



Adult Sports

ADULT BASKETBALL LEAGUE - RULES

All games will be played in accordance with the current High School rules, with the addition of the following:

General Information:

1. The New Braunfels Parks and Recreation Department reserves the right to combine or open up leagues to allow for more teams to register and/or avoid canceling leagues.
2. The Parks and Recreation Department routinely takes photos and video of participants and visitors in our programs and facilities for promotional purposes. Please be aware that by participating or utilizing our facility, you are granting the City of New Braunfels and its agents the right to use and publish your image or your minor children's image, and that no monetary remuneration will be given.
3. **Consumption of alcohol is prohibited during games. No alcoholic beverages are allowed in the DAS REC facility.** Players will be ejected from the facility and the game will result in a forfeit. Employees will have the right to forfeit any game if a player or players are found to have alcoholic beverages.
4. Team Managers are responsible for informing their players of all rules and seeing that they conform to them.
5. Questions regarding awards, make-up dates, etc., should be directed to the League Facilitator on-site. If they cannot answer your question, they will refer you to the Athletics Programs Supervisor at 830.221.4170.

Facility Policy

1. Teams will be held responsible for any damage to the facility, which is not a result of normal league play. Failure to accept responsibility for facility damage will result in suspension from the league. Individuals who damage equipment or property will be prosecuted for vandalism.

Eligibility:

1. All players in the Adult Men's Basketball League must be sixteen (16) years of age or older prior to the start of league play.
 - A. If under the age of 18, the minor must get a consent form signed by a legal guardian. Consent forms can be picked up at the DAS REC Recreation Center and must be submitted in advance for approval from the Athletic Programs Supervisor.
2. All players must carry a current picture ID with them at all times during all league games.
3. Players are not allowed to play on more than one team. If a player's name is found on two teams' roster, the player shall belong to the team they play for first.
4. It is the sole responsibility of the opposing team to protest a player's eligibility. A team may protest player's eligibility before game time and if the player is ineligible than the game will result in a forfeit.

Rosters:

1. Each team will be allowed a maximum of 12 players.
2. All players must fill out **all information and sign** the league roster to be considered an eligible player.
 - a. **Players must show a photo ID prior to every game in order to check in and show proof of eligibility.**

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3. Final rosters must be turned in prior to the first game of the season. Rosters must be turned in to the league facilitator prior to the second game. Note: **If rosters are not turned in prior to the start of the second game, the result will be a forfeit of the current game and any future games until a roster is submitted.**
4. Roster additions after the 1st week will only be allowed due to a job transfer or injury of a current player. Proof of job transfer or injury will be required (i.e. check stub, doctors note).

Equipment/Uniforms:

1. Players on each team must wear jerseys/shirts that are similar in the base color and must have a six (6) inch number on the back.
 - A. Jersey numbers must be either one or two digits. Numbers must be permanently affixed to the jersey, not taped or pinned to the jersey.
 - B. All players must have their own shirt – no duplicate numbers/no exchanging shirts during a game.
 - C. There will be a one game grace period for all teams to obtain their jerseys. After this grace period, players not attired as described above will be required to wear “pennies” or will not be allowed to participate.
2. We strongly encourage all teams to have reversible jerseys in the event that two teams playing each other have the same jersey color.
3. The City of New Braunfels Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
4. We will provide a game ball. However, Team Managers will decide at game time which ball will be used for the game. Teams can provide their own game ball if they choose.
5. Players must wear shoes that are designed for indoor court surfaces. Players may not play barefoot.
6. Referees may ban any equipment that they deem as unsafe or illegal.
7. No jewelry may be worn at any time during the game.
8. No hats, skullcaps, bandanas, or do-rags may be worn at any time during or before games.

General Playing Rules:

1. Game Time is Forfeit Time. All players must be on the court and ready to play at game time. Players in the bleachers, parking lot or outside are not eligible. Teams MAY use time outs to delay the start of a game. Time outs used will always be rounded up (example: if it takes 1 minute and thirty seconds for your team to be game ready, you will be charged 2 time outs).
2. Teams must start a game with four (4) players (no exceptions) but may finish with fewer players (down to 1).

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3. Dunking will be allowed during games. However, hanging on the rims will not be allowed at any time and will result in a technical foul.
 - a. Dunking will NOT be allowed during warm-ups or between games. A technical foul will be issued if a player dunks during warm-ups or outside of gameplay.
 - b. Players/teams will be financially responsible for any and all damages to rims/goals damaged by players hanging on the rim.
4. Personal Fouls: Each player is allowed 5 personal fouls during the game. At the 5th foul, the player has 'fouled-out' and will be removed from play for the remainder of the game.
5. Free throw line up: The Line up for a free throw shall consist of the shooter, 2 offensive players, and 4 defensive players.
6. All substitutions must check-in and wait for an official to allow them to enter the game

Sportsmanship Rule

1. Any team that has 3 or more ejections for Sportsmanship (including profanity, arguing with the officials, fighting, threatening others, etc.) will be disbanded at the end of the season. Disbanded teams will not be allowed to have more than two roster players from the previous seasons team.

