made.
- C. Player(s) may enter the lane on the release of the ball from the shooter.
- D. Common Fouls: The ball is awarded out of bounds. After seven (7) team fouls per half, the offended player will shoot 1 + 1. After ten (10) team fouls per half, the offended player will shoot two free throws.
- E. Player Control Fouls: There are no free throws awarded on player control fouls. However, this is added to the total team fouls.
- F. Technical Fouls: Any technical will result in two (2) free throws for the opposing team. Any player who received two (2) unsportsmanlike technical fouls in a game will automatically be ejected from that game. A player will be ejected on the first technical if flagrant. The team’s third (3rd) technical foul will result in a forfeit. **Any player ejected from a game will be ineligible to participate in the team’s next game. A second ejection of a player during a session will result in that player being disqualified from the league for the rest of that session.**
- G. If a player enters the game without reporting to the score’s table it shall be treated as a technical foul.
- H. A player must leave the game after receiving six (6) personal fouls. Technical fouls are included as personal fouls.
- I. Offensive players may not stay longer than three (3) seconds in the paint or the defense will take possession.

**Four Players Present:** Four (4) players must be present to play. Less than four (4) will result in a forfeit. A team may play with less than four (4) players if they foul out during the game. A team may add a 5th player at any time provided they are on the roster. **\*\*If a team has less than four (4) players, they forfeit the game unless the other team agrees to let them play with players not on the roster, regardless of result. Win or lose – once a team agrees to play, they must accept result of game.**

**Remaining on the Bench:** Team members must remain in the bench area unless subbing into the game.

**Blood Rule:** A player who has an open wound must have that wound covered and all of the blood cleaned off of the player. If the player’s clothes have blood on them they must be changed before they are permitted to re-enter the game.

**Age & Gender:** The teams must consist of players at least 18 years of age and of the same gender. **For 35+ league/division**, only 2 players under 35 are permitted. These players must be between the ages of 30-35.

**Protest Procedure:** A protest may be submitted in instances of rule misinterpretation and participant eligibility. Protests will not be accepted if they are based on a judgment call made by officials in playing situations. Protests must be made to the Basketball League Coordinator. Formal Protest Procedure -- Formal protest must be filed in writing within 24 hours of the game, and the team coach must meet with T&C management. Failure to adhere to the formal procedures will result in the protest not being allowed.

**Cancellations:** In the event of the cancellation of games, the scheduled games will be pushed back to the end of the season unless otherwise informed by the Basketball League Coordinator.

**Referees:** In the event there is only 1 official for a T&C basketball league game, the teams playing are ONLY responsible for paying the 1 official **half** of the total official fee posted. Furthermore, before the game starts, the official that is there should notify T&C staff. Every attempt should be made to find a qualified replacement official.

**TOWN & COUNTRY WANTS TO REMIND EVERYONE TO PLAY HARD, HAVE FUN AND ENJOY ALL THAT WE HAVE TO OFFER.**