



Adult Men's Basketball League Format and Rules

ROSEVILLE PARKS AND RECREATION

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Weather Line

651-792-7416 (updated by at least 4:30pm)

League Director

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I. Facilities and Locations

a. Central Park School Gym:

535 West County Road B2

Roseville, MN 55316

*West court is to the left and East court is to the right as you walk into the gym.
Enter the gym on the Northwest side of the school

b. Roseville Area Middle School Gym:

15 County Road B-2 East

Little Canada, MN 55117

*Enter the "Gym West" doors, go down the stairs and the gym is at the bottom on the left for. Court 1 is the first court when you come down the stairs, Court 2 is the second court. Front Gym is located on street level and is the older gymnasium with the entrance next to "Gym West" doors

II. League Format

- a.** The Roseville adult basketball league will be broken into three sections: preseason, regular season, and playoffs
- b. Preseason:** The first 3 games will be part of the "preseason." These games will be used to ensure that teams are matched with others of a similar skill level during the regular season

- c. **Regular Season:** Each team will play a seven (7) game regular season that begins following the preseason season
- d. **Playoffs:** Playoffs will begin the week following the regular season. Playoff schedules will be posted on the Friday following the final regular season game. Every team will play at least two playoff games
- e. **Tiebreaker Analysis:**
 - i. Winning Percentage
 - ii. Head-to-Head
 - iii. Head-to-Head Differential
 - iv. Total Points For
 - v. Total Points Against
 - vi. Total Points Differential
 - vii. Lowest Number of Forfeits

III. Equipment

- a. **Jerseys:** Teams must have jerseys of the same color and permanent numbers for each player in every game (including the first game).
 - i. Numbers must be permanent and at least 6 inches high
 - ii. Tape on numbers will NOT be permitted
 - iii. Legible, numbers with permanent marker (see clause III-a-i) will be permitted
 - iv. T-shirts are acceptable
- b. **Non-Jersey Penalty:** Any player who does not have a jersey that meets the above criteria (III-a-i-iii) will be assessed a technical foul.
This rule will be enforced, including the first week of play.
- c. **Balls:** Each team is required to provide an official men's sized (29 inch) basketball for each game. If teams cannot agree on which game ball to use, each teams' ball will be used for one half.

IV. Roster and Players

- a. All teams must submit a completed roster prior to their first game
 - i. Rosters shall have a minimum of five players and a maximum of sixteen players
 - ii. Rosters must contain a current address for each player
 - iii. Additional players may be added to your roster up until February 2nd unless additional approval has been granted by League Director
 - iv. If players are added from the Free Agent list, it is the Team Manager's responsibility to send updated rosters to the League Director
- b. Each player on your roster must be at least 18 years of age
 - i. This policy involves liability issues and can only be waived by the League Director. Officials may not waive this clause unless receiving notice from the League Director
- c. **All games played without a roster will be forfeited**
- d. Teams must have at least four players on the court to play
 - i. Any team that drops to three players will forfeit

V. Team Manager's Role

- a. Each team shall designate one team manager before the game begins for each game
- b. The designated team manager (and only the team manager) shall be responsible for all interaction with the officials
 - i. Managers may discuss rule interpretations but MAY NOT discuss judgment calls
 - ii. Managers are expected to be respectful toward officials – the team manager does not have the right to question judgment calls or speak to the official in a rude or disrespectful way. **Penalty: technical foul**
- c. Team managers are responsible for ensuring that all players and spectators who are with their team behave in an appropriate manner. **Penalty: technical foul**
- d. The team's captain is responsible to disclose the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed. If a manager refuses to disclose a player's information after the game, he (the manager) will be assessed a technical foul and be held out of future games until the name is disclosed

VI. Protests

- a. Score keepers must note, on scoresheet, if the game is being played under protest. Protests on violations of eligibility, rules, or regulations are initiated by the teams. The score keeper will note the protest on the scoresheet; however, a written protest must be filed with the Recreation Office within twenty-four hours of game time
- b. Only protests involving a rule interpretation or an illegal player will be accepted. Judgment calls may not be protested
- c. A deposit of \$50 must accompany each protest (either roster or rule interpretation). If the protest is upheld, the money will be refunded, otherwise, protest fee will be donated to the Central Park Foundation. **Protests will not be accepted without a \$50 fee under any circumstances**
- d. All protests will be brought to the attention of the League Director
- e. Roster protests will only be accepted if the protesting team can prove the eligibility (with a photo ID) of their players prior to the protest. If any player on the protesting team does not have an ID, the protest shall not be accepted

