



City of Kyle
Parks and Recreation Department

MEN'S BASKETBALL RULES

Local Rules and Regulations

Revised 3/21/24

I. DEFINITION and ROLES

Kyle Parks & Recreation Department (PARD) – is the organization responsible for conducting all aspects of the mens basketball program. This includes, but is not limited to, registration, conducting meetings (with managers, umpires, score keepers, suspension hearings & more), leagues schedules & standings and awards, and providing quality service to the league.

PARD Team – is responsible for conducting league registrations, maintenance of league schedules (original & playoffs), updating league rosters when applicable, and providing quality service to the league.

Umpires/Scorekeepers – are appointed by PARD. Officials are responsible for conducting mens basketball league games from the time of “pre-game” through the last play. Umpires and scorekeepers are also responsible for providing quality service to the league.

Team Manager(s) – are completely responsible for their team. This includes but is not limited to: attending managers meetings, receiving schedules, updating their team’s roster as needed, personal, player and fan behavior at all times including from “pre-game” through the last play, handling protests and awards pick-up. Team managers are the team’s liaison between their players and PARD as well as between their players and umpires/scorekeepers.

Players – these are members of registered teams. Players are responsible for their own behavior at all times.

Forfeiting Games - if a team does not give the PARD Athletics Coordinator a 24-hour minimum notice when forfeiting a game, a \$25 fee will be charged to that team. This fee must be paid by the following game, or the team will be taken off the schedule. This is to eliminate opposing teams from showing up unnecessarily and inconveniencing them. If both teams do not show up and PARD has not been notified, both teams will take a loss.

Travesty of the game - Travesty of the game is a judgment call by the umpire. If a travesty is called, the offending team would forfeit the game and lose, 7-0.

Gym Conduct - Alcohol and Tobacco are also not permitted in the gym at any time during games. Automatic ejections and/or suspensions will be assessed to the person/teams involved. No warnings are to be given.

Animals - Animals are not permitted at any athletic facility during league play.

Music – Music may be played before or after a game. However, vulgar and/or explicit language/lyrics, will not be tolerated. Game officials reserve the right to ask anyone to turn off the music if he/she feels it is not family friendly. Players may not play with any type of music device while on the playing field (example- ear buds).

II. SUPERVISION AND ADMINISTRATION

- A. In all matters not covered by current NCAA men’s playing rules or City League Rules, the Athletics Coordinator shall have jurisdiction.



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- B. Officials will be appointed by the KYLE Parks and Recreation:
1. All officials & score keepers so appointed shall have complete charge of the game as outlined Kyle Parks and Recreation local rules.
 2. It is PARD's goal and preference that two officials and one scorekeeper be scheduled and present for each league game. Should only one (1) official be present at a game, a team will still play the game, as scheduled. There is no option for rescheduling.

III. GENERAL

- A. The Parks and Recreation Department will be utilizing the Lehman High School Practice Gymnasium for the Adult Basketball League. To ensure the continued use of these facilities, all rules and guidelines must be followed. The following rules are of significant importance:
- i. Managers, players and spectators are restricted to the gym area.
 - ii. No dunking is allowed.
 1. The action of dunking will result in a technical foul.
 - iii. No food will be allowed inside the gym. **Drinks must be in a resealable container.**
 - iv. No smoking or alcohol allowed on the property.
- B. Violation of these rules could cause multiple game suspensions, forfeits or permanent removal from league play.

IV. ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- A. All teams must follow the proper registration procedure to be eligible for league play.
- B. All league teams will have a roster on record with the Kyle PARD. If the roster is incomplete, protests may result in forfeiting.
- C. Adult Basketball league rosters may carry a maximum of twelve (12) players.
- D. All Adult Basketball players must be eighteen (18) years of age or older on the day of the game. All players must have a picture ID at all times. IDs may be checked to confirm age or identity at any time. NO ID – NO PLAY.
- E. All players must be listed on the team roster by 5:00 P.M. on the day of his/her participation with any team. Players can be added by email to bcollins@cityofkyle.com
- F. A player who has been suspended from league play for any reason and who has not been reinstated, shall be considered as an ineligible player until reinstated by the Athletics Coordinator. The responsibility for the eligibility of players will rest with the manager(s) of the teams. An illegal player can play and be protected from any protests from the opposing team IF the manager picking up the player(s) approaches the official and opposing manager to get approval prior to game time. This will be documented by officials. If the manager chooses not to ask for permission, the existing rule will be in effect and the game will be played as normal.
- G. Changes can be made to roster at any time during the season. To be eligible for the end of season tournament, a player must be listed on the team roster prior to the 4th "played" game. If team roster is full, dropping a player may nullify eligibility for later playoff game.

V. EQUIPMENT

- A. BASKETBALLS –
1. Teams are encouraged to supply the game balls, but the Parks and Recreation Department will provide a game ball for each game.
- B. UNIFORMS
1. Uniform requirements: Jerseys similar in color with a six (6) inch **minimum** number on the back OR on the front. Exception: The first two weeks of the season only.
 2. A number must be either one or two Arabic numerals between 0 and 99. Fractions, symbols, decimals or roman numerals are not allowed.
 3. Duplicate numbers are not permitted to be worn by members of the same team and teammates cannot share jerseys.
 4. Numbers must be permanently affixed to the jersey. No masking tape or magic marker



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will be allowed.

