

WENDELL PARKS AND RECREATION DEPARTMENT

ADULT BASKETBALL

RULES AND REGULATIONS

We ask the cooperation of all captains and players in the playing of our games. Competition is the basis of athletics but this is a **recreational league**. We expect you to conduct yourselves as mature adults. We hope that you will act in good sportsmanship and follow the intent of the rules rather than try to find and take advantage of any small loopholes.

ELIGIBILITY

35 AND OVER All players on your roster except two (2) must be 35 years old or older as of the first game of the season. All other players must have turned 29 years old by the first game of the season.

ROSTERS Each team must submit a roster giving names, addresses, phone numbers by the first game played. The penalty for participation by an ineligible player is forfeiture of all games in which that player participated.

No additions will be made to the roster after 9/23/16_____.

UNIFORMS All players will be required to have a jersey of their team's registered colors. All jerseys must be numbered.

PLAYING RULES

GAME TIME There will be no grace period. At game time each team must have at least four (4) eligible players or the game will be declared a forfeit.

TIME Games will consist of four (4) 7 minute quarters with (3) minutes for halftime.

CLOCK A Regulation clock will be used in the game. A Running clock will be used once the deficit is 20 points and will not return to a regulation clock until the deficit drops below 15.

TIME OUTS	Each team will be allotted two (2) time-outs per half. Each team will receive an additional time out for each over-time period. Time outs may be called from the bench and from the floor.
OVER-TIME	An over-time period will be two (2) minutes long and a regulation clock will be used.
FOULS	Each player will be allowed five (5) personal fouls before becoming disqualified from the game. Technical fouls count as personal fouls.
BONUS	The one and one will begin when the opposing team reaches their seventh team foul in each half, and will shoot 2 on the 10th team foul and beyond.
RULES	National Federation (High School) rules will prevail in areas not specifically covered in these local rules.

TECHNICAL FOULS

DUNKING	Dunking, attempting to dunk , or hanging on the rim will not be allowed before, during or after a game. Dunking will be defined as a player grabbing or forcibly making contact with the rim while trying to score. This is a judgement call by the officials. Players violating this rule will receive a technical foul and be ejected from game.
EJECTIONS	Two technical fouls in one game will result in a player being ejected from that game and serve an additional one (1) game suspension. Each technical foul after the (2) accumulative will result in an additional one game suspension. Ejected players must leave the gym site immediately or the game will be declared a forfeit. A player that has received 4 total technical fouls will be expelled for the remainder of the season.

FORFEITS

Teams that forfeit more than two (2) games without calling the Wendell Parks & Recreation Dept. at least 48 hours in advance, will not be eligible for the end of the season tournament.

MANAGEMENT

All leagues are under the management of the Wendell Parks and Recreation Department and final decisions regarding any matter

reside with the Director. The Wendell Parks and Recreation Dept. reserves the right to terminate a player or coach at anytime due to unacceptable behavior or conduct.

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