

GREENWICH RECREATION DIVISION

2024-2025 ADULT BASKETBALL LEAGUE CONSTITUTION

Constitution governing the 2024-2025 Adult Basketball League sponsored by the Recreation Division.

I. LEAGUE RULES:

Play shall follow the Official Basketball Rules as adopted by the National Federation of State High School Associations, or as drawn up below by the Town of Greenwich, Parks and Recreation Department.

1. Games shall start promptly as scheduled according to the referee's watch. Teams will be given a five-minute grace period. If at the end of the five minutes the team does not have a minimum number of players, the game shall be a forfeit. **Teams may play the full game with four or five players.**
2. All games shall consist of two 20-minute halves.
3. To start the game, and each extra period, there shall be a jump ball. For other starts, the game shall use the alternating possession rule.
4. Both halves shall be running time in the first 18 minutes. The remaining two minutes of each half shall be stop-time. **The clock will stop for all shooting fouls in the last two minutes of the 1st half, and for the full 20 minutes in the 2nd half.**
5. Each team is entitled to two charged time-outs per half during the regulation game. If you don't use your time-outs in the first half, they DO NOT carry over to the second half.
6. On every free throw attempt, no more than four defensive players, and two offensive players shall line up in the key. The spots closest to the basket on each side must remain open.
7. In any free throw attempt, players in the key shall move into the lane on the release. The shooter and all players outside of the key must wait until the ball hits the rim before entering the lane.
8. Players are out of the game on their 5th personal foul.
9. The bonus will be in effect after a team's 7th foul. Bonus free throws will be one and one until the 10th foul. On the 10th foul the bonus will be two shots.
10. All technical fouls carry a penalty of two free throws, plus possession at mid-court for the non-offending team.
11. All technical fouls are considered a personal and a team foul.
12. An intentional foul results in two shots, plus a throw in from the point out of bounds closest to the infraction.
13. All overtime periods shall be three minutes – two minutes of running time and one minute of stop-time.
14. During each overtime period a team is entitled to one additional time-out. Any unused time-outs from the 2nd half accumulate and may be used in any overtime period.
15. Any person ejected from a game for fighting shall be suspended for a minimum of one year from the date of ejection.
Any person ejected from a game by getting two technical fouls shall be suspended for a minimum of one game.
Any person ejected from a game for any other reason shall be subject to suspension upon review by league staff and officials.
The future eligibility of any player ejected two times in one season, for any reason, will be reviewed by league staff and officials.
In all suspensions, the ejected player must leave the premises immediately. The ejected player will not be allowed on the premises until the suspension is over.

16. There will be no dunking before, during, or after the game. If a player is caught dunking before or during a game the said player shall be automatically ejected from the game, and the manager will be assessed a technical foul. If a player is caught dunking after a game is over, said player will be suspended for their next game.
17. Conduct such as striking an official, or other aggressive acts toward players, recreation staff, or officials, shall be grounds for suspension from all League play. Such conduct shall be judged by managers and officials of the Recreation Division present.
18. Every player in the game must have a uniform with a number. If a team does not have uniforms with numbers a technical foul shall be assessed at the beginning of the game. This will take place of the jump ball. If both teams do not have uniforms with numbers, a double technical foul will be called, and the jump ball will take place in the center circle. The technical will be assessed at the beginning of the game or when the player enters the game. If the technical is not given at this time, it cannot be assessed later in the game. The technical is charged to the team, and manager or captain of the team.
19. The Town strongly recommends that each team (or individual member) have its own insurance. The Town provides no insurance to team members.

II. ELIGIBILITY:

1. Basic Eligibility Information:

- A. You must have at least seven eligible players on your roster at all times.
- B. Only players who are listed on the roster, who have signed the waiver, and have been approved by the Recreation Division shall be used in League games. A team using an ineligible player in a League game will automatically lose that game or any game in which the ineligible player was used.
- C. Managers are responsible for correct residence and other matters of eligibility regarding their players.
- D. A player shall represent only one team during any given season unless properly released by the manager of a team and then approved by the Recreation Division.
- E. If a player's name appears on more than one application, they automatically become the property of the team with whom they first sign, according to the date the application is received at the Recreation Division Office, providing they are accepted by the Recreation Division.

2. Resident and Over 40 League Eligibility Requirements:

- A. Resident and Over 40 League members must hold Greenwich as their primary residence. All members must have residency verified during the registration process.
- B. Each Resident and Over 40 team may have up to two non-residents to play on their team for the season. The non-resident fee of \$25 must be paid before a non-resident can play.

3. Corporate League Eligibility Requirements:

- A. Any player is eligible to play, provided they are an employee of a Greenwich business, corporation, or firm.
- B. All Corporate team players must present a photo ID, plus one additional form of ID that shows them as an employee, such as a corporate ID badge or business card, or provide an email with that company's email domain with the waiver/application.
- C. Corporate teams may sign up to two Greenwich Residents that do not work for their company.

In all Leagues, the League Staff, Officials, and members of the Recreation Division have the right to conduct I.D. checks. If during an I.D. check, proof of residency or proof of employment is not given, the player in question may not play in that game, or any other future game, until proof is presented to the Director of the League.

III. FORFEITS:

1. Teams in the Resident and Corporate Leagues must pay a forfeit bond at the time of registration. The forfeit bond is **\$400**, and checks should be made payable to referee assigner **John Inesta**,
2. Any team that forfeits a game shall be required to pay the full cost of both officials for that game.
3. After the first forfeit, a team will receive a warning. In the event of a second forfeit, or withdrawal by other means (such as quitting), the team will be removed from the League and all games shall be dropped from the standings and schedule.
4. If no forfeit occurs, Resident and Corporate League teams will receive their money back at the conclusion of the season, minus a \$100 administrative fee. Any team that forfeits two games in a season will be disqualified from the League. Any team not posting the forfeit bond will not be allowed in the League.
5. Should two opposing teams find it impossible to field a complete team at scheduled time, it shall be a double forfeit.
6. Use of an ineligible player or players means forfeiting of game or games in which player or players compete.

IV. POSTPONEMENT:

When schedules have been arranged by the Recreation Division after consultation with the various teams, thereafter, no change in time, place, or date will be made, except in case of extreme emergency. The Recreation Division may postpone games for circumstances beyond their control.