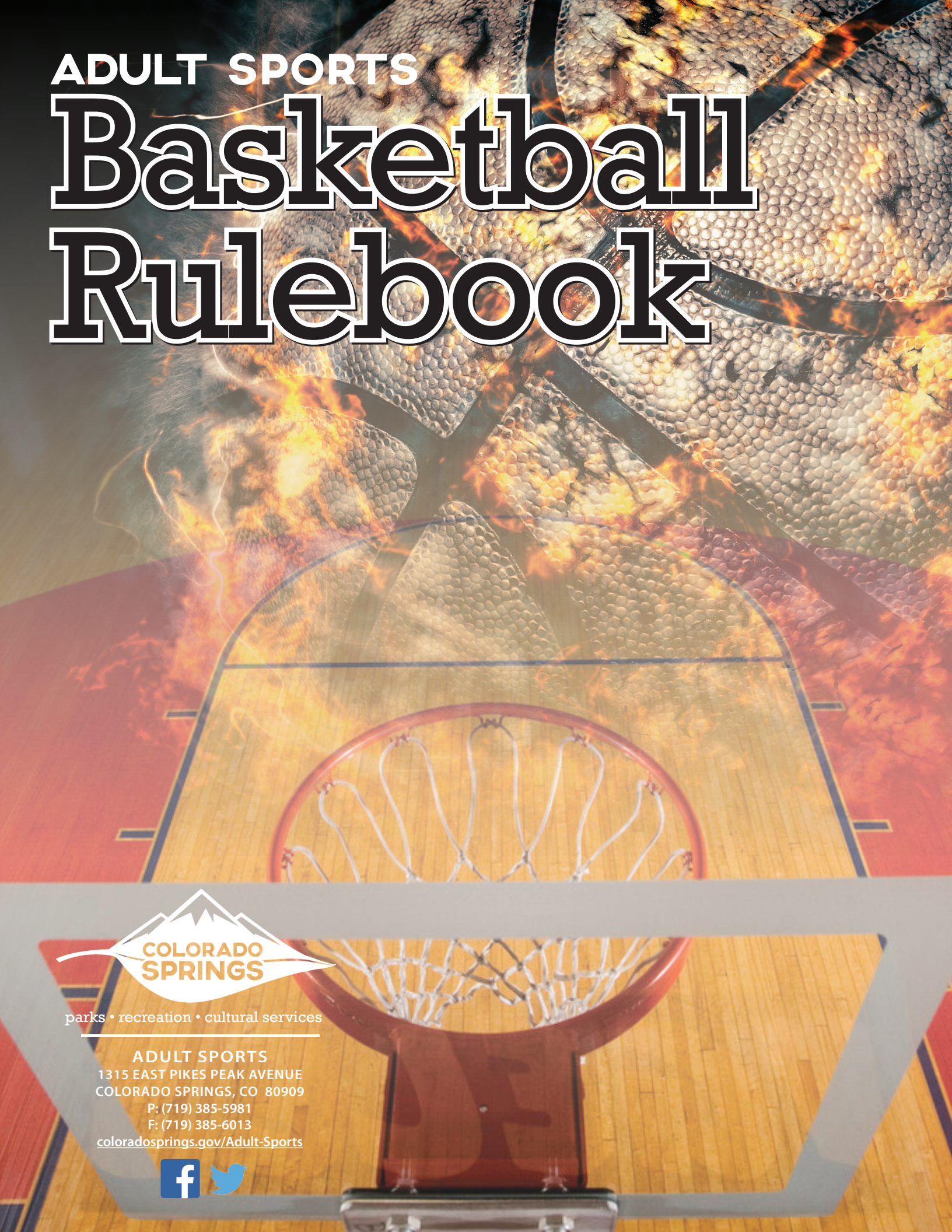
ADULT SPORTS

Basketball Rulebook



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ADULT SPORTS

ADULT BASKETBALL RULEBOOK

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All programs offered by Recreation Services are strictly for recreational purposes and intended for the enjoyment of the sport with fellow participants. Safety, fair play and sportsmanship are our primary concerns.

This rulebook is a guide to procedures, rules, and responsibilities for playing and officiating for the City of Colorado Springs Parks, Recreation & Cultural Services (PR&CS) Adult Basketball program.. The guidelines are implemented and enforced to ensure the most uniform and complete basketball program possible.

We recommended that you read this rulebook and address your concerns and questions before the basketball season begins.

Our rules attempt to mimic the rules of high school basketball in the state of Colorado.

THE PROGRAM

PROGRAM GOAL

The goals and objectives of this program are to foster, develop, promote and regulate amateur adult sports in Colorado Springs. Safety, fair play and good sportsmanship are our primary concerns. Rules governing sports leagues are necessary to establish a recreational activity that is safe, fair and enjoyed by all.

WARNING STATEMENT TO PARTICIPANTS, TEAMS & SPECTATORS:

Although participation in supervised athletics and activities is generally considered safe, and serious injuries are not common, it is impossible to eliminate every risk. To help reduce accidents and injuries, players must obey safety rules, report all physical problems to their coaches, follow a proper conditioning program and inspect their own equipment. By registering for this program, you acknowledge that you have read and understand this warning. Those who do not wish to accept the risk should not register or participate.

