

# Blue Ash Recreation



## Adult Basketball Rules

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## **Article 1 – GENERAL INFORMATION**

- A. The manager, coach and/or captain of a team is responsible for the conduct of their players before, during and after the game until they leave the premises. Failure to comply with the rules will subject the offender, the manager, coach and/or captain, and possibly the team to disciplinary action.
- B. All games will be played at the Blue Ash Recreation Center. All rules and regulations pertaining to the Blue Ash Recreation Center will be observed and enforced.
- C. All managers, coaches and/or captains, players and other team personnel are presumed to know all of the rules and regulations of the league and Recreation Center. Failure to familiarize themselves with these rules and regulations will not be an excuse for failure to comply with them.
- D. Game results and standings will be updated and posted on a weekly basis. They can be viewed on the league website at [www.angelfire/oh5/barcleagues.com](http://www.angelfire/oh5/barcleagues.com)
- E. In the event of a tie between teams' win/loss records, the tiebreaker that will determine final standings will be the result of the regular season game that was scheduled between the two teams. In the event of more than 2 teams having the same record, the tiebreaker will be as previously mentioned, followed by point differentials (points scored vs. points allowed).
- F. The Control Desk of the Recreation Center can be contacted by calling 513-745-8550.

## **Article 2 – LEAGUE REGISTRATION**

- A. The entry fee for all leagues will be determined prior to league registration. As completed rosters are handed in, they are marked with the date and time in which they were received.
- B. Resident teams are given top priority into the league. 70% of the team must be current residents of Blue Ash to qualify for a resident team.
- C. Business teams will receive second priority into the league. 70% of the team must be current full-time employees in Blue Ash, but not necessarily at the same company, to qualify for a business team. A team that is made up of resident and business people, but does not qualify for resident status, will be classified as a business team.
- D. Non-resident/non-business teams will receive third priority into the league. These teams can be made up of individuals who are not residents or business people of Blue Ash.

## **Article 3 – OFFICIATING FEES**

- A. A \$25 cash officiating fee will be paid on court before each game by each team to the officials.
- B. Teams failing to pay the officiating fee but having enough eligible players to play will be billed a \$30 (cash) late fee. The late officiating fee will be due before that teams next game or one week from the game in question. Whichever comes first. Teams not paying within the given time will forfeit all games within the period that the fee is due.
- C. Games will still be played if teams fail to provide the officiating fee.
- D. Late officiating fees must be delivered to the Blue Ash Recreation Center Attn: Brian Kruse
- E. Teams forfeiting a game due to lack of players will be billed \$50 and the collection will follow the same terms as the late officiating fee.

## **Article 4 – ELIGIBILITY**

- A. All players must be at least 18 years of age or out of high school to be eligible for this league.
- B. An individual can play on only ONE team in this league.
- C. An individual who plays on a varsity college, university or other such accredited school team shall not be eligible for this league.

## **Article 5 – TEAM ROSTERS**

- A. A team roster shall consist of a minimum of eight (8) players.
- B. A team roster form shall serve as an obligatory contract between individual players and the team.

- C. The complete and accurate team roster must be turned in to the Recreation Office during league registration; however, legitimate changes or additions may be made with the approval of the League Director. These additions must be submitted and accepted by the league manager before any player/s are officially added to the roster.
- D. A player must remain with the first team they sign up with at the beginning of the season throughout the entire season, unless the team disbands, or other extenuating circumstances hinder that player from playing for that team.
- E. Teams may add players throughout the regular season. No players may be added during the playoffs. All roster additions must be sent to the League Manager prior to the player participating for the team. Exception: See rule 5G. The roster addition must be postmarked with an email, voicemail, etc or approved with the League Manager before the game is played and must include the team name, team captain name, player's name, address, and phone number.
- F. A player **MUST** be on the roster to participate in a game. The League Director, scorekeeper, supervisor or referee will disqualify any player who is not on the official team roster at any time. In case of discrepancy in eligibility, positive proof of identification must be presented at that time. A team using an ineligible player, upon proof, shall automatically forfeit game(s) in which this individual has played. This precludes any replay rules.
- G. **ADDING PLAYERS RIGHT BEFORE THE GAME**
  - a. Clarification: In order to prevent forfeits, a team may add (1) one additional player to the team before the game in order to add a 5<sup>th</sup> player. (not 6<sup>th</sup> or more) The team must announce the addition to the scorekeepers, officials and also the other team. The opposing team has the right to deny the additional player and take the forfeit win. The forfeiting team will be responsible for all officiating fees if the game is forfeited (3-E.)
  - b. The additional player must not already play for any other team in the same league in question. They may however play in other leagues that we offer. (i.e, another night, division, etc.)
  - c. The player in question must provide their full name, address and phone number to the scorekeepers
  - d. If the team in question has players arrive after they have added the 5<sup>th</sup> player to the roster, that 5<sup>th</sup> player may continue to play for the remainder of the game.

