

NORTHGLENN PARKS, RECREATION & CULTURAL SERVICES
ADULT BASKETBALL LEAGUE RULES AND REGULATIONS

REV. 4/1/24

All games shall be in accordance with the current, "International Assn. Of Approved Basketball Officials", for High Schools", as administered by the game officials and modified as follows:

1. Teams have until their second game to pay off their team balance. If a team's balance is not paid off before the start of their second game, the team will be unable to play said game.
2. All players must bring their own jersey/shirt and must have a number on it before they step on the court to play.
3. Must have played in 4 regular season games and be on a current roster to be eligible for playoffs in a 10-game season, and 3 games in a 7 game season. Must bring a photo ID to games to prove identity if an opposing team believes a player is not eligible for the playoffs.
4. Refund policy- No refunds of any kind will be given once the schedule has been sent out by the league director.
5. Games will consist of four, 10-minute running clock quarters.
6. Teams will reach the bonus when their opponent commits five fouls in each quarter. Teams will shoot two free throws for a common foul when in the bonus. Five fouls per player.
7. The clock will run the entire game **except for the last two minutes of the 4th quarter if: at any time the difference in score is 10 points or less**. That being said, the clock will stop on every whistle. It remains in that, "stopped status", until the score differential goes to **11 points or more**. In that situation, the clock will revert back to a, "running status", and will remain so unless the score differential again becomes 10 points or less.

Last 2 minutes of 4th quarter

<u>Difference in score</u>	<u>Clock status</u>
10 points or less	clock stops.
11 points or more	clock runs.

8. **TIME OUTS**, Two, one-minute time-outs, are allowed each half per team; one time-out per overtime period is allowed. Time-outs are not cumulative.
9. **OVERTIME RULES**, only one overtime will be played. It will be 2 minutes and the clock will stop on each whistle. If the game is still tied after that overtime, then a jump ball will take place and the next point wins (sudden death). If it is a championship game, then additional 2 minute overtimes will be played until a winner is determined. The 11-point running clock rule will go in effect, if applicable, in all overtime games. Player and team fouls will carry over to overtime play.
10. **"Code of Conduct" & ZERO TOLERANCE**, will be strictly enforced. Players and Coaches must be aware of the policies of the City of Northglenn, as addressed in these, forms. Particular emphasis is given to conduct pertaining to physically abusive or threatening behavior. REMEMBER, the City of Northglenn, HAS A ZERO TOLERANCE POLICY REGARDING ABUSIVE AND THREATENING BEHAVIOR.
11. **GAME START TIMES**: A ten minute grace period is given for each game time. The game clock will start at game time & 1 point will be awarded each minute until the team present has at least 4 players. If the opposing team cannot suit at least 4 players, the game will be called a forfeit and the score will be recorded as 40-0. In the event of unusual circumstances, forfeits will be called at the discretion of the League Supervisor or his representative.
12. Teams may start with 4 players. If team drops down to 4 players, as a result of an ejection and does not have a sub, it is a forfeit.

*****DUNKING AT THE NORTHGLENN RECREATION CENTER**
IS ALLOWED DURING THE GAME ONLY. Dunking is not allowed during the pre-game warm-up and will result in technical fouls being assessed the player in violation.

13. It is legal for players, when lined up for free throws, to release for a rebound as soon as the ball leaves the free-throw shooters hand.
14. Drinking of alcoholic beverages will not be allowed and a player shall not play while under the influence of drugs or alcohol. A technical foul will be called and the player(s) will be suspended for the remainder of the season.
15. **Team Technical fouls** will result in the opposing team being automatically awarded 2 points. The offended team will then in-bound the ball at mid-court. Technical fouls can be issued by the game official(s) & by the game score keepers. If a team receives 3 technical fouls in a single game, the game will be forfeited, and the score will end as a 40-0 defeat. If a team receives 6 technical fouls in one season that team will be asked to leave the league and will be suspended for 1 season.
16. **Player Technical fouls-** If a player receives 3 technical fouls in a season that player will be asked to leave the league and could also be suspended indefinitely depending on the nature of the situation. If a player receives 2 technical during the season at any giving point, it is up to the league coordinator for any overruling: An official is a loud any overruling at any time. In an example: if the official has asked a player to sit, the player must do so.
17. **Player Technical foul-** If a player receives a technical foul, the player must sit 5 minutes before reentering the game or the official(s) or score keep will ask the player to sit 5 minutes to avoid getting a technical.

18. ROSTERS

- A. Rosters must be filled out completely before the start of the season. It must be complete with names, jersey #'s, and phone numbers of all players.
- B. Teams are allowed a maximum of 11 players on their roster.
- C. No player may play on more than one men's team in the same league.
- D. All players must be added to or dropped from the roster prior to the 6th game of the season for 10-week leagues, prior to the 4th game for 8 game leagues, and prior to the 3rd game in 7 game leagues in order to participate in regular season or post-season play.
- F. Player Adds/Drops – A Player Add/Drop Form must be filled out, in person, at the Northglenn Recreation Center prior to play. DO NOT exceed the 11-player limit. All player adds and drops must be done in conformance with (D) above. The recreation staff will have final authority in the decision of the eligibility of a player.
- G. A waiver form must be filled out before a player may participate.
- H. A game played with ineligible players may be protested by the offended team within 24 hours of the conclusion of the game. A protest may include a written statement and/or phone call by the offended team's captain. If the protest is deemed appropriate by the league coordinator, the opposing team will forfeit the game protested.

It is the team captain's responsibility to ensure that all players are on the roster, and it is also their responsibility to update their roster when new member join their team. If team captains fail to update roster and a player's name is not on their roster, that player will not be eligible for playoffs.

LEAGUE STRUCTURE

1. In the regular season all teams will play each other at least once. At the end of the season teams will be seeded according to their regular season record
2. The format for playoff will be as follows:
1st seed vs. 4th seed
2nd seed vs. 3rd seed

Winners play for championship.

3. First and second place will be awarded team trophies
4. Individual awards are given only to Regular Season winners

TIE BREAKERS – listed on teamsideline.com/Northglenn

PROTESTS / FORFEITS

- A. All protests must be in writing, legal in nature, and submitted to the league supervisor within 24 hours after completion of the game being protested. Protests will not be received or considered if they are based solely on a decision involving the accuracy or judgment on the part of an umpire.
- B. Any team forfeiting their second game will be required to pay a reinstatement fee of **\$15.00**, to the City of Northglenn at least **24 hours prior to the next game**. Any team forfeiting 3 games during the season, whether consecutive or not, shall be ineligible to continue in league play.

ELASTIC POWER

Any or all situations not covered specifically in the league rules shall be acted on by the League supervisor. All such action shall be the basis for similar situations and such rulings shall be final and become part of the league rules.

UNIFORMS

All teams must have the like-colored jersey and they must be numbered on the back. No duplicate numbers, please. Taped or permanent numbers are acceptable.

UNATTENDED CHILDREN POLICY

Should you bring your children to the facility (Schools or Recreation Center), please keep them seated and in close supervision. It is often distracting and or hazardous if they are left unsupervised or unattended. The first time an incident occurs, of this nature, the parent will be advised of the situation. A subsequent occurrence will require our staff to request that the parent does not bring the child back.