



La Porte Parks and Recreation Adult Men's Basketball League

I. PROGRAM NAME

-The league shall be known as City of La Porte's Men's Basketball League

II. LEAGUE DETAILS

- 1. 7 regular season games+ playoffs
- 2. Sunday afternoon games from 3pm-8pm
- 3. \$400 per team
- 4. 21 and up

II. RULES AND REGULATIONS:

-All teams and games will be governed by Texas UIL HIGH SCHOOL FEDERATION RULES

III. TEAM/PLAYER/ADMINISTRATIVE RULES

- 1. All teams shall be in uniforms, consisting of the same or similar color jersey and each jersey must have a number on the back. A technical foul will be assessed for each player who wishes to compete with an ineligible uniform.
- 2. Ages and date of birth are required to be submitted to LP Staff for Men's 21+ League. (Only ages 21 and up are allowed to participate)
- 3. Forfeited games will be scored 15-0.
- 4. All teams must begin each game with at least four (4) players on the court.
- 5. Two 20-minute running halves with the clock stopping in the last 2-minutes of the second half, only if the losing team is within 15 points.
- 6. Teams are allowed three, 1-minute time outs per game and no more than two may be used in a half.
- 7. Games ending in a tie shall be decided by a three-minute overtime period. If a tie still exists, play shall resume with a jump ball and the first team to score shall be declared the winner.

-8. GRACE PERIOD: There will be a 10-minute grace period for the **first** game of the night only. For all other games, **GAME TIME IS FORFEIT TIME** (La Porte Sports staff and officials have the final call).

-9. All players must have an official ID (and proof of age) with them for roster verification. La Porte Sports staff can ask for this information at any time.

-10. Final rosters are due before the first game of the season. Any team using non-rostered players or ineligible players shall forfeit the game in which such players participated. Any roster changes after the first game must be handled on a case-by-case basis with the League Coordinator and approved prior to your next game.

-11. Any player who enters a game at any time during the game without their names in the official scorebook will be assessed as a technical foul.

-12. A player shall be disqualified upon committing his **fifth** foul of any type (including technical fouls), or his second technical foul. Any flagrant, unsportsmanlike foul shall result in two free throws, an automatic ejection and loss of possession. A technical foul shall be counted as a personal foul as well as a technical foul.

-13. A player disqualified because of unsportsmanlike conduct shall promptly leave the vicinity of the gymnasium. His failure to do so shall result in automatic forfeiture by his team, in addition to disciplinary action against the player and/or his team as deemed appropriate by the League Coordinator.

IV. UNSPORTSMANLIKE CONDUCT

-1. The League Coordinator retains the right to suspend or expel without a refund from future participation in the league any player or team whose conduct is unsportsmanlike, inflammatory, or tends to reflect unfavorably on the LP Adult Basketball League or its staff members, and to take such additional action against his team as may be appropriate, including expulsion from the league without a refund.

-2. Any player who is ejected from the game must leave court immediately. There will be *NO* exceptions. The referee will have the right to call and forfeit the game if the player does not leave within a 30-second time frame.

-3. All full-blown ejections (2 separate techs same game) will result in suspension the following week. You will be eligible to return only after serving said suspension.

-4. 4 total technical fouls in a season will result in an automatic 1 game suspension.

-5. Any player involved in a physical altercation will be suspended for the remainder of the season and will not be able to return for future games.

V. PLAYOFF TIE-BREAKER PROCEDURES

-1. If two teams are tied in the standings after our regular season, the following tiebreakers will be used (in order):

- Head-to-head results
- If there was no head-to-head game, the win percentage against common opponents will be used.
- If teams are still tied, the team that has allowed the fewest number of points (points against) shall win the tie-breaker. If a team has won a game by forfeit, their points allowed shall be counted as the average amount of points they have allowed in non-forfeited games.