VII. Game Time

- a. Games will begin promptly at the scheduled start time
 - i. If a team only has four players present at game time, they must play with four
 - ii. If a team does not have four players present at ten minutes past the scheduled game time, they will forfeit the game
- b. Games will consist of two 20 minute halves
- c. The clock will be running time except:
 - i. The final 2 minutes of the second half (unless a team is ahead by 20 points or more)
 - ii. An injury occurs that requires stoppage of the game for longer than a normal stoppage (this is up to the official's judgment)
 - iii. A time-out is called

- d. If teams are tied at the end of regulation, a two minute overtime period will be played
 - i. In overtime the clock stops during the final 30 seconds
- e. If teams are tied at the end of the first overtime, they shall play a sudden death (first point wins) overtime period
- f. Officials may correct a mistake by scorekeepers
 - i. If a team requests a scoreboard correction, and no mistake is found, that team will be charged with a time out

VIII. Official Score and Scorekeeper

- a. Team Managers or a team representative must fill out the scorebook at the score table prior to each game. Players first and last name along with the jersey number shall be entered into the scorebook
 - i. Only players who are present shall be listed in the scorebook at the beginning of regulations
 - ii. Players arriving late may be added to the scorebook without penalty
 - iii. Players may not enter the game until they've been entered into the scorebook
- b. The running scorebook (kept at the scorer's table) will be the official score and foul count
- c. Teams are encouraged to closely monitor the scoreboard and keep their own scorebook
- d. Teams shall alert the officials immediately if any errors occur
 - i. If a team alerts the official to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout
- e. The scorekeeper will not keep track of individual statistics
- f. In the event of a score keeper no show, please have each team supply a player to run the scorebook/scoreboard for each half

IX. Putting the ball in play

- a. Jump balls will only be used to begin the game and to begin all overtime periods.
- b. All other jump ball situations (including half time) will be determined by alternating possessions
- c. The officials shall handle the ball after every whistle

X. Time Outs

- a. Each team will be allowed two one-minute timeouts per half
- b. Unused timeouts do not carry over between periods
- c. If overtime is played, each team shall be awarded one timeout per overtime period

XI. Dunking

- a. Dunking is allowed in games, however, players may not hold onto the rim
 - i. Players holding onto the rim (even briefly) will be assessed a **technical foul**
- b. **DUNKING IS NOT ALLOWED DURING WARMUPS**
- c. Any player caught dunking during warmups or in any other non-live situation **will be assessed a technical foul**

- i. This includes dunking after a whistle, or during a stoppage in the game

XII. Fouls

- a. Any participant who is assessed five personal fouls will be removed from the game (fouled out)
- b. A technical foul is considered a personal foul
Example: a player who receives four personal fouls and one technical has fouled out.
- c. A player shooting a three point shot when fouled shall receive three free throws (only when a three point line is available)

XIII. Free Throws

- a. Players may enter the lane once the ball leaves the shooter's hand (on the release)

XIV. Technical Fouls

- a. All technical fouls are two shot fouls plus the ball at mid-court
- b. Any players who receives two technical fouls in a game will be ejected from the game and will be suspended for a minimum of one game
 - i. Note - this excludes a technical for a jersey violation
- c. **ANY PLAYER WHO RECEIVES THREE TECHNICAL FOULS DURING THE SEASON WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON**
 - i. Note - this excludes a technical for a jersey violation
 - ii. This includes state tournament play
 - iii. Refunds will not be given for expelled players
 - iv. Players who receive their 3rd technical foul during the final game will be suspended for the next season.
- d. Any misinformation about a technical foul may result in a team suspension
 - i. The following will be considered misinformation
 - 1. Refusal to give the scorer's table the offending players name
 - 2. Lying about the name of a player who's received a technical
 - 3. Attempting to play with a suspended player