5. Only non-marking athletic shoes are allowed on the gym floor.

VI. REGULATIONS FOR GAME CONDUCT - GENERAL

- A. Warm up time will begin five (5) minutes prior to game time. If the earlier game carries over the time limit, warm up time is at the discretion of the officials.
- B. Line-ups will be turned into the scorekeeper five (5) minutes prior to game time. All line-ups are due by scheduled time—no exceptions. If the earlier game carries over the time limit, the team line-ups are still due by their original game time.
- C. Team managers are to print legibly starting line-ups, consisting of players first and last name, number and all player substitutions.
- D. Failure to turn in the official line-up to the scorekeeper by game time will result in a forfeit of scheduled game to opposing team.
- E. A team may start and end with four players. If the fifth player arrives, they must be added to the line-up and cannot enter the game until a stoppage in play indicated by the official.
- F. Game time is forfeit time. Game time is the time listed for your team on the current schedule. The clock used will be that in the gym or if that clock is obviously incorrect, the official's watch time will be used.
 - a. If both teams agree, the Gentlemen's rule can be used.
 - i. The game clock will start and two (2) pts will be awarded each minute (1) to the complete team. After ten (10) minutes if a fourth (4th) player does not arrive, a forfeiture will be awarded for the complete team. Forfeits are scored as a score of zero (0) for the losing team. An average score of games played to that point in the season will result as the winning team's score for a win by forfeit.

VII. LENGTH OF GAME

- A. The game will consist of two (2) twenty (20) minute halves with a running clock. The running clock will stop during the last two (2) minutes of the second (2nd) half for all whistles. Mercy Rule- if a team is up by more than 20 points in either of the halves the clock will remain running at all times.
- B. A three (3) minute half-time will be observed.
- C. Each team will be allowed two (2) thirty (30) second time outs per half. Unused time outs will not be carried over.
- D. One overtime period will be played in the event of a tie score at the game conclusion. At the end of this overtime period, if the score is still tied, a sudden death period will be played. After the tip off, the first team to score will win.
- E. An overtime period will consist of one (1) three (3) minute period with the clock stopping for all whistles during the entire period. Each team will have one (1) time out.

VIII. FORFIETS

- A. No forfeit shall be declared earlier than the scheduled game time. TWO EXCEPTIONS:
 - i. Team Suspension from league.
 - ii. Advance notification to the Parks and Recreation Department Office by team manager that his/her team is unable to play as scheduled. This must be completed 24 hours in advance.
- B. Double forfeits are not a tie game; they are counted as a loss for both teams. A full team must be present at the gym in order to award a forfeit to said "winning team." If neither scheduled team has enough players present, a double forfeit will be declared. If you are the team forfeiting, you MUST notify the Parks and Recreation Department office via phone or email prior to the game.
- C. Forfeiting of two (2) regularly scheduled games may automatically suspend the forfeiting team



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from further league play, without the benefit of a refund. This may also affect remaining league schedules, which in turn may or may not be altered. Allowing said team to continue in league play (current & future) is reviewed by the Athletics Coordinator.

- D. Forfeiting a game during regular league play without following proper league procedure may eliminate your team for contention of playing in any championship game.
- E. Forfeits are scored as a score of zero (0) for the losing team. An average score of games played to that point in the season will result as the winning team's score for a win by forfeit.

IX. PLAYER CONDUCT

A. ABUSIVE BEHAVIOR

- 1. ABUSIVE BEHAVIOR WILL NOT BE TOLERATED.
- 2. Managers are held responsible for the conduct of their players, coaches and spectators.
- 3. If the disruptive person(s) is a spectator, the official will give one (1) warning to the disruptive person(s) and the team manager. Should the situation continue, the official has the right to forfeit the game or take other appropriate action deemed necessary. This could include: evict the person(s) from the park, call the police and/or press charges against someone.
- 4. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.
- 5. Players may not consume alcoholic beverages during the game in which they are playing. No alcoholic beverages are allowed on the sideline or on the field. Smoking (cigarettes, cigars, pipes) will not be allowed on the sideline or on the field. Violations of this rule will cause play to stop immediately, and the player(s) may be ejected from the game.

B. In the event that a player is ejected the official may:

- 1. Determine that no further action needs to be taken against the player/team.
- 2. Take necessary immediate action i.e. forfeit the game and/or require the offending player(s) to leave the park, etc.
- 3. Suspend the player for additional games for up to one week. This will include one full week of the player playing in any sport through Parks and Recreation. This will be effective immediately during the game the player was ejected and will carry a full 6 days. The player may resume playing the following week.
- 4. The week-long suspension will include the suspended player from not participating in any games. This includes all games that the player is listed on a roster and any games he is not on a roster and would play as a "pick up player".
- 5. The week-long suspension will be in effect until the suspension is completed. Any byes, rainouts and/or other acts of nature that do not permit a team from playing could result in a longer suspension for the player. This will be determined by the Parks and Recreation Department.

C. In the event the player exhibits extremely dangerous or threatening behavior:

- 1. The Athletics Coordinator and PARD representatives will determine the suspension of the player. This could include multiple games/weeks suspension and/or probation. It will be the decision of PARD representatives.
- 2. In the event a team/team member physically or verbally abuses an official or a City employee, said player(s) may be ejected immediately and will not return to play until contacted by the Athletics Coordinator.

X. XII: DETERMINATION OF CITY LEAGUE WINNER

- A. The top four teams in the league that have won the most games between contending teams will go to a top four team playoff single elimination tournament.
- B. This tournament will be held the week(s) following the last regular season night.



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- C. Team ranked 1 will play 4 and 2 will play 3.
- D. In the event of two (2) or more teams in the same league having the same win/loss record at the conclusion of the scheduled season, the results of head-to-head competition during the regular season will be used. If still tied, the team giving up the least amount of points during regular season will be ranked above the other team.
- E. IDs will be checked before end of season tournament games.
- F. Awards: The team that wins the single elimination tournament will receive championship shirts.