

# ADULT MEN'S A DIVISION BASKETBALL RULES

## *THE GAME, COURT, PLAYERS & EQUIPMENT*

### **THE GAME:**

1. Max amount of allowed players on roster is 12
2. All players must have and present Rohnert Park Player's Card at games
  - Player's Cards are available at the Sports Desk at Callinan Sports & Fitness Center at 5405 Snyder Lane
3. Games consist of two (2) 20 minute halves. Half time is 2 minutes long.
4. A running clock will be used for the first 19 minutes and 50 seconds of the first half and for the first 18 minutes of the second half. A stop clock will be used for the last ten (10) seconds of the first half and for the last two (2) minutes of the second half. Otherwise, the clock will only stop for team time-outs and official time-outs.
5. During the stop clock time - the clock will stop on any foul, violation or free throw attempts (stop clock). In the second half, the clock will continue to run if a team is up by 11 or more points.
6. A 30 second shot clock with High School Rules will be used.
7. Five (5) fouls per player, technical fouls will count as a personal foul and as a team foul. Teams are awarded 2 free throws for technical foul calls. Fouls will be counted as personal and team fouls (offensive fouls included).
8. Common fouls will result in free throws, starting with the 7th team foul (one and one bonus). Two (2) free throws will result following ten (10) team fouls (double bonus).
9. Point of interruption will apply for game interruptions, inadvertent whistles, correctable errors, technical and double technical fouls or simultaneous technical fouls by opponents.
10. In the last 2 minutes of the game - both team total fouls will be raised to 5, if not already there.
11. During free throws the ball is "live" on the release.
12. Dunking is allowed but please do not hang on the rim. No dunking during warm-ups or during intermission. If you do it will result in a technical foul.

### **THE COURT:**

1. The court is inside the Callinan Sports & Fitness Center, located at 5405 Snyder Lane in Rohnert Park.
2. Food and drinks are not allowed into the gymnasium - water is the only exception.
3. We do offer seating for spectators.
4. No warming up during games in progress.
5. The 3 point shooting rule will be used.

### **PLAYERS:**

1. Max amount of allowed players on roster is twelve (12).
2. Must have at least 3 players on the court at game time to start play (see below for more information).
3. All players must have and present a Player's Card at each and every game. Replacement cards can be purchased at front desk for \$5.
4. All adding/removing players on your roster must be finalized by the start of your 4th game.

## **EQUIPMENT:**

1. Game ball will be provided by the league. You will not be able to use your own ball.
2. All teams must wear similar/like colored shirts or jerseys with numbers on front and back. Uniforms will be required by the start of your second game.
3. Any player without a number on their shirt or jersey or does not have the same color (determined by the official) will receive a technical team foul. The other team will be rewarded two (2) shots every time they enter the game.
4. All players will be required to wear "non-marking" basketball shoes.
5. Basketball/gym shorts only. Cargo or denim material will not be permitted.
6. No jewelry will be allowed.

## ***GAME CLOCK/TIMEOUTS, OVERTIME, FORFEITS & CONDUCT***

### **GAME CLOCK/TIMEOUTS:**

1. Game will consist of two 20 minutes halves with a 120 second half time.
2. Each team will get one 30 second timeout in the 1<sup>st</sup> half and two 30 second timeouts in the 2<sup>nd</sup> half. Unused timeouts in first half do not carry over to second half.
3. Only in the championship game – teams will have three 30 second timeouts for both halves.
4. Teams have the option to advance the ball to the front court using their timeout. Teams must have timeout available and must not advance the ball before calling the timeout.
5. Games will start on time.
6. Teams must have at least 3 players to start the game. If you only have 3 players games will start and you have 10 minutes to get the fourth player on the court. For every minute the fourth player is not on the court the other team will be awarded 2 points. If your fourth player does not arrive by the 10 minute mark you will forfeit the game. Only full minutes missed will be used to count awarded points.
7. If a team goes from 4 players down to 3 players any time after 10 minute mark in the game - it is a forfeit.

### **OVERTIME:**

1. No game shall end in a tie.
2. In case of a tie there will be an extra 2 minute overtime period. A jump ball will be used to determine possession.
3. The last minute of overtime will be stop clock play unless 11 points or more lead.
4. Each team will have one 30 second timeout to use during overtime period.
5. If a second overtime is needed, sudden death overtime will be played starting with a jump ball. The first team to score 5 points will be declared the winner. During the 2nd overtime sudden death period there will be no clock, no timeouts, and no fouls to give (both teams will be in the double bonus).

**FORFEITS:**

1. Every game will start on time. If you don't have at least 3 players at game time it will be a forfeit.
2. A forfeit will count as 1 1/2 game loss.
3. If a team forfeits two games they become subject to being dropped from the league and may forfeit all rights to participate in playoffs.
4. No games will be rescheduled that are missed on the fault of the team.
5. After the 10 minute mark in the first half; if you go below 4 players on the court you will forfeit the game.
6. Other reasons for forfeits: use of an ineligible player, un-sportsmanlike conduct, or a team receiving 3 technical fouls in the same game.

**CONDUCT:**

1. Any player that receives two (2) technical fouls will result in an ejection from the game and will have to leave the building immediately.
2. Any player ejected from a game is automatically suspended for a minimum of one (1) game and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game.
3. Any player that receives a total of three (3) technical fouls during season can be removed from the league and potentially future leagues.
4. Any team that receives five (5) technical fouls during season can be removed from the league and potentially future leagues.
5. No player, manager, or coach shall at any time push, strike, or threaten to strike an official, scorekeeper, facility staff, opponent or spectator before, during or after any game. This will result in automatic expulsion for the league and from all other city recreation programs (including the Open Gym program at the Sports Center).
6. An unsportsmanlike foul for technical foul will be called when a player displays unsportsmanlike behavior towards officials, scorekeeper, facility staff and players, before, during or after the game.