XV. Flagrant Foul

- a. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking, kneeing or an attempt to injure (NFHS 4-19-4)
- b. Any player who receives a flagrant foul shall be ejected from the game and will serve at least a one game suspension
- c. A flagrant foul will also count as a technical foul

XVI. Player Conduct

- a. Roseville Parks and Recreation is a municipal recreation program who aims to create a welcoming environment for all players. Additionally, it's basketball leagues are conducted in Roseville area schools. As such, the following conduct expectations are in place for all adult basketball games.
- b. The following actions may result in a technical foul

- i. Use of profanity
 - ii. Complaining about or questioning an official's call by a non-team captain
 - iii. Persistent complaint about judgment calls by any player (including captains)
 - iv. Abusive or profane language by a spectator (team technical shall be assessed).
- c. The following actions shall result in a technical foul, double technical (ejection) or flagrant foul
 - i. Use of profanity toward an official or an opposing player
 - ii. Making a comment that is personal in nature to or about an official or opposing player
 - iii. Any attempt to "bait," taunt or otherwise instigate an opponent
 - iv. Any attempt to physically intimidate an opponent or official
- d. Any physical contact with an official will result in ejection from the league and notification of authorities
- e. **NOTE:** The official's jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul, ejection, or suspension
- f. Alcohol, tobacco, or marijuana usage is not permitted to be on-site during any RPR activities

XVII. Fighting

- a. Any player who is ejected for, or found to be fighting will be ejected from the game and may be ejected from the league for the remainder of the season (including the State Tournament)
- b. RPR will use a strict definition of fighting, and shall impose the fighting for penalty for any of the following action
 - i. Throwing a punch (regardless of whether or not it is landed)
 - ii. Slapping or pushing a players face of head area
 - iii. Grabbing or pushing a player during an altercation (exception, trying to restrain a player from your own team)
 - iv. Any violent, physical act on another player outside of the actions allowed in basketball (eg.: throwing a player to the court)
- c. Any player who leaves the bench while an altercation is happening shall be considered to be fighting (exception: if an official specifically asks players to help to restore order)
- d. The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out of control situation

XVIII. Officials

- a. The officials for the RPR Adult Basketball league are contracted from an outside official's organization and are not employees of the City of Roseville. However, the officials are expected to treat players in a professional and respectful manner, while also upholding all of the rules and policies in this manual
- b. RPR contracts for two officials per game and intends to play each game with two officials

- c. In the event that one official is unavailable, a game may be officiated by one official and will be considered an official game
- d. In the event that neither official is present, teams may decide to proceed in one of the following ways:
 - i. Solicit a volunteer(s) to officiate the game. The volunteer officials will be paid the official's fee.
 - ii. Play a self-officiated game (teams will split the official's fee).
 - iii. Declare the game a no-contest, so neither teams standings are affected (teams will split the official's fee)
 - iv. If option i or ii are agreed upon, the game must be played to completion, unless an official arrives to complete the game (the game shall not be restarted)
 - v. Once a game has begun, it is considered an official game, and cannot be replayed

XIX. Team Conduct

- a. Any team which consistently exhibits poor sportsmanship may be removed from the league (and future leagues) with a forfeiture of all fees
- b. Officials and team managers should report all poor sportsmanship to the league director

XX. Rules Not Listed

- a. Any rule not listed in this manual will be governed by NFHS (High School) rules.

XXI. Forfeits

- a. If you must forfeit, please call the opposing team manager and the Recreation Office at (651) 792-7105 as soon as possible.

XXII. Schedule and Standings

All standings and schedules will be posted on the Roseville Parks and Recreation website at cityofroseville.com/parks or teamsideline.com/rpr

XXIII. Weather

In the event of inclement or questionable weather, contact the weather line at (651) 792-7416 or visit the adult weather website page to determine whether games have been cancelled. These resources will be updated by 4:30pm, so please be sure to check them at that time.

XXIV. Champions

Regular season and post season champions will receive championship tee shirts (10 max).

The City of Roseville's Adult Sports Department appreciates and thanks you for your continued support and participation in our Adult Basketball League. We look forward to having a safe, fun, and enjoyable season. If you have any questions, comments, or feedback please contact David Peters - Adult Sports Supervisor at david.peters@cityofroseville.com or 651-792-7105