

City of Dubuque, IA
Leisure Services Department

Adult Basketball Rules

(Revised 2/1/23)

GENERAL RULES

1. All players are required to wear a team uniform of the same color with a fixed number on the back. Reversible jerseys with numbers on the front and back are highly recommended. Proper game attire is required for EVERY game. Tape on shirts will not be allowed under any circumstances. If any players entering the game are not in a team uniform with a number, a technical foul will result.
2. Uniforms with numbers are required by the second week of games.
3. Each team will need to have **EVERY PLAYER** sign in (name & jersey #) at the scorer's table before the game begins.
4. Teams will not be guaranteed warm-up time. Games will begin at their originally scheduled time unless the game before goes into overtime.
5. The team captain is the only person who may confer with the referee.
6. Jewelry, watches, fitness bands, etc. may not be worn at any time during games. (Exception: men's wedding bands.)
7. Since gymnasium facilities are provided for the basketball program only on certain nights, and only for a certain number of weeks, games must be played as scheduled. Only under extreme weather conditions or the inability to use the gymnasium facility will this department cancel a scheduled game. **It may be necessary to schedule games, or reschedule, on an evening or at a site other than a team's regular playing day or original site.** Note: During the winter season when school is canceled for a partial day or the entire day due to weather or road conditions, our leagues will play that evening unless the Leisure Services Department decides that conditions warrant canceling programs.
8. The Leisure Services Department will be responsible for scheduling games, providing gyms, game officials, gym supervisors, and game balls and will take care of league organization and publicity. Trophies & vouchers will be awarded for first and second place in each league at the end of the season. There will be no playoff games in case of a tie. All ties will be broken according to our tie-breaking procedures which are listed on page 5.
9. School rules must be respected. Smoking or drinking is prohibited in all areas of the school and school grounds. This includes hallways, locker rooms, and gyms. Consuming alcoholic beverages on school property is in violation of state law, and violators may be prosecuted. Anyone deliberately vandalizing or

damaging school or Leisure Services Department property, or anyone violating any part of this rule will be suspended for an indefinite period from participation in any adult athletic program and be responsible for the repairs or replacement of property vandalized or damaged.

10. The Leisure Services Department is not responsible for lost or stolen personal items at the schools. Players are responsible for their own clothes and equipment. If you leave personal belongings at the gym, please do not call the school because they will have no knowledge regarding your lost items. However, you may contact the Leisure Services Department and check if anything was turned in as the gym supervisors are responsible for bringing any items left behind to the Leisure Services office.
11. No refunds will be granted after schedules are complete.

PLAYING RULES

The Leisure Services Department Adult Basketball Leagues follow the Iowa High School Athletic Association rules and is supplemented by special Leisure Services rules.

1. **Scheduled game time is forfeit time.** A team must have four (4) players that are listed on the roster to start a game. If a team is eventually reduced to 3 players for any reason, that team will have to forfeit the game. Game time is forfeit time for all games.
2. **Game Time** - The game will consist of two (2) twenty minute halves with a running clock. The clock will continue to run with the following exceptions:
 - a. During the last one (1) minute of the first half the clock will stop during dead balls.
 - b. During the last one (1) minute of the second half the clock will stop during dead balls.
 - i. If a team is winning by 20 or more points with 2 minutes left to play, the clock will continue to run until the game is over.
 - ii. If a team is winning by less than 20 points, the clock will stop on all dead balls until the game is over.
 - iii. Any personal fouls prior to the one-minute mark, will result in the clock stopping at one minute if a player is shooting free throws.
 - c. Time-outs
 - d. Injuries
3. **Overtime** periods are three (3) minutes long with a continuous clock until the last one (1) minute.
4. **Time-Outs** - Each team is allowed two (2) time-outs per half and one (1) time-out per overtime period. Time-outs do not carry over from one half to another, or to overtime.
5. **Free-Throws** – Bonus shall begin on the 7th team foul by the opponents in each half. Double-Bonus shall begin on the 10th team foul. Personal fouls and technical fouls count towards team fouls. Three (3) free-throws will be awarded if a player is fouled in the act of shooting an unsuccessful 3-point attempt. Two (2) free-throws will be awarded to the player that is fouled in the act of shooting an unsuccessful 2-point attempt. On a free-throw attempt, a player occupying a marked lane space may enter the lane when the ball is released from the free-throw shooter's hand.
6. **Dunking** is allowed. However, if any part of the hoop is damaged, that player will be liable for all replacement and installation costs.

