

GENERAL BY LAWS

This program is a RECREATION LEAGUE for the fun and enjoyment of those taking part. HAVE FUN!!

Except for the rules covered in these by-laws, MPRD Adult Basketball will be governed by Kansas State High School Activities Association (KSHSAA) basketball rules.

NOTE: MPRD has the right to deny entry in our leagues based on previous behavior issues. ***

I. PLAYER ELIGIBILITY

1. To be eligible for MPRD Adult Basketball, a player must be 18 years of age and out of high school.
2. All team managers shall file a roster of players and all players must have enrolled and agreed to the terms of the league. The roster must be turned in before the **FIRST GAME**.
 - a. **Minimum Players:** Teams must carry a minimum of 6 players on their roster
 - b. **Maximum Players:** Teams may have a maximum of 15 players on their roster. More than 15 players must be approved by the Recreation Supervisor of Athletics.
 - c. **Adding Players:** Players can be added onto the roster before the 4th game of the regular season. Transfers from one team to another in the same league is not permitted. Players shall not play on two separate teams during a season. A player playing on two different teams will resort in a forfeit for every game the player participated in.
3. To be eligible for play, a player must be legally registered with a team. Players cannot be written in and must be on the TeamSideline roster prior to the game that they are playing in.

II. EQUIPMENT

1. **Jewelry:** The referee will not permit any player to wear equipment which, in his or her judgement, is dangerous or confusing to other players or is not appropriate. Examples include headwear (hats/rags), and jewelry (earrings, rings, beads, etc.).
2. **Uniforms:** Each team must dress uniformly, and each player must have distinct numbers on the front and back of the jersey. **NO TAPED NUMBERS**. Teams may opt to use pinnies provided by MPRD if this will prevent players from not playing. All members of the team will wear these pinnies. If two teams are wearing the same color of jerseys, then the visiting team will wear the pinnies.
3. **Shoes:** No boots, cleats, turf, dress, or hard soled shoes shall be worn on the court.
4. Decisions regarding the legality of player uniforms (including tops, bottoms, and shoes) will be made by the MPRD supervisor on duty. Their decision will be final.
5. **Basketball:** Adult men's full-sized (size 7) basketball will be used. Teams will warm up with their own basketball. MPRD will supply the game ball. Teams may not warm up with this ball and games will only be played with the basketball provided by MPRD.

III. THE GAME

1. **Schedule:** Once a game is scheduled, it will be played according to the date, time, and location listed. No postponements or changes in the schedule will be allowed unless made by MPRD staff. If you are unable to play the time on the schedule, it will be considered a forfeit.
2. **Game Time:** **GAME TIME IS FORFEIT TIME!** A team must have at least 4 players present on the court at game time, or a forfeit will result. "Present" means on or near the court, in full view of the MPRD staff on duty. The official/supervisor will be the official timekeeper in this situation.
3. **Regulation Game:**
 - a. **Game Length:** 2 twenty-minute halves. 5 minutes between halftime and games.



- b. **Continuous Clock:** The clock will run continuously, except for time-outs and the last two minutes of the 2nd half. When the game clock reaches 2:00 remaining in the 2nd half, the following rules shall apply:
 - i. If the difference in score is less than fifteen points, the clock will be stopped as normal NFHS rules apply.
 - ii. If the difference in score is fifteen points or more, the clock will continue to run even if the score becomes closer after that point (except for time-outs).
 - d. **Time Outs:** Each team gets 2 one-minute timeouts per half. Unused time-outs DO NOT carry over.
 - e. **Overtimes:** If a regulation game ends with the score tied, a two-minute overtime period will be played. If, after two overtime periods, the score remains tied, the third overtime will be sudden death - the first team that scores will be the winner. Each team will have only ONE timeout for each overtime period. Unused timeouts do not carry over.
7. **ABSOLUTELY NO DUNKING IS PERMITTED!** Doing so will warrant a technical foul counting towards disqualification. If the rim/backboard is broken, then the team will be responsible for the costs of damages.
8. **Fouls:** Fouls will be recorded each half. The Bonus is shot on the seventh foul and the double-bonus will be shot on the tenth team foul.

IV. PLAYER/TEAM CONDUCT

1. **Language:** Players using profane language at any point or displaying unsportsmanlike conduct shall be penalized with a technical foul. Depending on the severity, the player may be ejected immediately for the remainder of the game.
2. **Officials' Judgment:** Although captains are allowed to ask an official for a rule clarification, questioning an official's call will not be tolerated and is grounds for a technical foul. Any other player or spectator doing so is subject to a technical foul or ejection. **Officials have the authority to end a game if the player's actions become disrespectful to the integrity of the game!**
3. **Technical Foul & Ejection Progression:**
 - a. **1st Technical Foul:** The opposing team will shoot 2 free throws and possession of the ball at half court.
 - b. **2nd Technical Foul in Same Game/1st Ejection:** Results in mandatory 1-game suspension (playing and coaching) and must meet with the Recreation Supervisor before returning to play. Suspension can carry over the following season.
 - c. **3rd Technical Foul for the Season:** Technical Fouls will be tracked throughout the entire season. Three technical fouls can occur with one being assessed in three separate games. Results in 1-game suspension (playing and coaching) and must meet with Recreation Supervisor before returning to play. This suspension can carry over to the following season.
 - d. **2nd Ejection:** Results in suspension for the remainder of the season from playing or coaching. He/She must meet with Recreation Supervisor.
 - e. **Ejections:**
 - i. Once a coach, player, spectator is ejected, he or she has 120 seconds to leave the facility "sight and sound" before police are notified. Failure to do so will result in a forfeit.
 - ii. Should a player attempt to re-enter the game under false pretenses, the officials or supervisor shall forfeit the game in favor of the opposing team.
 - iii. Depending on the severity, individuals may be subject to additional sanction and/or permanently banned from any and all MPRD activities.



V. OTHERS

1. **HOME TEAM PROVIDES SOMEONE TO OPERATE THE SCOREBOARD!**
2. In MPRD Adult Basketball, there are only two reasons for a game to be canceled:
 - a. hazardous weather conditions, or;
 - b. if a gym facility is not available at the last moment. If the status of a game is questionable, information will be sent out through TeamSideline.
3. Gymnasium supervisors and officials are to be obeyed at all times.
4. All protests and appeals, including player eligibility must be filed in writing to MPRD before 5:00 p.m. of the next business day following the game in question.

VI. FACILITY

1. **Addresses:**
 - a. **City Auditorium** – 1101 Poyntz Ave
 - b. **Anthony Recreation Center** – 2415 Browning Ave
 - c. **Eisenhower Recreation Center** – 2850 Kirkwood Dr
2. **Personal Belongings:** MPRD is not responsible for valuables, personal effects, or injuries of participants.
3. **Supervision:** No kids will be left unsupervised in the gym or lobby!
4. **No Food or Drink:** Absolutely no food in the gyms and only drinks with screw on caps allowed.