

ROWLETT MEN'S BASKETBALL RULES



LEAGUE REGISTRATION INFORMATION

League registration can be completed in one of the following ways:

1. Walk-In Registration – Please submit your team registration form and league entry fee at the time of registration.
 - Walk-In Registration at: 5300 Main Street, Rowlett, TX 75088
 - Please check your receipt to ensure that your team was registered for the league that you requested.
2. Phone Registration – Please call the Rowlett Community Centre staff to register your team by phone.
 - a. To register by phone, you will be required to make your league payment by card. You will also need to email your registration form at time of registration.
3. Online Registration (RETURNING CUSTOMERS ONLY) – Please click on the “Online Registration” link located in the right column on www.rowlett.com/parksandrec. New customers must register in person or by phone.

SCHEDULES

After registration ends, league admins will formulate the league schedules, and they will be available within four business days of when the registration closed. Coaches will be notified via e-mail of any changes to the league schedule; however, participants should check the website every Thursday following game weeks, for schedule updates, standings, and registration information for leagues.

NOTE: The City of Rowlett Athletics Department reserves the right to schedule on alternate nights if necessary under extreme circumstances including inclement weather.

SPECIAL SCHEDULE REQUESTS

We cannot guarantee any schedule requests; however, we will try to accommodate team requests as best as possible. Please inform us at the time of registration if your team has any date, time, or team conflicts. We do try to make it fair through the league in which each team will have to play at least two 6pm games.

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ROSTERS

SIGNED ROSTERS & WAIVER FORMS ARE DUE BY THE CONCLUSION OF YOUR TEAM'S THIRD GAME. FAILURE TO SUBMIT A SIGNED TEAM ROSTER BY THE SET DEADLINE WILL RESULT IN YOUR TEAM POTENTIALLY NOT PLAYING IN THE PLAYOFFS. The roster must be filled out and signed by all players who actively participated in the first THREE games. The coach should include the players' names, and phone numbers. The team roster can be submitted to the Athletics' staff via:

- RCC Staff: staff will be provided a binder to which each team may submit their team roster on their first night of league play. Blank rosters will be included in the binders for any team that would prefer to fill out their team roster on site.
- E-Mail: You may submit via email to Raehgan Shaw at rshaw@rowlett.com

The coach is highly encouraged to keep a copy of the roster to present if the eligibility of a player is in question as this will assist in verifying players during this process. The protested player(s) in question will need to be able to present a government photo ID which includes their name and photo to allow the league official to confirm the details. If the player(s) in question is unable to present a government photo ID, he or she will be deemed ineligible. All roster protests must be made prior to the conclusion of the game. Roster protests will only be conducted at the request of the opposing team. It is the responsibility of the team coach to submit a roster protest to the league official. League officials and/or administrators will not be held accountable for questioning a player's eligibility, only for verifying it. A copy of the team roster is attached, but blank rosters can also be printed under the "Download" section on www.teamsideline.com/rowlett.

GYMNASIUMS

All league games will be played at the Rowlett Community Centre (5300 Main Street).

SEASON

The regular season will consist of eight (8) games and a single-elimination playoff tournament that will include every team.

REFUNDS

No entry fee will be refunded after schedules have been made. NO EXCEPTIONS.

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1. CITY ADMINISTRATION RULES:
 - a. The City of Rowlett Adult Men's Leagues are sanctioned by the Texas Amateur Athletic Federation (TAAF). The league will follow TAAF rules and regulations with some exceptions noted in these bylaws.
 - b. Alcoholic beverages, smoking, and littering are prohibited at any Rowlett Parks & Recreation facilities or parks.
2. TEAM ROSTERS & WAIVER FORM:
 - a. Team rosters are limited to 12 players.
 - b. Players must be at least 17 years of age prior to the start of the season. Participants under 18 years of age must obtain a signed parental waiver prior to playing in the City of Rowlett leagues. Players that are high school or college athletes are responsible for determining their eligibility regarding high school and college associations.
 - c. Players can only be on one team roster per division.
 - d. All players must sign the team roster before playing.
 - e. Photo ID Card: Every player must be able provide a photo ID card which states the player's name and date of birth.
3. ROSTER CHANGES:
 - a. All roster transactions must be e-mailed into the league coordinator prior to 5:00 pm on the day of the game.
 - b. All rosters are frozen upon completion of the team's third game of the season.
4. GAME TIMES & FORFEITS:
 - a. Game will be forfeited 5 minutes after original start time (Ex. 6:05pm)
 - b. A forfeit will be scored a 20-0 win.
 - c. If both teams do not have enough players to field a team by game time, then the game will be called as a double forfeit.
 - d. Teams must start and finish a game with at least four (4) players.
 - e. If a team is suspended before the 4th game of the season, a revised schedule may be generated for the remainder of the season.
 - f. Any games played, or scheduled to be played, that involve a suspended team will be considered forfeit wins for their opponents.
 - g. As a courtesy to all involved, coaches should contact the Parks & Recreation Department representative member, by 3:00 PM on the day of your game, if it is known that you cannot field a team for a game.
 - h. The game will consist of:
 - i. Two twenty (20) minute halves with a running clock for the first eighteen (18) minutes of each half.
 - ii. The running clock only stops for timeouts.
 - iii. A NCAA regulation clock will be used for the last two (2) minutes of each half.
 - iv. A regulation clock will stop for all whistles the last two minutes of each half
 - i. Each team will receive:
 - i. Two (2) timeouts per half.
 - ii. One (1) timeout per overtime period.

