



CLAYTON PARKS AND RECREATION DEPARTMENT ADULT BASKETBALL RULES



Any rule not specifically covered by the following rules will be governed by the National Federation of High School (NFHS) Sports rules of the game.

1.00 LEAGUE ADMINISTRATION

- 1.01 The League Commissioner will be the Athletic Supervisor.
- 1.02 All business concerning league operation will be sent through the offices of the Athletic Division.
- 1.03 All decisions concerning policy and league operation will be made or approved by the Clayton Parks and Recreation Department.

2.00 AGE REQUIREMENTS AND PLAYER ELIGIBILITY

- 2.01 Minimum age will be twenty-five (25) years old as of the first game of the season for the 25+ division and 30 for the 35+ Division.
- 2.02 **The Team Registration Fee must be paid in full by the registration deadline.** Roster forms must be turned into the Clayton Parks and Recreation Department by May 18th @ 4pm.
- 2.03 All players are required to sign a registration/waiver form 48 hours before they are eligible for participation. Each team's roster will be validated by the signature of the league commissioner. This signature must be present on the team's roster for the team to be considered legal for participation within the league.
- 2.04 Rosters may be submitted in person or by email to tmeek@townofclaytonnc.org
- 2.05 Players will not be permitted to play on multiple teams in the same division. A player may participate on only one (1) team in each division within the Clayton Parks and Recreation adult basketball league per season. Any player caught playing simultaneously on two (2) teams in the same division will be suspended from any further participation in the program for the remainder of the season. Each game that the player participated in will be considered a forfeit.
- 2.06 Additions and deletions to rosters must be made **48 hours** prior to the team's next game. Additions and deletions may be made in person or via email. Players must be registered online in the Parks and Recreation software to be eligible. Roster additions will not be allowed at the game site.

- 2.07 Additions and/or deletions to/from the regular season team roster will be accepted until **5:00 PM before the team's 5th regular season game.** Attendance will be maintained for all games. Players must play in **at least 30% of the regular season games** to be eligible to play in the end of season tournament. Exceptions to this rule may apply to injured players. The Athletic Supervisor will make the decision on an injured player's eligibility before the end of the season tournament.
- 2.08 No player may join a team if he/she has already played on another team in the same league in the same season.

3.00 EQUIPMENT/UNIFORMS

- 3.01 A regulation (29.5) size basketball will be used for all leagues. The Clayton Parks and Recreation Department will provide game balls.
- 3.02 Players must have the same color jerseys with screen or printed numbers on the back as specified by the National High School Federation Basketball Rules. It is preferred that teams have reversible jerseys with numbers on both sides. Jersey numbers do not have to be legal numbers. **“Tape” and permanent marker (“Magic Marker”) numbers are not permitted. Players will not be allowed to play using a jersey with a “taped” number or jersey with a number made using a permanent marker (“magic marker”).**
- 3.03 Closed toe, athletic shoes are required. Indoor basketball shoes are highly recommended. Boots, flip flops, slides, crocs or other open-toed shoes are prohibited.
- 3.04 The designated home team should wear a white or lighter colored uniform during all games if possible.
- 3.05 No jewelry may be worn during games. The only exception will be for medical reasons.
- 3.06 All players are required to bring and present to the check-in table a **photo ID with their birth date at all games.** A picture on a phone will also be accepted. Any player not able to produce photo identification upon request by any Clayton Parks and Recreation staff or official will not be permitted to participate in that day's scheduled game(s).

4.00 LEAGUE RULES

- 4.01 National High School Federation Basketball Rules will be followed with the following exceptions and clarifications:
- 4.02 Games will be played with a running clock. The clock will stop on free throws and time-outs. The clock will not stop on free throws until the shooter receives the ball.

- 4.03 A regulation clock will only be used for the last minute of the second quarter, and the last two minutes of the fourth quarter, and all overtime periods. EXCEPTION: If a team is ahead by 20 or more points in the last two minutes of the game the game will end.
- 4.04 Games will consist of 4 10-minute quarters
- 4.05 The period between quarters 1-2 and 3-4 will not be treated as a timeout.
- 4.06 Half time will be 3 minutes.
- 4.07 Two minutes will be allowed for each overtime period (regulation clock).
- 4.08 Time Outs:
- a. 4 timeouts per game will be permitted. A team can only use a total of 2 timeouts during the 3rd and 4th quarters.
 - b. One time-out per team for each overtime period will be allowed. No time-outs will be carried over from regulation play.
- 4.09 Fouls
- a. Each player will be allowed 5 personal fouls per game before disqualification.
 - b. Two free throws will be awarded after the 5th team foul in each quarter.
 - c. Team fouls will reset at the end of each quarter.
- 4.10 The 3-point shot will be allowed.
- 4.11 Dunking will NOT be allowed.
- a. Dunking is not allowed before, during or after a game. Any player dunking will be given an Individual Technical Foul and ejected from the game. That player will also be suspended for the following game. A second dunking ejection may result in expulsion from the league.
 - b. Equipment damaged resulting from dunking will be paid for by the party responsible.
- 4.12 During a free throw attempt, players that are in one of the three marked lane spaces on either side of the lane can enter the lane after the free throw shooter **has released the ball**. All other players must remain outside the 3-point arc and above the free throw line extended until the ball has touched the rim, backboard or until the free throw ends.

