



Englewood Parks & Recreation Adult Basketball Rules

General Information

1. Englewood Parks & Recreation offers a non-sanctioned basketball program for the recreational enjoyment of the participants. The Englewood Park & Recreation Staff is the sole governing body of the program. The leagues will follow the current National Federation State High School Association and CHSAA Basketball Rule Books with the following exceptions and modifications. The following rules will be enforced at the first game. Those who do not comply will not be eligible to participate.
2. The manager of each team is responsible for his team knowing and abiding by all rules, for the conduct of his team and spectators during league and tournament play, and for obtaining all make-up game and tournament game information.
3. Coaches and spectators must refrain from any demonstrations of tempers. If teams are not ready to accept the referee's decisions, they should not enter this league. Sportsmanship, control of emotions, and maturity are most important in these games.
4. The Englewood Recreation Department reserves the right to refuse participation of any individual or team if they do not obey rules and regulations and keep within the good spirit and cooperation of the league.
5. NO SMOKING, DRINKING, OR EATING IN SCHOOL BUILDINGS OR RECREATION CENTER. This includes coaches, team members, and spectators. We will lose the use of the gymnasiums if this rule is not adhered to and enforced. No warming up or bouncing basketballs in any hallways.
6. The Recreation Department reserves the right to move teams both upward and downward to maintain competitive integrity among leagues. Movement of teams when deemed necessary shall be determined upon the number of teams involved and their most recent performance history.
7. Any abusive display of anger or unsportsmanlike conduct by a player or spectator may result in ejection and/or suspension. If an official ejects a player from the game, he must leave the facility "sight and sound" and that player will have to sit out the next scheduled game at a minimum.
8. Special scheduling requests (e.g. "our team needs a bye on March 11") must be submitted before the registration deadline but are not guaranteed. Any special scheduling requests needed after the schedules have been made will not be accommodated.
9. All situations not specifically covered in the rulebook shall be acted upon by the Athletics Program Administrator, and all such action taken shall be final.
10. Please call the Englewood Recreation Center as soon as possible (303-762-2680) if you know in advance that your team needs to forfeit so we can inform the opposing team.
11. **Customer Service** - Englewood Parks & Recreation strives to provide staff (officials, supervisors, and scorekeepers) that are professional, knowledgeable, and courteous. Please contact the Englewood

Recreation Center immediately if any of our staff or officials do not meet the standard of performance that you deserve. Your input is a necessary part of our evaluation process.

12. If children are brought to the games, they must be continuously supervised by an adult who is not playing in a game. Englewood Parks & Recreation is not responsible for children who are injured during the course of this program. Children are not allowed on the court before, during, or after games.
13. **Inclement Weather** – In case of inclement weather or hazardous conditions, Englewood Parks & Recreation has the right to close early. In this case, please call **The Englewood Recreation Center at 303-762-2680**. If the recreation center is closed, then games are canceled. If the recreation center is open, leagues will run as scheduled unless otherwise noted by the league administrator. Check www.teamsideline.com/englewoodrec for cancellations and make-up schedules. Team managers are responsible for finding out if games are canceled and their team's makeup game schedule.
14. **All team fees are due in full at the time of registration.** If you need a payment plan, please coordinate that with the Recreation Supervisor before registering.

Schedule & Standings

All game schedules and standings will be posted and updated at

www.teamsideline.com/englewoodrec

Rosters

1. All players must fill out and sign the roster form before playing in their first game.
2. Roster size is unlimited; however, individual awards are only given to a maximum of 8 players per team. **Rosters must be turned in to the scorekeeper before you play your first game.** Players may be added to your roster until your **6th game**. No player may be added after your team has played your 6th game. Please see the scorekeeper to add players to your roster.
3. To be eligible for the tournament, players must have played in at least one game and listed on their roster before the freeze date to participate in any tournament games. By signing the roster form, you and your team agree to follow the rules and Code of Conduct (page 5).
4. Rosters may be checked before each game. Photo IDs must be shown to the official/scorekeeper if verification is requested. If a player is not listed on the roster, has not signed the roster, or if a player does not have a photo ID, that player cannot play in that game which may result in a forfeit.
5. **The opposing team may ask for a roster check prior to the start of the game (prior to tip off). Once the game has started, roster checks are no longer valid.**
 - a. **If a roster check is initiated before the tip off by the opposing team and the player is not listed on the roster prior to the roster deadline, that player will be ineligible to play. If that means the team does not have enough eligible players for the game, then the game is a forfeit.**
 - b. **If a roster check is initiated before the tip off by the opposing team and the player is listed on the roster, the player may play in the game.**
6. All players must be 18 years old or older before playing in their first game of the season.

