

# Ankeny Parks & Recreation

## Men's Basketball League Rules

### A. ELIGIBILITY

1. All players must be 18.
2. No player is allowed to play on more than one team in any league. Violation will result in individual suspension and/or game forfeiture.
3. Each manager is required to submit a complete team roster (name and address) by the Tuesday morning following online registration deadline.
  - a. The fee for participation by a non-resident is \$10 per person. Non-resident is defined as any address not within Ankeny City Corporate Limits.
4. Final roster changes must be made and communicated to the Parks & Recreation office before the start of the fourth regular season game.

### B. THE GAME

1. Official high school rules will apply with the below listed exceptions.
2. The clock will be a running clock.
  - A. The game will consist of two, twenty-minute halves.
  - B. Regulation clock the final two minutes of each half.
  - C. Exception: the clock will run the last two minutes of either half if there is a spread of 20 points or more.
3. Three total time-outs per game. One additional time-out will be granted per overtime.
4. The Recreation Department will furnish the game ball.
5. Halftime will be three minutes in length.
6. Score keeper is not required to keep track of individual points.
7. **Game time is forfeit time**. Official score keepers watch will be used as the official game time. More than one forfeit in a season or if the entire team no shows, without notifying the Recreation Office, will result in immediate release from the league with no refund of fees.
  - a. If a team forfeits the game, the opposing team will receive a +20-point differential.
8. Managers must identify **ALL team members by first and last names AND jersey numbers** onto the score sheet prior to game time. Players must individually sign off next to their name and number. If a player reports to the scorekeeper after the game starts and is not listed on the score sheet, the team will be assessed a technical foul.
9. Substitutions can only be made during a dead ball. Scorekeeper must be notified of all substitutions prior to them entering game.
10. During a game, if pushing, shoving or other excessive physical contact persists beyond a normal level and the official feels that it is to either or both teams benefit or safety, they have the authority to call the game a forfeit, or double forfeit, at that point.
11. Spectators are welcome at the games but must conduct themselves accordingly. Managers will be held responsible for the conduct of their spectators. Children are to be kept in the stands and supervised by an adult at all times. If a parent allows their children to run about the gym and/or the school building, they will be asked to leave.
12. Excessive profanity by teams or spectators is prohibited. Use of profanity will result in an automatic technical foul.
13. No alcohol or tobacco is allowed in any school facility.
14. No food or drink is allowed in any gyms.

### C. UNIFORMS

1. All team members at the start of the season must have the same color and style of shirt. Reversible jerseys are recommended. Score keepers or Officials may not allow questionable jerseys.
2. Home Team = Light Color (White/Gray), Away Team = Dark Color (Blue/Black)
3. All players must have a number **printed** on their shirt/jersey. No tape or other temporary materials may be used.

4. Duplicate numbers will not be permitted.
5. No switching of shirts between players during a game is allowed.
6. No shoes leaving marks on the floor will be permitted in gym.

#### **D. FOULS AND PENALTIES**

1. In each half, 1-&-1 free-throws will be awarded on the seventh team foul (unless it's a shooting foul or a technical foul) and two free-throws on and after the tenth team foul.
2. Players can leave on the release of the ball on free-throws.
3. League rules for free-throws: No more than 6 in the lane for free-throws. ***The bottom space (i.e. lower block) of the lane will NOT be occupied.***
4. A player who obtains five (5) personal fouls must leave the game. A technical foul also counts as a personal foul.
5. The clock will start after a timeout as soon as the referee hands the shooter the ball.
6. **TECHNICAL FOULS**
  - a. If a player is tagged with one (1) technical foul in one game, that player will have to sit out one (1) minute of game time (after all technical fouls are shot) before returning to the game, including any overtime game. \*Exception - dunking the ball.
  - b. Two (2) technical fouls in one (1) game and the player is out of that game and the next game as well. The manager and person receiving the technical foul will have to meet with the recreation department before returning to play.
  - c. Should a player accumulate four (4) technical fouls over any part of a season, the player will be suspended for the remainder of the current basketball season.
  - d. Should a team accumulate three (3) technical fouls in one (1) game, the team shall forfeit that game if they win. If team loses, or is losing at the time, the score will remain.
  - e. Should a team accumulate five (5) technical fouls over any part of a season, the team will be removed from the league at the Department's discretion.
7. **NO DUNKING** – DUNKING WILL RESULT IN A TECHNICAL FOUL. THIS IS BEFORE, DURING AND AFTER A GAME. ATTEMPTING TO DUNK WILL ALSO RESULT IN A TECHNICAL FOUL. THE PLAYER WILL ALSO BE LIABLE FOR ANY DAMAGES.

#### **E. OVERTIME**

1. If the game ends in a tie, a two-minute overtime shall be played with a continuous clock, except the last minute. Second overtime is one minute.
2. If the game is tied after 2nd overtime, the game will be finished by "sudden death" (first team to score wins).
3. One (1) additional time-out will be granted per overtime.
4. Overtimes will start with a jump ball at half court.

#### **F. PROTEST**

**ROSTER PROTEST:** Player in question must be protested to the official and scorekeeper before the game ends. The name of player(s) will be recorded by the scorekeeper on the scoresheet.

1. If name does not appear on roster, the team will forfeit the game.

**GAME PROTEST:** Game protests must be clearly and definitively stated by the manager to the official and the scorekeeper at the first dead ball following the infraction.

1. If no decision can be reached immediately following the protest, the protesting team must submit a written protest to the Parks and Recreation Office within 24 working hours of the scheduled start time of the protested game. Protests will be decided upon by a Protest Committee consisting of a Referee not doing this game, Recreation Supervisor, and one of the following (Player Representative, Scorekeeper or City Staff).
2. Game protests will be accepted regarding rule interpretations only. Judgment calls are not open to protest.
3. Game protests will be considered only when the play in question had a "Significant Effect" on the outcome of the game.

## **G. RULES OF CONDUCT**

1. Each manager will be held responsible for the conduct of his team players and is responsible to see that all rules are observed. The manager must maintain complete control of himself and team members at all times; this includes before, during, or after a game and any time involved with the basketball program. The key to a successful program is in the hands of the manager and, in turn, his players. Good leadership will ensure a good program.
2. Officials and their decisions will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time. Any manager or player removed from a game for breaking Rules of Conduct will receive an automatic one game suspension to be served in the next consecutive game. A longer suspension may be given by the Recreation Supervisor, depending on the severity of the offense or frequency of misconduct. Any player or manager that is ejected from a game in this manner must leave the facility.
3. Personal harassment of a staff member (official, scorekeeper, supervisor, director) may be cause for either the team or individual to be suspended from league play. A player does not have to be in the game for this rule to be in effect. He/she could be a spectator of a team. Teams are responsible for their own spectators.

## **H. AWARDS / STANDINGS**

1. League Champion t-shirts will be awarded to the first-place team in the league.
2. All games will count toward league standings. Game scores and current standings can be found on [www.teamsideline.com/ankeney](http://www.teamsideline.com/ankeney).
3. Tie-breaker - In the event of identical records:
  - a) Head to head competition
  - b) Highest point differential in head to head games
  - c) Highest point differential throughout entire season

## **I. BLOOD RULE**

1. A player who is bleeding, has an open wound, or has excessive amount of blood on his uniform must leave the game and may not return prior to the first opportunity for such player to re-enter.
2. Player will be allowed to switch jerseys with another player or change to different jersey (this new jersey does not have to match existing jersey color or style) without penalty under these circumstances.

## **J. WEATHER**

1. In the event of inclement weather, please call the weather cancellation number at 515-963-3575, option #3.