- 4.13 A team must have 4 players present and ready to play to begin a game. A double forfeit will be declared if neither team has 4 players present and ready to play after the 10-minute clock runoff.
- a. If one team has fewer than 4 players present at game time, the opposing team's captain/coach has 2 options:
 1. Elect to receive the forfeit.
 2. Start the game clock with a maximum of 1 quarter expiring before a forfeit is received. If enough eligible player(s) arrives during this 10-minute period, the game begins at the current clock time as soon as the arriving player(s) sign in with the facility supervisor.
 - b. If games start later than the scheduled game time, teams will be given a maximum of 5 minutes to warm up between games.
 - c. The official clock will be the community center clock.

5.00 COMPLAINTS / INELIGIBLE PLAYERS/PROTESTS

- 5.01 Complaints concerning officials, supervisors, & other aspects of the adult league must be put in writing and submitted to the Athletic Supervisor within 24 hours of the incident.
- 5.02 Notification of intent to protest must be legally made by telling the official and facility supervisor so it can be marked in the official scorebook.
- 5.03 Protests must be submitted in writing by 5:00 PM on the first working day after the game in question.
- 5.04 An ineligible player(s) protest will be required to be submitted prior to the start of the ballgame. Teams using ineligible player(s) will be required to forfeit the games in which the ineligible player(s) played in. Managers who allow ineligible players to participate will be suspended for one (1) game.
- 5.05 Facility Supervisors may challenge the eligibility of any player(s) prior to or during a game. The team manager and player(s) are required to produce identification, and documentation of player eligibility which reflects information provided on the team's signed roster. Teams using an ineligible player(s) will be required to forfeit the game in which the player(s) played.

5.06 Team Captain or acting coach are the only participants allowed to file protests.

6.00 FORFEITS

6.01 Teams are allowed 2 forfeits. If a third forfeit occurs, the team will be dropped from the league. All games prior and after that point will be counted as forfeits and no refunds will be given.

7.00 TEAM MANAGERS

7.01 All team managers must understand and agree to carry out the duties, responsibilities, and policies as established by the Clayton Parks and Recreation Department.

7.02 The team manager will be responsible for keeping unauthorized people out of marked bench areas.

7.03 Team managers must set good examples of sportsmanship and should not tolerate poor player conduct in a game or at a game site.

7.04 Only the team manager is allowed to discuss a decision made by an official in any manner.

7.05 The team manager will be responsible for enforcing the ruling and decisions of the officials, facility supervisors, and/or Clayton Parks and Recreation Department.

8.00 SPORTSMANSHIP/PLAYER CODE OF CONDUCT

8.01 No alcoholic beverages are allowed on park property. This includes all facilities and gymnasiums. This is a **STATE/TOWN LAW**. If necessary, proper legal action will be taken to enforce this rule. **NO TOBACCO PRODUCTS -SMOKING, CHEWING, DIPPING, ETC. ARE ALLOWED ON THE PRACTICE OR PLAYING FIELD/COURT.**

8.02 Players will be expected to conduct themselves in a mature manner. Profane or abusive language will not be tolerated and will be cause for immediate ejection.

8.03 A team manager, player, or spectator with the presence of alcohol on their breath will be asked to leave the facility.

8.04 Any team manager, player, or spectator who is ejected from a game will be suspended for at least one (1) game. The suspension could be longer depending upon the severity of the infraction and based upon review of the incident by the Clayton Parks and Recreation Department.

8.05 Any person ejected from a game must leave the facility grounds immediately. Any ejected person that refuses to leave or returns to the facility on the same night as the ejection is subject to suspension from the league for the remainder of the season.

8.06 Fighting **WILL NOT** be tolerated before, during, or after the game. If a player or coach pushes, shoves, or strikes a member of the other team, he/she shall be ejected and suspended from play

for a minimum of one (1) calendar year and will be subject to reinstatement by the Recreation Department.

- 8.07 No player shall, other than the team manager, discuss with an official in any manner any decision made by an official.
- 8.08 No player shall be guilty of using unnecessary rough tactics in the play of the game against the body and person of an opposing player.
- 8.09 No player shall at any time lay a hand on, push, shove, strike, threaten to strike or intimidate an official, facility supervisor or scorekeeper. The penalty will be suspension from participation in the league for a minimum of one (1) year and could result in charges being filed.
- 8.10 No player or team manager shall be guilty of personal verbal abuse upon any official for any real or imaginary wrong decision of judgment. The penalty for this type of conduct will be ejection from game and a minimum one (1) game suspension upon review of incident.
- 8.11 No player shall be guilty of physical or verbal abuse, as an aggressor upon any player, official, spectator, or Clayton Parks and Recreation staff member. The penalty for this type of conduct will be suspension from participation in the league for a minimum of one (1) year.
- 8.12 Violation of Players Code of Conduct by a player or team manager shall be put in writing on a complaint sheet by either official, opposing team manager, and/ or gym supervisor if applicable within twenty-four (24) hours of violation. **Suspensions of 1, 2, or 3 games and/or expulsion from the league and/or tournament play will be the penalty for violation of the code. The extent of the suspension will be at the discretion of the Athletic Supervisor.**