

League Coordinator: Michael Locke | 425-556-2379 | mplocke@redmond.gov

Redmond Parks and Recreation Men's Basketball League and tournament games will be played under current High School Basketball rules, except for the following exceptions.

LEAGUE INFO

- The League Administrator shall coordinate the playing schedules and any rescheduled games for all teams.
- Games will be scheduled on either Wednesday or Thursday.
 - In case of closure dates or cancellations games may be played on any night of the week.
- Most games will be played at either Redmond Middle School or the Old Redmond Schoolhouse.
- A game may be played with 4 players (see summary of game format)
- A team forfeiting two league games in one season will automatically be dropped from the league. Said team also forfeits their league fee.
- Standings and tie-breakers will be determined in this order:
 1. Overall Record (or winning %)
 2. Conference/Division Record
 3. Head-to-Head Competition
 4. Head-to-Head Points
 5. Coin Flip

GAME FORMAT

- Games will consist of two (20) minute running halves, except when:
 - The clock will stop for foul shots, time-outs, and injuries.
- The last two (2) minutes of the second half only will have regulation stop-clock, unless a team leads by twenty (20) or more points.
- There is a three-minute overtime period if the game is tied after regulation. Additional 3-minute overtime periods will persist if ties continue.
- Teams must have at least four players present to play games
- If a team has either 4 or 5 players present and one of them fouls out. That player may remain in the game. (In this situation, an automatic two points and possession of the basketball is awarded to the opposing team each time they commit a foul) * Please note that these extra fouls are not considered technical fouls. At this point, substitutions of previously fouled out players is not allowed.
- If a team does have substitute players available, they must use those players instead of playing a fouled out player.
- If a team is playing with 4 players and one is ejected, that team forfeits the game.
- If a team is playing with 5 players and one is ejected, they may continue with 4 players.
- There is a 10-minute grace period from the scheduled start time. After 10 minutes the game will be considered a forfeit.

FOULS

- There is one free throw if a player is fouled in the act of shooting and the basket is made.
- There are two free throws if a player is fouled in the act of shooting a two-point basket and the basket is not made.
- There are three free throws if a player is fouled in the act of shooting a three-point basket and the basket is not made.
- A player fouls out of the game when he/she has committed 5 fouls during the game.

- For each personal foul, the team receives a team foul. When a team reaches 7 team fouls in either the first or second half, the officials must be notified that there is a bonus free throw (1-1). At the 7th team foul, there will be an extra free throw if the first free throw is successful. In addition, the referee needs to be notified when a team reaches their 10th foul. At 10 fouls, the team receives two shots.

TECHNICAL FOULS

- All technical fouls are an automatic two points plus possession for the opposing team.
- The offending player is also charged with a personal foul, and the team with a team foul.
- ***If a player receives a technical foul they must remain out of the game for 5 game minutes.***
- If a player receives two technical fouls in a game, they are automatically ejected. Also, if a player is ejected for un-sportsmanlike conduct, that player forfeits their right to play in their teams next scheduled league or tournament game.
- Ejections due to technical fouls for non-conduct situations such as wearing an illegal uniform number or entering a game incorrectly are not considered un-sportsmanlike.

TIME-OUTS

- Each team receives four one-minute timeouts for the entire game
- Each team may use one timeout per overtime period. Time-outs do not carry over from regulation into overtime.

OTHER

- On free throws, players may move into the key after the release of the foul shot
- On out of bounds play in the backcourt, after violations only, the referee does not have to handle the ball. However, the team in-bounding the ball must do so where the ball went out of bounds. (Substitution is not allowed by the team that loses possession unless the team gaining possession also substitutes)
- Three-point baskets are allowed only on courts that have a three-point line.
- No dunking is allowed in any facility at any time. Any player that dunks during a game will automatically be ejected from that game and must sit out the next game.
- The league Administrator can change a player's division, or remove them from the league if their skill level is not appropriate for the division they are in.

PLAYERS AND ROSTERS

- Rosters and all required fees are due at the time of registration. Every player must register for the **Participant Code of Conduct**, more information can be found at www.redmond.gov/sports.
- Participation on two teams in the RBL is not allowed. The offending player will be judged as ineligible and must choose one team. A second offense will result in a one-year suspension from the RBL.
 - The exception is if the opposing manager agrees to let a player from another team play.
- AAU players are ineligible for RBL play.
- Use of an ineligible, illegal, or non-rostered player will subject the offending team to forfeiture of each game in which said player appeared. Once notified by the League Administrator, a subsequent second offense shall be grounds for dropping the offending team from the RBL.
- Players/Teams
 - The maximum roster size is 15 players
 - Players are not legally on a roster unless they are registered for the **Participant Code of Conduct**
 - Teams must provide their own alike colored shirts with at least a 6" number on the front or back.

- Facility/Equipment
 - The game ball shall be provided by Redmond Parks and Recreation Department or will be agreed upon by both managers
 - No food or beverages are allowed inside the gym
 - No dunking is allowed in any facility at any time. The offending player will be removed from the RBL for the remainder of the season and is responsible for any damage prior to any consideration of reinstatement.

PLAYER AND FOLLOWER CONDUCT

- The conduct of all participants in the RBL is governed by the **Participant Code of Conduct**.
- Teams are responsible for the conduct of their followers. Failure of teams to control follower conduct shall result in game forfeiture.
- Team managers are responsible for sharing the Redmond Parks and Recreation Men's Basketball League Constitution, League Rules, and Code of Conduct with their players.

PROTESTS

- Intent to protest must be made by the team manager immediately after the questioned incident. The officials, gym supervisor, and the opposing coach must be formally notified, and the intent to protest must be written in the official scorebook.
- The formal protest must be made in writing /or emailed to the office of the League Administrator by 5:00pm on the following business day
- You are not allowed to protest judgement calls.

OFFICIALS

- All league and tournament games will be officiated by the appropriate officials' association to be judged an official contest.
- If only one official is present or able to officiate, the game shall be played and will be considered a legal contest.