Blood Rule:

1. If a player, coach, or official is bleeding, the official shall:
 - A. Stop the game and allow treatment if injured person would affect the continuation of play.
 - B. Immediately call a coach or other authorized person to the injured player.
 - C. Apply the rules of the game regarding substitutions, re-entry, and short-handed player if necessary.
2. A player, coach or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered.
 - A. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgment.
 - B. Uniform rule violations will not be enforced if a uniform change is required.

Time Allotment:

1. An official game shall consist of two 20-minute halves with a running clock. The running clock will stop for all timeouts. Whistles will stop the clock only in the final 2 minutes of the game.
2. Each team is allotted (2) time out per half. (1) one minute and (1) 20 second time out.
3. A three (3) minute half time will be observed.

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4. Overtime – Any game ending in a tie will be continued with three (3) minute overtime. One additional time-out will be awarded per team, per overtime. The running clock stops only for timeouts and during the last minute of the overtime. Games tied after overtime will end in a tie.

Penalties Resulting In Ejection:

1. Any violation of the player code of conduct can result in an automatic ejection from the facility. Staff and officials can eject players if they violate the code of conduct.
2. Technical Fouls and/or ejections will be given for unsportsmanlike conduct, including profanity.
3. Players on the bench are subject to technical fouls, dismissal from the facility, or possible suspension if they display unsportsmanlike conduct toward the officials or staff.
4. Two technical fouls will result in ejection from the game and a one game suspension.
5. **Flagrant Foul:** unnecessary or excessive contact against an opponent. Actions by players which break the rules but are not floor violations. Any Flagrant foul will result in an immediate ejection.
6. In the case of an ejection, the referee will make every attempt to continue game play.
 - A. If the player refuses to leave within a reasonable amount of time, the game will be declared a forfeit and the team forfeiting will be subject to the forfeit fee (\$25).
7. Ejections are from the facility, not just the court.
8. A total of two ejections for any reason will result in the player's ejection from the league for the remainder of the season.

Ejections:

1. Officials and league facilitators have the authority to remove players, coaches, managers or spectators from a game and/or forfeit the game due to unsportsmanlike conduct. This shall include, but is not limited to, profanity, threats of any kind toward the officials or league facilitators, fighting (before, during or after the game), any intoxicated condition detected by the officials before or during the game or any flagrant foul as determined by the officials. Ejected players will not be allowed to play again until meeting with the Athletic Programs Supervisor and serving any assigned suspension time. Note: suspensions DO NOT begin until after meeting with the Athletic Programs Supervisor. Any time that passes between the ejection and the meeting with the Supervisor WILL NOT count towards the suspension.
2. Physical violence, especially attacks on an official immediately before, during or after a game or fights/confrontations between players/teams will result in an immediate one (1) year suspension and/or banishment from any City of New Braunfels league play.

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3. Players, coaches or managers who have been ejected/suspended must leave the facility and grounds immediately or the team will forfeit the game, and must not return until the completion of the suspension.
4. Suspensions will carry over from season to season.
 - A. Example: A player suspended for the final game of the season will also be suspended for the first game of the next season.
5. Leaving the bench during an altercation will result in two technical fouls and an ejection from the game.
6. All judgments on rules and player eligibility will be made by the League facilitator and/or Athletic Program Supervisor and are final.

Forfeits:

1. If a team forfeits
 - A. The team must pay the forfeit fee (\$25) by start of their next game.
 - B. If the forfeit fee is not paid by the aforementioned time, the forfeiting team will be dropped from the schedule.
2. Upon forfeit, the forfeit score will be posted as 7-0 in favor of the offended team.
3. Teams that have forfeited a game (not a default where you call it in by 3pm the day before your game) will also be ineligible for t-shirts/discounts should they win them in the course of the season or post-season tournament.

Tiebreaker Rule:

1. If 2 or more teams have identical records at the end of league play, the following method will be used to determine league standings:
 - A. Head to head competition: the winner of the most games played between the tied teams is awarded the higher place.
 - B. If there head-to-head records are the same, the team with a forfeit on their record will be removed from the tie.
 - C. If the records continue to be the same, the team with the greatest point differential is awarded the higher place.
 - D. If the point differential is the same, the team with the lowest opponents score is awarded the higher place.
 - E. If a situation not covered above occurs, a tie will be declared.

Scheduling/Rescheduling:

1. All games are scheduled by the Athletic Programs Supervisor.



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2. Games will not be rescheduled for any reason except for as needed by the Parks and Recreation Department.
3. If a game must be rescheduled, it is the manager's responsibility to find out the make-up game day and time. Visit our website at teamsideline.com/newbraunfels for the updated schedule or call Das Rec Recreation Center at 830.221.4170.
4. Once a game has been rescheduled, the make-up date will not be rescheduled.

Amy Smith

Athletic and Fitness Supervisor
City of New Braunfels
Parks and Recreation Department
830.221.4170
asmith@newbraunfels.gov

Austin Supak

Assistant Athletic and Fitness Supervisor
City of New Braunfels
Parks and Recreation Department
830.221.4176
asupak@newbraunfels.gov