

West Plains Parks and Recreation
ADULT BASKETBALL LEAGUE
PLAYING RULES

1. **GAME LENGTH:** Two 18-minute halves. Running clock until the last 2 minutes of the 2nd half. (The clock will stop on all whistles and dead balls in the last 2 minutes of the 2nd half only) If a team is up 15 points or more the clock will continue to run.
2. **OVERTIME:** 1st and 2nd Periods/2 minutes, regular basketball rules (stop clock on whistles. 3rd Period/Sudden Death
3. **TIMEOUTS:** 3 a game; 1 additional timeout for each overtime period. Timeouts do not carry over into OT
4. **ROSTERS:** Roster lock is in effect. Players must be on the roster before the game to play. If you need to add any players, come into the park's office. There will be a \$15 fee too add players after the first tournament.
5. **UNIFORMS:** Team must have similarly colored jerseys with numbers on the front or back. Players without a legal jersey will not be allowed to play. **TEAMS MUST COMPLY WITH THIS RULE BY THE 3rd WEEK.**
6. **FORFEITS:** 4 players minimum determines a team and a game cannot be started with less, however a game can be continued with less than 4 players if the referee believes that team has a chance to win the game. If a team does not have 4 players ready to play at the schedule start of the game, the game will be forfeited. There is no grace period.
7. **SUBSTITUTES:** Subs will be allowed into the game only on dead balls. Subs must report to the scorer, and the official must beckon the players into the game.
8. **COURT CONDUCT:** Poor conduct will not be tolerated. All technical fouls will result in a free throw and possession of the ball for the opposing team. A player is ejected from the game on his 2nd unsportsmanlike technical foul and must leave the gymnasium. Any player who receives 2 unsportsmanlike technical fouls in 1 game will be suspended from their next game. Any player showing physical violence towards an official or another player will be suspended from play. The length of the suspension will be determined by the Sports Coordinator (Christian Robbins) and Director (Mike Davis). Players should be aware that the league will impose stiff suspensions. Generally, the suspensions will be for the remainder of the season and possibly the next season. A player who accumulates 4 technical fouls during the season will be expelled for the remainder of the season. Technical fouls will count as personal and team fouls. Any team that accumulates 4 unsportsmanlike technical fouls in a game will forfeit that game.
9. **PROFANITY RULE:** Unsportsmanlike technical fouls will be called for loud verbal outbursts of profanity. 1 warning will be given per game (not per team).
10. **BONUS:** The bonus rule (1 and 1 free throws) will be in effect on the 7th team foul committed in each half. Double Bonus (2 shots) is in effect on the 10th team foul of each half. Offensive fouls count as team fouls.
11. **JUMP BALLS:** There will be a jump ball to start the game and all overtime periods. All other jump ball situations, including the start of the second half, will be resolved on an alternating basis.

The team losing the jump ball at the start of the game or overtime will take the ball out-of-bounds on the next jump ball situation, then the other team and so forth.

12. **FREE THROW LANE**: Players on the lane may enter the lane as soon as the ball leaves the shooter's hand. The shooter and all players above the free throw lane must wait until the ball hits the rim before entering the lane.
13. **HIGH SCHOOL RULES** will govern league play with any exceptions listed.