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- iii. Timeouts do not carry over from one half to the other and the same follows for each overtime period.
 - j. Timeouts will be 30-seconds in length.
 - k. Halftime will be five (5) minutes.
 - l. Shot Clock: A shot clock will not be in effect for City of Rowlett league play or any T.A.A.F. Regional or State Basketball Tournament.
 - m. Three-Point Field Goal: The three (3) point field goal rule will be in effect for all regional and state tournaments. Distance will conform to the current NCAA specifications.
 - n. Mercy Rule: If a team is up by twenty (20) points in the last two (2) minutes of the game, then the clock will continue to run.
 - o. Overtime: Overtime will consist of a three (3) minute period. The clock will stop for time-outs only during the first 2 minutes of the overtime period. During the final minute of play the clock will be stopped for the first three fouls committed. After each team has used their 3 fouls the clock will only stop for time-outs. If the teams are still tied at the end of the overtime period they will continue to play a 3-minute overtime period following the same format until a winner is determined. In the 3rd overtime period, the clock will only stop for time-outs
5. Rowlett PARD GYM GUIDELINES:
- a. Teams may have squirt-type bottles on the bench. Open containers and cups with refreshment are not permitted in the gym.
 - b. No food will be permitted in the gym per PARD policies. This policy is to be enforced for players and/or spectators alike.
 - c. Please be considerate of others by not bouncing the basketball or practicing in the gym when another game is in progress.
 - d. Teams are responsible for the conduct of their fans. A team may be warned to control their fans. Upon a second warning, the official may award the opposing team with the serve & a point. This rule includes keeping all children seated in the spectator area and off the gym floor during play.
6. UNIFORMS
- a. Uniforms will be enforced beginning with the 4th game of the season.
 - b. All team members must have shirts or jerseys with the same base color with numbers on the back of the jersey.
 - i. Jersey numbers must be either one or two digits
 - ii. Numbers written in permanent marker will be allowed; however, the numbers must be bold. Since numbers may be written in permanent marker, every player must have a number on their jersey/shirt.
 - iii. Taped-on numbers will be allowed.
 - iv. No duplicate numbers will be allowed.
 - c. Failure to wear a shirt/jersey with a permanently attached or drawn on number will make a player ineligible until they are able to provide the proper uniform.
 - i. If at any time a team falls under the minimum number of players required (4), due to illegal uniforms, that team will forfeit the game.

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- d. In the event of any uniform protests, the team protesting must inform the referees and scorekeeper prior to the start of the game. Player(s) deemed out of uniform will become ineligible for that game until a legal uniform is presented. A protest fee will not be charged for a uniform protest.

7. FOULS

- a. **No Dunking!** Any player that dunks or hangs from the rim will be given a Technical Foul. The second violation will result in an ejection from the game and 1 week suspension.
- b. **Personal Fouls:** Each player is allowed five personal fouls per game.
- c. **Technical Fouls:** If a team or player receives a technical foul, the opposing team will get two free throws and the ball at half court. The opposing team will decide on who the shooter will be.
 - i. **One technical foul on one player** will result in the player in question being automatically substituted out.
 - ii. **Two technical fouls on a player** will result in that person being **ejected from the game and the facility.**
 - iii. **Three technical fouls on one team in one game** will result in a **forfeit.**
 - iv. **Five technical fouls** – Teams and players who accumulate five technical fouls throughout the season will be removed from the league and will not be refunded.
- d. **If any player is ejected from two games, an automatic suspension from the league will be in effect until the Athletics Department has reviewed the incidents. The Athletic Department may impose a suspension for the remainder of the season, if deemed necessary.**
- e. **Intentional Foul:** If a player receives an intentional foul, the opposing team will get two free throws and the ball at the point of interruption. The opposing team **will not** have a choice on who the shooter will be.
- f. **Flagrant Foul:** If a player receives a flagrant foul, the opposing team will get two free throws and the ball at the point of interruption, the player committing the foul will be ejected. The opposing team **will not** have a choice on who the shooter will be.

