

City of Haltom City
Parks and Recreation Department

I. Eligibility

1. All players in this league must be of the age of 16 before the start of the first game. Sixteen-year-old players meeting this requirement may be required to provide a copy of a document which proves their age and must have a parent fill out a waiver.

II. Rules: Current NCAA men's playing rules will be used with these exceptions:

1. **GAME CLOCK:** An official game shall consist of two (2) twenty-minute halves with a running clock for the first eighteen (18) minutes of each half.
 - a) A running clock stops only for free throws and time-outs.
 - b) A NCAA regulation clock will be used the last (2) minutes of each half.
 - c) A regulation clock will stop for all whistles the last two minutes of each half and each successful field goal in the last minute of the second half or overtime period.
2. A team must have five players to start a game but may finish with less than five. Time outs may be used to allow for players to arrive. Officials will have the authority as to when a forfeit will be called, and their decision is final.
3. **HALFTIME:** A three (3) minute halftime will be observed.
4. **TIMEOUTS:** Each team will be allowed four (4) total one (1)- minute timeouts.
5. **OVERTIME:** Each overtime will consist of a three (3) minute period with the clock stopping for all whistles during the entire period. Each team will be given one (1) extra time-out.
6. **BONUS FREE THROWS:** On the 7th team foul of each half free throws will be 1-1 and 2 shots after the 10th team foul of each half.
7. **Five Second Rule:** Due to the absence of a shot clock a 5 second rule will be in effect. This rule states that an offensive player in possession of the basketball in his or her front court may not hold the basketball or dribble the basketball for five seconds while being closely guarded. Whether a player is being closely guarded is determined by the judgement of the official.
8. **Point Ahead Rule:** If a team is ahead by twenty (20) or more points the clock will remain a running clock except in the case of injuries or timeouts.
9. **Substitutions:** All substitutions must check in at the score table and must be entered into the official scorebook before being allowed to enter the game.

III. Team Rosters

1. Each team can have a maximum of 12 total players on their roster this includes the team manager.
2. Rosters must be turned into the recreation center or provided to the league coordinator before the third game.
3. Roster changes can be made to a team by the team manager up until the 3rd calendar week of games. After the 3rd week rosters are frozen. Only those players listed on the roster will be allowed to play in the league and playoff games.
4. It is not the official's responsibility to recognize ineligible or illegal players. This must be brought to the league coordinator or officials' attention by the team manager. If the protested player is not listed on the roster this player will be deemed illegal and is ejected from the game and the game will be forfeited.

IV. Uniforms

1. Legal basketball numbers only are permitted – 0 or 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.
2. Teams that do not meet the uniform requirement will have to forfeit their games until proper uniforms are worn.
3. Players must wear shoes that are made for indoor court surfaces.

V. Line-Ups

1. Any changes to the line-up must be turned into the scorekeeper before game time. Line-ups must include first name, last name, and jersey number. Failure to provide this information will result in a technical foul.
2. Any team using a suspended or ineligible player will forfeit each game in which that player participated.

VI. Tiebreaker

1. If teams are tied at the end of the regular season the following steps will be used to determine seeding going into playoffs.
 - a) Head-to-head results between the two teams tied
 - b) Point differential in head-to-head games
 - c) Total points allowed during the entire season
 - d) Total points scored during entire season
 - e) Coin toss

VII. Protests

1. Only protest on ineligible players will be accepted and must be reported in the following manner.
 - a) Must be reported to an official, scorekeeper, or league administrator before the end of the game in question.
 - b) Pay a \$25.00 protest fee and a written report of the protest to the recreation division administrative office by 5:00 pm the first business day following the game in question.
 - c) If the protest is upheld, the \$25.00 will be refunded

VIII. Disciplinary Action

1. Three technical fouls for unsportsmanlike conduct will result in a forfeit. Two technical fouls for unsportsmanlike conduct by a player will result in ejection of the game. Players who are ejected from a game can also be suspended from future games depending on the cause of ejection.
2. A single flagrant personal foul will be immediate disqualification, two free throws and loss of ball
3. Dunking is not allowed in this league. If a player is called for a dunk a technical foul will be charged to the player and points will not be counted. In addition, any damage received to the rim or backboard caused by dunking will have to be paid in full within 7 days or the entire team will be suspended.
4. Unsportsmanlike conduct, abusive situations, abusive language, and/or fighting may result in suspension from the league for one scheduled game on the first offense, and suspension from the league for the rest of the season on the second offense. (Serious problems, even on the first offense, can carry suspension for a longer period of time. Judgment of the recreation staff is final. Unsportsmanlike conduct includes: harassment of the officials from the players, managers, or coaches before, during or after the game or any other conduct deemed unsportsmanlike by the Recreation Department. Players or coaches will be required to leave the gym after being ejected from a game or the game will be forfeited.

5. Teams will be responsible for their spectators and their actions. Any unwarranted situation by any teams' fans will result in a warning by the officials to the team coach. There will be no second warning given. If a team will not control their spectators after the first warning, the officials will have it in their power to forfeit the game to the other team. A team making a bonafide effort to control their spectators with little success will not be subject to this rule. Unruly spectators will then be assisted out of the facility.

6. Violation: One who has committed fraud while a player, coach, or manager: this includes but is not limited to playing under an assumed name, falsifying roster, player card, or I.D. PENALTY: Minimum of one (1) year loss of eligibility in all T.A.A.F. play with a maximum of three (3) years loss of eligibility.

7. Physical violence by any player or team against another player, team or coach or official may result in suspension from the City of Haltom leagues for an indefinite period of time. This could carry up to three years suspension from all T.A.A.F. activities.