7. Managers looking for extra players can contact the Program Administrator at the Englewood Recreation Center and ask for the Free Agent List.
8. Any player discovered falsifying an identity will be ejected from the league for the remainder of the season and all games in which he played will be forfeited.
9. A player may not participate on more than one team in the same league that plays on the same night. **If a team borrows a player from the same league, the game will automatically be forfeited, which will be enforced by the official and scorekeeper. Player protests must be done before the next dead ball.**
10. Any player who, within 3 years to date, has participated on a professional team (NBA, CBA, IBA, etc.) or training camp, or is currently playing college basketball at any level can play at the competitive level only.

Rules

1. Each game will consist of two 20-minute running halves.
2. If there is a difference of ten points or less in the last two minutes of the game, the game clock will stop. Once the clock stops, it will stop for the remainder of the game.
3. Half-time is 3 minutes long.
4. Forfeit Rule:
 - A. A team must have four legal players who are properly dressed on the court, and ready to play, at the start of the game time.
 - B. If a team has 3 or fewer players at game time, their opponent has 2 options:
 - i. Immediate forfeit OR
 - ii. Start the game clock and allow the short-handed team 5 minutes to get four players before the game is considered a forfeit. The waiting time will be counted as game time. If games are running late, that time will count towards the 5 minutes.
 - iii. If a team forfeits two or more games during the regular season, that team may not be allowed to participate in the tournament and will not be considered a returning team.
 - C. Teams cannot be forced to start before the scheduled game time, however with the consent of both teams a game may be started early.
5. Teams are given 5 minutes from the end of the previous game or before their scheduled game time to warm up.
6. Two one-minute time-outs per team will be allowed in each half. Timeouts are non-cumulative.
7. At the end of 30 minutes of game time, or any point thereafter, if a team is ahead by 30 points or more, the game shall be declared complete.
8. Overtime: All leagues will play one minute of running clock followed by two minutes of stop clock if there is a tie at the end of the regulation game. Each team will have one time-out per overtime period. Timeouts are non-cumulative. The overtime periods will last until a winner is declared.
9. Dunking is **NOT ALLOWED** before, during, or after the games at any recreation facility or school building.

Penalty: Before Game: 2 Point Technical Foul. During Game: 2 Point Technical Foul and the dunk does not count as points. More than one time in a night: Ejection & Additional Suspension

10. Free Throws

- A. Line Up - On all free throw attempts the bottom block (the one closest to the goal) will be vacant. The defensive player will occupy the second space. Only 6 players (3 on each side) will line up for rebound opportunities. All other players must be behind the 3-point line and the free-throw line extended.
 - B. Release - Players may enter the lane at the release of the free throw.
11. **Language - There will be zero tolerance for inappropriate, vulgar, or offensive language by teams and their identifiable spectators. Players and identifiable spectators who use inappropriate, vulgar, or offensive language will be immediately ejected from the game and the facility and may be suspended from future games.**
12. A forfeited game will be scored as 30-0. Forfeits in the season will result in the team not being considered a returning team for the next season and/or not eligible for the tournament.
 13. Any player or coach that has been ejected from two different games in the season may be removed from the league for the remainder of the season, and removed from future leagues, and any tournaments.
 14. If a player is ejected from the game, he/she must leave the facility "sight and sound." If the ejected player does not leave the facility sight and sound, the team will have to forfeit the game.
 15. Only team managers may address the officials and/or scorekeepers in a calm and collected manner.