## **Article 6 – STARTING TIMES, PENALTY TIMES, AND FORFEITURES**

- A. It is the responsibility of each team to be on time and ready to play at the scheduled game time **(see Rule D for details)**.
- B. All line-ups **MUST** be turned in to the official scorer FIVE (5) minutes prior to the scheduled game time, complete with player's jersey number, first and last name. Failure to turn in a line-up with complete information will result in a technical foul.
- C. A team must have five (5) eligible players to start the game.
- D. Grace Period The game clock will start at game time. After fifteen minutes, if a team does not have five (5) players, the game will be forfeited. If a team that is waiting on players has the fifth player show within the 15 minute grace period, the game will begin with the remaining time left on the clock. The clock will not stop at any time for an arriving player to get ready to play.
- E. Two (2) forfeits from any one team will automatically dismiss that team from the league with no refund.

## **Article 7 – PROTESTS**

- A. The only protests that can be filed and accepted are ones that involve the interpretation of playing rules or player eligibility. An official's judgment on a play cannot be protested.
- B. Player Eligibility Protests – Any protests involving the question of player eligibility for a team must be submitted in the following manner:
  - 1. The protest must be lodged **PRIOR** to the last play of the game.

2. The protesting manager, coach and/or captain must inform the scorer's table, supervisor and referee, who will then inform the opposing team's manager, coach and/or captain that a player protest has been lodged.
  3. A protest form must be completed in full by the supervisor by obtaining the name and social security number of the player in question. The referee should sign the form as a witness.
  4. If the player refuses to sign, the supervisor should so indicate on the protest form. This will result in an automatic forfeit for the opposing team whose player is in question.
  5. The Protest Form must be turned in by 4:30PM on the next business day following the game.
  6. The League Director will make the official judgment on the protest (upheld or denied), apply appropriate penalties (if the protest is upheld) and notify teams of penalties and/or judgment.
- C. Game Protests – Any protests involving the application of a specific Blue Ash League Rule or a rule in the official National Federation of State High School Association (NFSHSA) Basketball rule book must be submitted in the following manner:
1. The protesting manager, coach and/or captain must inform the scorer's table, supervisor, referee and the opposing team's manager, coach and/or captain at the time of the particular play or decision that is being protested. Any protest made after the start of the next live play will not be considered. Official's judgments will not be considered.
  2. After protest announcement to referee and opposite team, continue play.
  3. Within twenty-four (24) hours after the verbal protest, the protesting manager, coach and/or captain must complete, in full, the appropriate protest form, including the names of the referee and the opposing manager, coach and/or captain (if possible).
  4. The protest form and a \$25 protest bond must be filed with the Recreation Office by 4:30PM on the next business day following the game. Checks should be made payable to the City of Blue Ash.
  5. The opposing manager, coach and/or captain and referee are also encouraged to submit a statement to help in the review.
  6. The League Director will make the official judgment on the protest (upheld or denied). If the protest is upheld, the protest bond will be returned and the game will be replayed from that point of the protest. If the protest is denied, the result of the game will stand and the protest bond will be forfeited.

## **Article 8 – PLAYER CONDUCT**

- A. Participants (including players, managers, coaches, captains, and substitutes) will conduct themselves at all times according to the rules of the game.
- B. If participants are conducting themselves in an unsportsmanlike manner, the referee has the right to penalize that team with a turnover, point, disqualify team member(s), or eject team member(s) from the premises according to the referee's judgment as to the degree of unsportsmanlike behavior.
- C. Unsportsmanlike behavior includes, but it not limited to, actions towards other players, referees and or Recreation Center employees such as derogatory comments, inappropriate language, inappropriate behavior, fighting, threatening violence, feigned attack against a person and the like. Any on-duty employee of the Recreation Center has the authority to take action towards individuals who are behaving in this manner, regardless if it's before, during or after a game.
- D. Participants who are ejected from a contest due to unsportsmanlike behavior will face further action by the Blue Ash Recreation Department as follows:
  1. The first ejection – Minimum one-game suspension
  2. The second ejection – Minimum two-game suspension.
  3. The third ejection – Automatically disqualifies the player from further competition for the remainder of the playing season. This includes playoffs and local tournaments, if any.

A participant receiving this suspension may not be replaced on the roster during the season he/she was suspended.

4. All unsportsmanlike conduct is subject to review by the Recreation Department. Actions may also be subject to law enforcement agencies if applicable. These actions only give a general description of player/team discipline. Each altercation/ejection case will be reviewed by the league manager individually.

## **Article 9 – ADDITIONAL GAME RULES**

Rules of the game will be governed by the National Federation of State High School Association (NFSHSA) Basketball Rules.

### **A. JEWELRY**

1. No jewelry may be worn during any part of the game.

### **B. FOULS**

1. Any intentional foul, during any part of the game, is an automatic two-shot foul with the ball out-of-bounds for the shooting team.
2. A technical foul counts towards a player's personal fouls as well as team fouls. A personal foul can also be given with a technical foul (for a total of two personal and team fouls). Any player, manager, coach and/or captain receiving two technical fouls in any one contest is required to leave the premises

### **C. KEEPING THE PACE**

1. In order for the games to be on schedule throughout the night, please cooperate by turning in line-ups five (5) minutes prior to game time, line up on the foul line and lanes during a foul, and be ready for substitutions. Please remember that it is a RUNNING clock, so try not to waste time. Players who are running time off the clock intentionally will be called for unsportsmanlike conduct and/or delay of game.

