



MEN'S BASKETBALL LEAGUES GENERAL RULES PACKET

- REGISTRATION SITES:** Pearland Recreation Center & Natatorium Offices
or online at pearlandparks.com
- LEAGUE FEE:** \$335 per team at registration
- SCHEDULES:** After registration ends, we will formulate the league schedules and they will be emailed to the manager or designated contact as well as being available on teamsideline.com/pearland. Teams are responsible for checking the website often for schedules, standings, or bulletins concerning current or future leagues.
- REFUNDS:** Once the schedules have been written there will be no refunds issued for team that choose not to play.
- LEAGUE FORMAT:** The regular season will consist of 7 games. At the end of the regular season we will have a single elimination tournament in which all teams will participate. Teams with 2 or more forfeits during the regular season will not be allowed to participate in the playoffs
- ROSTERS:** Signed roster from each team are due prior to their first game (turned into scorekeeper). Players may be added to the roster before your team's seventh (7th) game. Rosters are limited to a maximum twelve (12) players. The signed roster must include each player's signature, jersey number and phone number. All players must be the roster before they are able to participate. Games played after this dated by team with no or incomplete rosters will be forfeited.
- DIVISIONS:**
- | | |
|------------------|--------------------|
| Monday Night's | Men's Recreational |
| Thursday Night's | Men's Recreational |
- AGE REQUIREMENT:** Minimum age for participation in Pearland men's basketball leagues is eighteen (18) years old.
- RULES:** Texas Amateur Athletic Federation (T.A.A.F.)

PEARLAND PARKS AND RECREATION BASKETBALL RULES

Rules: Current N.C.A.A & T.A.A.F rules will be used with these exceptions.

1. Gym Guidelines:

- a. Please be considerate of others by not bouncing the basketball in the gym when another game is in progress. Shooting at half time is limited to only those that are participating in the game.
- b. There is no hanging on the rim allowed due to safety and facility use arrangements. No dunking allowed during warm-ups. A technical foul will be assessed if this rule is violated. Players/patrons will be held responsible for any damages to the goals or facilities
- c. 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 penalize the team with a technical foul and award two free throws to the opposing team. This rule includes keeping all children seated in the spectator area and off the gym floor during play.

2. Uniforms

- a. All teams must use jerseys uniform in color, and styles. Jerseys must be alike in color. Each player must have a legal NCAA number. Any player that does not have a legal, or no number at all may not qualify for play.

LEGAL NUMBERS:

0,00,1,2,3,4,5

10,11,12,13,14,15

20,21,22,23,24,25

30,31,32,33,34,35

40,41,42,43,44,45

50,51,52,53,54,55

- b. Team must have jerseys by the 1st game. Failure to have uniform jersey's with numbers will result in a forfeit.
- c. No steel-toe or open-toed shoes will be allowed.
- d. All jewelry must be either covered completely with tape, not visible, or flush with the skin before the player will be allowed to participate.
- e. Numbers must be permanently affixed to the jersey, not taped or pinned to the jersey. Numbers that are handwritten in pencil, marker or any type of ink pen will not be allowed.

3. Game Clock

- a. An official game shall consist of two (2) 20 minute halves with a running clock. The clock will stop on all whistles and dead balls in the final 2 minutes of the last half.

- b. Half time: A three (3) minutes half-time will be observed.
- c. Timeouts: Each team will be allowed two (2) time-outs per half
- d. Timeouts called after made basket can be advanced to half-court.
- e. Each player will receive six (6) personal fouls.
- f. The clock will stop on a made basket in the last thirty (30) seconds of the game if the score is within two possessions or less than six (6) points.

4. Overtime:

- a. Overtime will consist of a two (2) minute period with the clock stopping for all whistles during the period. Each team will be given one (1) time-out during the overtime. If the score is tied at the end of the first overtime play, the team play another two-minute overtime period. After that, if the score is tied at the end of the second overtime period. Sudden death rules will apply. First made basketball wins the basketball game.

5. Mercy Rule:

- a. A point-ahead-rule of fifteen (15) points will be used in all adult basketball games. If a team is up by fifteen (15) points in the last two (2) minutes of each half, the clock will continue to run.
- b. In the last 2 minutes of regulation if there is a team up by thirty (30) points the game will end.

6. Forfeit

- a. A team may start with four (4) players, but may not continue any game without at least two (2) players. For every minute that a team cannot take the court after the scheduled starting time their opponents will be given two points until forfeit time. Forfeit time is five (5) minutes after game time.
- b. Teams may pick up other participating league players that are not on there roster. You may only pick up enough to get your total to five players. Once the team has at least five of their original players on there roster ready to play, the pick-ups will not be allowed to participate.
- c. No pick-ups during the playoffs

7. Three Point Field Goal

- a. The three (3) point field goal rule will be in effect for City of Pearland league play or any T.A.A.F Regional or State Basketball Tournament

8. Tie Breakers – A system of tiebreakers is used to determine the division champions in the event that 2 or more team finish the regular season with an identical overall record.

- a. Overall record
- b. Head to Head record
- c. Head to Head points allowed

- d. Total points allowed for the season (including forfeits)
- e. Total points scored for the season (including forfeits)
- f. Coin Flip

9. Protest

- a. Protest will not be allowed on any judgment calls. Teams who wish to protest because of rule misinterpretation or ineligible players should submit to the Pearland Parks and Recreation Department a written explanation and a \$50.00 cash deposit within 48 hours for the protest to be considered. If the protest is found invalid, the \$50.00 deposit will be forfeited.

10. Blood Rule:

- a. Any player, who has a blood injury during the game, must leave the game and may not return until the injury has been properly cleaned and bandaged. If the uniform has blood on it. The uniform must be changed. This player may return to the game upon approval from the game officials or Pearland Parks & Recreation staff member.

11. Unsportsmanlike Conduct

- a. Three unsportsmanlike technical fouls on a team will result in a forfeit. **Two unsportsmanlike technical fouls on a player will result in an ejection; players ejected from the game for unsportsmanlike conduct shall be suspended from play not only for the game he is ejected from, but also for the next two games.** Depending on the seriousness of the violation, a player may be suspended for the entire season or year. The League Administrator reserves the right to suspend a player or players for discourtesy towards another player, game official, or any city official for a period of games to be determined by the seriousness of the action. The League Administrator 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. If a player is ejected from a game twice in one season, he will be suspended for the duration of the season. If the second ejection occurs during the last three games of the season, the player will be suspended for the rest of the season as well as the entire following season. **Ejected players must leave the gym immediately or his team will forfeit the game.**

b. Behavior Policy:

All participants must adhere to the Pearland Parks and Recreation Department's Behavior Policy Section 3.2.01 when participating in the league.

- Any player or spectator who are in *"possession or use of illegal substances or medication, including the use of alcohol or smoking, including vaping, where prohibited"* will be asked to leave the facility.
- Any player or spectator who *"continuously refuses to follow program and/or facility rules and guidelines"* may result in more rapid progress toward suspension or termination from program participation.
- Any player or spectator who displays *"use of verbal harassment, profanity, vulgarity, obscenity, or racial slurs"* toward player or officials may result in more rapid progress toward suspension or termination from program participation.

12. Basketball

- a. The City of Pearland will furnish the primary ball. However, an alternate ball may be used upon mutual consent by both teams.