7. **Spitting** – Any person found spitting on the floor of the gym will receive an automatic technical foul.
8. **Profanity** of any kind will not be tolerated. Players found guilty of such behavior will receive one technical foul.
9. **Technical Fouls** – Any player that receives a technical foul will be required to sit out the next five (5) minutes of playing time. Two (2) technical fouls by any player during the course of the game will result in that player being ejected from the game and will receive a minimum 2 week suspension. Technical fouls can be assigned to any individual at any time by any referee. This includes before or after a game. The opposing team shall receive an automatic two (2) points and the ball out of bounds at half-court for all technical fouls. Any player that accumulates four (4) technical fouls throughout a season will be suspended for the remainder of the season and will not be able to participate or attend any games. This includes any end-of-season and alumni tournament games. Any player or spectator that is ejected from a game must leave the school premises immediately. Technical fouls may be assessed before a game has started or after a game is completed by referees and score keepers. If a technical foul is issued before a game, the opposing team will receive an automatic 2 points and the player that received the technical foul will be required to sit the first 5 minutes of the game. If a player receives a technical foul after a game has completed, that player will be required to sit out for the entire 1st half of the team's next game. If a player receives a technical foul after a game and also received a technical foul earlier in the day, that player will be suspended for a minimum of 2 weeks.
10. **Unsportsmanlike Conduct** – Unsportsmanlike conduct will not be tolerated! This includes arguing with officials, profanity, trash talking, etc. Officials will issue a Technical Foul to any players displaying unsportsmanlike conduct. Any player(s) fighting will be suspended for the remainder of the season and possibly future Leisure Services leagues. If a game is called due to fighting or unsportsmanlike conduct, both teams will be given a loss. The Recreation Supervisor has the right to disqualify any player or team from league play due to unsportsmanlike conduct.

SUSPENSION CONDITIONS

- The Leisure Services Department reserves the right to suspend any player from competition, for any period of time he/she deems appropriate when harmful or abusive language is directed toward officials or members of the opposing team, or for unsportsmanlike conduct of any degree. Also, this supervisor has the authority to forfeit any game in which an infraction of league rules has been committed.
- If a participant verbally abuses any official basketball personnel, a minimum 2 week suspension will result.
- If a participant verbally threatens or physically assaults any official basketball personnel, the police will be called and a lifetime suspension of Leisure Services adult sports programs will result.
- Any player ejected from a game shall be suspended from playing or coaching for a minimum of two (2) weeks. The player may appeal this automatic suspension prior to 5:00pm on the next business day following that game. The supervisor will then investigate the situation and determine if the suspension should be waived.

ROSTERS/ELIGIBILITY

1. Rosters must be turned in by game time of the team's first game. Captains should list all individuals expected to play during the season, regular or backup. All players must be on the roster to be eligible to play in the league. Teams can have up to 20 players on their roster.

2. The **team captain** must provide complete information for each player listed on the roster. **Each player** must read the waiver and **sign the roster** prior to playing his/her first game.
3. Rosters will be frozen after the 10th game of the season. After the 10th game, no changes may be made unless authorized by the Recreation Supervisor. Authorization will only be granted in the case of an injury, illness, or other emergency situation causing the player to be unable to play for an extended period of time.
4. All players on the roster must be at least 18 years old.
5. Players are only allowed to be on one (1) roster per night/league. Any team found to be playing a game with a player not on the roster will be issued a forfeit for every game in which the player participated.
6. Any team member(s) on more than one roster will be considered an illegal player for the second team they take the court with. If a player is on more than one roster on a given night, that player will be eligible to play only for the team with which he/she first plays.
7. A player may switch teams once throughout the course of the league as long as the team manager of the first team the player in question played with releases that player from their team, and only if that player switches teams before the 10th game of the season.
8. To be considered a resident team, 50% of your roster must live within Dubuque city limits.