### **D. OVERTIME**

1. In the event of a tie game at the end of regulation play; a three-minute overtime period will be played with the clock stopping on all dead ball situations only in the last minute of play. A jump ball will begin all overtime periods. If, after the first overtime period the game is still tied, a sudden death overtime period will be played with the first team scoring a foul shot or field goal being declared the winner.

### **E. GAME STRUCTURE**

1. Halves will be 20 minutes running clock, with the ball stopping on dead ball situations within the 2-minute mark of each half. Half time will be three minutes.
2. Each team will have two (2) time outs per half. Time outs from the first half cannot be carried over to the second half.
3. Substitutes must check in with the official scorer prior to entering the game. The official must beckon substitutes before stepping onto the court. A technical foul may be called on players not following proper substitution procedures.

### **F. UNIFORMS**

1. Each team MUST have matching colored jerseys that are numbered with a PERMANENT legal number (digits no larger than five (5) and numbers no larger than two digits). Jerseys are available for check-out for a team that does not meet this standard.
2. Any player without a matching numbered jersey is not permitted to play.

### **G. PLAYING SHORT**

1. A team that is playing with five (5) players may continue play if one player has been fouled out or injured. (The minimum to start a game is 5). If a team begins a game with 5 and drops to 3 players or less at any point during the game, the game is immediately forfeited.

### **H. MERCY RULE (Beginning Winter 07)**

1. The game shall be official if a team is winning by 25 or more points within the last 2 minutes of the 2<sup>nd</sup> half.

## Article 10 – SPORTSMANSHIP RATINGS

Rough play, improper behavior or fighting will not be tolerated in any form. Team captains are responsible for their players and spectators prior to, during, and following the game. Any team or player that participates in a fight before, during or after a contest will be immediately ejected from the facility and suspended from all activities by discretion of the League Director. Any person or persons (including players, captains, and spectators) who criticize, boisterously obstruct, ridicule, or attempt to demean an official or opposing team member shall be liable to expulsion from the program along with possible legal action. In addition, a game may be forfeited at the discretion of the official, supervisor on duty, or League Director.

### Procedure for rating officials / teams

The officials/referees of that particular contest rate teams on their sportsmanship on a nightly basis for both regular season play and for the playoffs. The rating is based on the teams' (INCLUDING the spectators of that team) behaviors before, during, and after each contest.

The teams will rate the officials/referees after each contest, based only on their ability to maintain control of the game. Ratings based on the official's judgment of calls will not be considered.

The sportsmanship system will be in effect for all competitions. The first warning to the team, as a whole, or an individual team member will be signified with a technical foul. A second warning for the same infraction will result in a second technical foul and ejection for that particular player. A third warning for the same infraction by the same team will result in the team as a whole being ejected from the contest. Technical fouls may be issued at any time the official(s) feel that the team, as a whole, or an individual team member is exhibiting inappropriate sportsmanship.

Any team receiving a "C" or lower must meet with the League Director before their team may compete again. A team must maintain an average of a "B" to qualify for the playoffs. Any team receiving a "D" or "E" is automatically disqualified from post-season play.

### A. Team Ratings

Officials rate teams on the following criteria:

- "A" (4 points):
- Always respectful to the officials and opposing team.
  - Does not argue or complain with or about the officials.
  - Does not comment about official's calls.
- "B" (3 points):
- Usually respectful to officials/opposing team.
  - Minimal arguing/complaining of official's calls.
  - One technical foul issued to an individual player/team.
- "C" (2 points):
- Disrespectful to officials/opposing team (taunting, profanity, delay of game, etc.).
  - Several instances of arguing or complaining.
  - Multiple technical fouls issued to an individual/team and/or one ejected player.
- "D" (1 point):
- Excessive arguing or complaining.
  - Any contact or provocation of officials or opposing team members.
  - Multiple ejected players.
  - Any player involved in a fight.
- "E" (0 points):
- Team and/or players are out of control.
  - Very disrespectful to officials.

### B. Officials Ratings

Team captains rate officials on the following criteria:

- "A":
- Always respectful to the players.
  - Does not argue or complain with the players.
  - Does not comment about players' ability to play.
- "B":
- Usually respectful to players.
  - Minimal arguing/complaining with players.
- "C":
- Disrespectful to players (taunting, profanity, etc.).
  - Several instances of arguing or complaining.
- "D":
- Excessive arguing or complaining.
  - Any contact or provocation of players.
  - Involved in a fight.
- "E":
- Official is out of control.
  - Very disrespectful to players.

The League Director will, upon receiving a rating of "C" or lower, will contact the captain to obtain more information on the incident. Upon receiving this information, the League Director will take appropriate action towards that official.