8. CONDUCT AND EJECTIONS

- a. **Removal:** At the discretion of the official/umpire, they have the right to remove a player, coach, or spectator from the game for minor infractions (REFEREE'S DISCRETION), but the player, coach, or spectator will NOT be required to leave the facility for a removal. There is no team penalty, and the player is not suspended for a game.
- b. **Ejection:** Any situation that an official deems unsportsmanlike may be cause for ejection.
 - i. First Offense = 1 Game Suspension
 - ii. Second Offense = May result in suspension from league
 - iii. You can only protest a rule interpretation NOT A JUDGMENT CALL!
- c. Ejected players, coaches, or spectators will automatically be suspended for a week from all Rowlett Parks & Recreation athletic leagues. It is the responsibility of the player, coach, and/or spectator who was ejected to comply with this policy. Any violation of this

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policy will result in further disciplinary action to possibly include expulsion from the league.

- d. If a player, coach, or spectator is ejected twice in any one season, he/she will be suspended for the duration of the season.
 - e. Any player who verbally abuses a player, official, or staff member, AT ANY TIME (includes after the conclusion of a game) will be suspended from their next eligible game.
 - f. Physical abuse of a player, official, or staff member will result in EXPULSION of that player(s) from all City of Rowlett Leagues for at least a one year period and possible legal action.
 - g. The Athletic/Aquatic Supervisor will review any other actions determined to be detrimental to the league.
 - h. Anyone ejected from a game (player, coach, or spectator) for inappropriate behavior must leave the facility property immediately. If they do not or if they leave and return later, their team will forfeit their game for that day (even if game has already been played). If that game was played and lost, the next game will be forfeited. Ejected individuals who are serving their suspension are NOT allowed to attend their team's games even as a spectator.
 - i. The Athletic/Aquatic Supervisor reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league.
9. PROTESTED GAMES:
- a. Each team must have a manager or team captain who is the official spokesperson for his team and spectators. The team captain participating in the game is the representative of his/her team and may address an official on matters of rule interpretation or obtain essential information, if it is done in a courteous manner.
 - b. All protests must be made formally to the referee and the scorekeeper. The official will note the point in the game that the protest has been requested.
 - c. All protests must be submitted in writing and accompanied with a \$75 protest fee (Money Order or Check ONLY made out to the City of Rowlett) to the Rowlett Parks & Recreation Department within 48 business hours of the completion of the protested game.
 - d. Rule interpretation is the ONLY issue that will be considered for protest.
 - e. Protest fees will be returned to the team ONLY if the protest is upheld.
10. MAKEUP GAMES:
- a. It is the responsibility of each team's manager to check for the team's make-up schedule.
 - b. Every attempt will be made to schedule all make-up games on your league night; however, the City of Rowlett reserves the right to schedule on alternate nights if necessary.
 - c. The City of Rowlett will do everything possible to make up all games that are canceled due to weather; however, unusual or extreme weather patterns may lead to the games being permanently canceled with no refunds to keep leagues on schedule.

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- i. Rowlett Parks & Recreation's programs/leagues follows GISD inclement weather policy. If GISD cancels school, the Parks & Recreation department will cancel games scheduled for that day.

11. PLAYOFFS:

- a. All teams will advance to the playoffs.

12. LEAGUE TIEBREAKERS

- a. If two teams are tied:
 - i. The winner will be the team which defeated the other. (If the two teams did not play each other, move to iii.)
 - ii. If there is a split between the two teams, the winner will be the team which surrendered the least amount of points against the teams involved for that tie.
 - iii. If still tied, the team which surrendered the least amount of points to all opponents within the league is the winner.
 - iv. If still tied, the team which scored the most points against all opponents within the league is the winner.
 - v. If still tied, a coin flip will determine the winner of the tie.
- b. If there is a tie between 3 or more teams:
 - i. The winner(s) will be determined by the team(s) which surrendered the least amount of points to all opponents within the league.
 - ii. If still tied, the team(s) which scored the most points against all opponents in the league will be the winner(s).
 - iii. If still tied, a coin flip will determine the winner of the tie.

13. COMMUNICATION / WEBSITE SERVICE:

- a. The Athletic Division will use www.teamsideline.com/rowlett to post all schedules, standings, game scores, league bulletins, and other important league information. All coaches and players are encouraged to use the website to stay current with league issues.