Fouls

1. Players have five personal fouls before they are disqualified from the game.
2. Technical Fouls will not be shot. The opposing team will automatically receive two points and the ball at mid-court.
 - A. Two technical unsportsmanlike fouls on a player will eliminate that player from the remainder of the game. 3 unsportsmanlike technical fouls on a team will end a game, thus awarding a forfeit to the opponent. Continued arguments over a rejected player or forfeited game will not be tolerated. Ejected players must sit out their next scheduled game. Technical fouls can be charged to the team due to actions/words from the manager, spectators, and/or players on the bench.
 - B. A player who receives 3 technical unsportsmanlike fouls during the season will be ejected from the game and suspended from the next scheduled league game. Every unsportsmanlike technical foul after the third will result in ejection from the game and a one-game suspension.
 - C. If a player who is not listed on the roster and/or lineup enters the game, he will receive a technical foul.
 - D. If a player is caught spitting on the gym floor, he will receive a technical foul.
3. Bonus rule: 1 and 1 will be shot on the 7th team foul any time during the 1st or 2nd half. A double bonus (2 shots) will be in effect after 10 team fouls are committed in the first or second half.
4. **Unsportsmanlike Technical Fouls include but are not limited to:**
 - A. Disrespectfully addressing or contacting an official or staff member or gesturing in such a manner as to indicate resentment.
 - B. Using profane or inappropriate language or obscene gestures.
 - C. Baiting or taunting an opponent.

5. First unsportsmanlike technical foul shall result in:
 - A. Player can be removed for 2 minutes, on game time, to cool down.
 - B. If warranted, the player may be ejected on the first infraction and removed from the facility.
 - C. Second unsportsmanlike technical foul shall result in automatic ejection from that game and possibly future games and must leave the gymnasium and facility "sight and sound."
6. Technical fouls are also personal fouls.
7. If a team receives 3 technical fouls in one game, the game is a forfeit.
8. **If a player receives a total of four (4) technical fouls during the regular season, he will no longer be eligible to play in any remaining season games, any playoff games, and possibly games in future seasons. If a team receives a total of seven (7) technical fouls during a season, that team will no longer be eligible for the playoff games, possibly future seasons, and not a returning team.**

Uniforms / Jewelry

1. **Each team must have similar colored jerseys/t-shirts with at least 4-inch numbers that are permanently attached. Numbers on players' jersey's/t-shirts are MANDATORY. Multiple players cannot wear the same number(s).** Numbers can be on the front and/or back of the jersey. All teams must have team uniforms before they play their second game. Players without a number entering the game may receive a technical foul and will need to put on a number to play.
2. Players cannot share jerseys.
3. Jewelry is not allowed. This included wedding bands. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body, so the medical alert information remains visible. If a player cannot cover or will not remove his/her jewelry, they will not participate.
4. Non-marking rubber-soled gym shoes must be worn to participate.
5. Players wearing a metal brace must properly pad any exposed metal or hard surfaces.
6. **Blood Rule:** Any time a player in the game is bleeding, he must leave the game until the bleeding has completely stopped and the wound is covered. He/she must stay out until the next dead ball. Excessive blood on the uniform requires the player to change clothing. Players are allowed 2 minutes, not on game time, to cover the bleeding area with appropriate bandages. In an emergency, call 911.

Tie Breakers / Tournament Play / Awards

1. If, after all teams play all their regular season games and teams have a tied record, ties will be broken the following way:
 - A. Head-to-head competition.
 - B. Point differential between tied teams between tied games.
 - C. Any team with a forfeit in the season will be dropped from the tiebreaker.
 - D. Total points scored against (all games).
 - E. Total points scored (all games).

2. All teams will automatically advance to play in a single elimination tournament once all league games are over. If a team forfeits two or more games during the regular season or does not pay the entire team fee before the third game, that team may not be eligible for the tournament.
3. Tournaments will follow league rules.
4. Individual awards will be given to the team that wins the season-ending tournament. The number of awards will be equal to the number of paid participants on the roster, no more than 8. League champions will receive a discount for a future team fee (must be used within one year). There are no awards for 2nd place.

Contact Info

Sara Stant – Athletic Program Supervisor

sstant@englewoodco.gov 303-762-2694

Englewood Recreation Center

303-762-2680

Weather Line

303-762-2598 x2

www.teamsideline.com/englewoodrec