

LAWRENCE PARKS AND RECREATION
ADULT Basketball By-Laws

Revised May 27, 2020

I. GAME PROCEDURES:

- A. National High School Federation rules will be followed, except as stated below.
- B. Players must be on Team Roster before allowed to play legally in a game.
- C. Free throw on non-shooting fouls: 1-1 on seventh and 2 shots on tenth team foul in each half.
- D. Schedule based on a (7) seven game regular season format with a single elimination tournament.
- E. The three Point distance is utilized. A player fouled on an unsuccessful 3 point attempt will receive (3) foul shots.
- F. Twenty (20) minute halves, clock runs except for last three minutes of each half, and during time-outs. Half time is a five-minute period. Time-outs will last (1) one minute. ***Two time-outs per half no carry over from first half to second half. Second half time-outs can carry over to overtime. Three minute overtime period.
- G. If a team is trailing by twenty five or more points in the final five minutes of the game, the clock will not stop. This rule takes effect as soon as a team is up by twenty five points in the final five minutes (even if the lead drops below twenty points, the clock will continue to run).
- H. A player may receive one technical foul and continue playing unless deemed flagrant. If a player receives two technical fouls on the same night that player and/or team will be penalized according to the Participant Code of Conduct policy. Technical fouls will be tracked throughout the course of a season.

II. UNIFORM REGULATIONS

- A. Each team must wear same color jerseys with a permanent number, not taped on. Each member of the team must have different numbers on their jerseys. Teams must have shirts or jersey for the first scheduled game.
- B. Must wear closed toe shoes.
- C. Must remove all jewelry.

III. COED RULES:

- A. All regular 5 player Intramural Basketball Rules are in effect along with the following coed specialties.
- B. Each team will consist of five (5) players; 2 men and 3 women OR 3 men and 2 women at all times. Four players (two men and two women) are required to start the game.
- C. Substitutions do not have to be on a man-for-man or woman-for-woman basis. However, a team must have a plus/minus one ratio on the court. **Note:** There is no rule concerning guarding only members of the same gender.
- D. Field goals scored by **men** shall be worth 2 points (3 points for a field goal made beyond the three point line) each. Free throws are worth 1 point each.
- A. Field goals scored by **women** shall be worth 3 points (4 points for a field goal made beyond the three point line) each and free throws shall be worth 2 points each.

IV. STARTING TIME AND FORFEITURES

- A. It is the responsibility of each team to be on time.
- B. A team must have at least four (4) players to start.

- C. Game time is starting time. *if one team does not have (4) players, a 10-minute grace period can be given at the discretion of the other team's manager. If both teams are short of 4 players, both teams will have up to 10 minutes to field their four players or will forfeit. The game will begin as soon as the teams have four players. Teams not ready to play at game time, or after a 10-minute grace period if granted, will forfeit.
- D. If a team forfeits two (2) games in a session then that team is automatically ineligible for the post season tournament and subject to removal from the league with no refund of entry fee.
 - (1) If teams are unable to play, we encourage them to contact the Adult Sports Office by no later than noon on the day of the game or noon on Friday for weekend games so that the opposing team's manager can be contacted. If a team forfeits any games without contacting the Adult Sports office within the time mentioned above, that team will not be eligible for the post season tournament. The Adult Sports office will not reschedule any games other than those cancelled by the league office.

V. 3 on 3 BASKETBALL RULES

- A. General Rules:
 - (1) National high school playing rules shall govern league play, along with the following additions.
 - (2) The game will be played on half of a basketball court.
 - (3) Each game shall consist of two 15 minute halves (running clock) with a 5 minute half time. In the last two minutes of the second half, the clock will stop for all dead-ball situations.
 - (4) The home team will start with the ball for the first half and the visiting team will start with the ball for the second half.
 - (5) There must be two players from each team present to play.
 - (6) Each half a team is allowed two (2) 30-second time-outs. Timeouts do not carry over from the previous half.
 - (7) Any shot in front of the three point arc is worth one (1) point and any shot behind the three point arc is worth two (2) points.
 - (8) If the shot hits the backboard, rim, or net and the defensive team gains possession, they must clear the ball past 3 point arch. Both feet and the ball must clear the designated distance.
 - (9) No obvious stalling will be allowed, Offensive team must look to score.
 - (10) A ten (10) second violation will occur if after a made basket the offensive team DOES NOT get the ball to the 3 point arc and check it. This penalty will result in the other team receiving the ball.
- B. Checking the Ball:
 - (1) The ball must be checked by an opposing player at the top of the 3-point line after each dead ball, before it is put into play.
 - (2) After checking the ball the player must make a pass to begin play. The player that checked the ball may not begin by dribbling.
 - (3) The ball will change possession after all made baskets, no "make it, take it."
- C. Jumpballs:
 - (1) Jump balls go to the team on defense.

D. Fouls:

- (1) Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified.
- (2) A foul called while a player is shooting will result in a point or points for the offensive team.
- (3) A charge will result in the other team receiving the ball.
- (4) After seven (7) team fouls the offensive team will receive one (1) point.
- (5) Team fouls start over after the first half.

E. Possessions:

- (1) Following a successful goal:
 - i. The ball must be checked with the defensive team behind the 3-point arc.
- (2) Following a dead ball:
 - i. The ball must be checked with the defensive team behind the 3-point arc.
- (3) Following a defensive rebound or steal:
 - i. The ball must be either passed continuously or dribbled until passing the 3-point arch in order to score.
- (4) Following a jump ball:
 - i. The team on defense gains possession.
 - ii. The ball must be checked with the defensive team behind the 3-point arc.

F. Substitutions:

- (1) During a dead ball, prior to the check ball a substitute can enter the game.
- (2) Substitutions require no action from the referees or table officials.

G. Overtime:

- (1) If the game ends in a tie then there will be a free throw shoot off. Each member that is on the floor will shoot one free throw and whichever team makes more will win the game. If still tied after all players have shot then a sudden death shoot off will determine the winner.

H. Referees/Scorers:

- (1) There will be one referee for each 3 on 3 game.
- (2) There will be one scorekeeper/supervisor for each game.