ALUMNI TOURNAMENT

1. The tournament is open to Hempstead, Senior, Wahlert, East Dubuque and West Dubuque High School alumni. There is a maximum of 16 teams per men's division allowed. Registrations will be accepted on a first come, first served basis. Women's tournament format will be determined by the number of entries.
2. All players on a roster must have graduated from the same school in the same year. Permanent ineligibility from any future alumni tournament will be the penalty if this is not followed. Exceptions: Graduating classes from 1990 or earlier can combine players from three consecutive years and graduating classes from 1998 or earlier can combine players from two consecutive years. However, they still must be graduates from the same school. Copies of school yearbooks will be required at courtside.
3. The Alumni Tournament will be a consolation tournament format and each team is guaranteed a minimum of two (2) games.
4. Any player ejected from a game will be suspended for the remainder of the tournament.

POST SEASON TOURNAMENT

1. The top four (4) teams from each night will qualify for the single elimination Post Season Tournament. The top 4 Monday teams will play on Mondays. The top 4 Tuesday teams will play on Tuesdays. The top 4 Wednesday teams will play on Wednesdays.
2. Players must be listed on the team's roster in order to be eligible for the Post Season Tournament.
3. Players may only play on one team per tournament division. Players must have played in a minimum of 4 regular season games to be eligible for the post season tournament.

4. Tournament pairings will be seeded based on team records at the end of the season.
5. Any player ejected from a Post Season Tournament game will be suspended for the remainder of the tournament.

FORFEITS

A \$35 cash forfeit fee will be assessed to any team, which forfeits a game for any reason. Captains who contact the Leisure Services Department 24 hours prior to the game will not be assessed a fine. Forfeit fees must be paid at the Leisure Services office and must be paid before your team's next scheduled game.

JERSEYS/UNIFORMS

All teams are required to have team uniforms/jerseys/shirts of the same color with a fixed number on the back. (No tape or permanent marker numbers.) Reversible jerseys with numbers on the front and back are highly recommended. If any player(s) entering the game are not in a team uniform with a number, a technical foul will result. Uniforms are required by the start of the second game. The team listed as "visitor" or "away" will be required to bring alternate shirts or jerseys in the event that both teams wear the same color.

TIE-BREAKERS

If two teams are tied for any position in the regular season, the following procedures will be utilized to determine the final league standings, in order, until all ties are broken:

1. Any team with a forfeit during the regular season will automatically lose all ties.
2. The team with the best record in head-to-head competition against all other teams involved in the tie.
3. The team with the largest total margin of victory in head-to-head competition against all other teams involved in the tie.
4. The team with the most total points scored in head-to-head competition against all other teams involved in the tie.
5. The team with the least amount of total points allowed against all other teams involved in the tie.
6. If two teams are tied and have not played each other, a coin flip will determine who receives the higher seed for the post season tournament.

In the case of more than two teams being tied, the procedures will be followed until one or more teams are eliminated. If there is still a tie with remaining teams, the process will start over. This will continue until all ties are broken.

SCHEDULES/SCORES/STANDINGS

Each team will receive a 12 game regular season schedule. Schedules, standings, team notifications, and league information will be made accessible via online or on your mobile phone. Please visit www.teamsideline.com/dubuque to view our city sports page. Scores and standings will be updated each week.

AWARDS

Awards will be given to the teams finishing in 1st place during the regular season as well as 1st place in each of the city tournaments. Awards will be as follows:

1 st Place Regular Season	Team Trophy
1 st Place City Tournament	Team Trophy
Alumni Tournament 1 st & 2 nd Place	Team Trophy
Alumni Tournament Consolation Winner	Team Trophy

The Leisure Services Department and Recreation Supervisor has the right to enforce these and other rules deemed necessary to provide a safe, fun, and quality league. For more information regarding Leisure Services, please contact the Leisure Services Department.

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