SAFETY

For the protection and safety of all participants, the removal of all dangerous jewelry is responsibility of player and team representative. You will be asked to remove all jewelry that officials believe may be dangerous to you or other participants. Jewelry that cannot be removed *(rings, religious jewelry and medical identification)* must be completely covered with tape.

NOTE: *Each team and/or its players must provide first-aid equipment, including tape and padding. Team representatives are responsible for ensuring that their players are properly equipped, that jewelry is removed or covered with tape and the team is ready to play.*

INSURANCE/INJURIES

The City of Colorado Springs carries no insurance on players, coaches or game officials. Participants are responsible for all charges resulting from medical emergencies.

In the event of an injury on the field, the site supervisor will assist by calling medical help upon request of the team representative. Players or team representatives are required to inform the site supervisor of all injuries and complete an accident report form (provided by the site supervisor), even if the injury does not require medical attention.

***NOTE**: All injuries must be reported within 24 hours.*

The City does not supply first aid materials; teams are responsible for providing first aid equipment *(tape, bandages, ice, etc.)* and transportation to medical facilities. Team representatives should keep a list of insurance information and contact phone numbers for team members in case of an emergency.

INFORMATION RELEASE POLICY

Per City policy, the Sports Office will not release the names, numbers or addresses of participants. Individuals can be assured their personal information will be used strictly for administrative purposes and will not be released to outside sources.

LIGHTNING SAFETY TIPS

Your safety is our highest priority. Lightning is dangerous because it is random and unpredictable. Safety precautions and an evacuation plan should be made in advance. Be prepared to act quickly. Please read, learn and teach others the following lightning safety tips.

When you first hear thunder, begin to plan your lightning defense. Can you get to a car or building quickly? Can you get 100 yards away from all metal objects? Lightning often precedes rain, so don't wait for the rain to start before suspending activities. Typically, the distance from Strike A to Strike B to Strike C can be .5 to 2.5 miles. You must clear the area if lightning is within six (6) miles of your location. Flash to bang at 30 seconds = 6 miles. Activities should remain suspended for 20-30 minutes after the last thunder is heard.

IF OUTDOORS…Avoid water. Avoid all metal objects including electric wires, fences, golf clubs, machinery, motors, power tools, etc. Unsafe places include golf carts, tents, open-sided rain shelters, small boats, or underneath isolated trees. Avoid high ground and open spaces. When possible, find shelter in a building or in a fully enclosed metal vehicle with the windows completely shut. If lightning strikes nearby, you should:

a. Avoid direct contact with other people.
b. Remove all metal objects from your person.
c. Crouch down, with feet together and hands on knees.

IF INDOORS…Avoid water. Stay away from open doors and windows. Hang up the telephone and take off headsets; lightning can strike electric and phone lines and induce shocks. Turn off and stay away from appliances, computers, power tools, TV sets, etc. Remain inside until the storm has passed.

If lightning strikes a person, immediately administer first aid procedures, if you are qualified to do so. An injured person does not carry an electrical charge and can be handled safely. Call **911** immediately.

PROTESTS

Protests are not accepted within the structure of the PR&CS sports programs. We believe protests are counter-productive.

Although protests are not allowed, written comments about rules, umpires, player eligibility, ejections from a game, or specific situations are encouraged. These comments will be reviewed and evaluated to help improve the program and may have an impact on future programming. Player eligibility must be challenged during the game.

The Sports Office will accept only written statements within 24 hours or the next business day after the game. Written statements may be mailed, hand delivered or e-mailed to the:

Sports Office ***OR*** ***sportsfdesk@springsgov.com***
1315 East Pikes Peak Avenue
Colorado Springs, CO 80909

SPORTS OFFICE LOCATION

City of Colorado Springs | Parks, Recreation & Cultural Services | Recreation Services
Sports Office
1315 East Pikes Peak Avenue
Colorado Springs, CO 80909
Phone: (719) 385-5981, select 0 | Fax: (719) 385-6013 | Web site: www.coloradosprings.gov/adult-sports

FACILITIES / SITES

Varies per season, see schedules.

EQUIPMENT

UNIFORMS

All teams are required to wear uniform t-shirts/jerseys of matching or similar color with permanent numbers on the front. ***Front is recommended; however, front or back is acceptable.*** Jersey numbers may range from 00-99.

PERMITTED Types of Equipment

- Wearing a soft bandage to cover a wound or to protect an injury shall be PERMITTED.
- Wearing an air-filled cast on a lower extremity or a protective knee brace is PERMITTED, provided no metal or hard, abrasive parts are exposed. Padding is required to cover any exposed areas. Players must provide tape and padding for this purpose. ***Note:*** *Officials and/or site supervisors do not provide these items.*
- A sweatband of soft, pliable material is PERMITTED.
- Use of arm sleeves for medical reasons is PERMITTED, but requires verification by the individual's medical provider.

PROHIBITED Types of Equipment

- Wearing hard splints or other types of potentially dangerous protection on the arms or the hands will be PROHIBITED, regardless of the amount of padding provided.
- Any device that could increase a player's ability to deflect the ball in a forceful manner will be PROHIBITED.
- Headgear is interpreted to mean hats, caps, or bandannas.
- Headgear *(hats, caps, or bandannas)* is PROHIBITED.
- Jewelry is PROHIBITIED.

HAIR-CONTROL DEVICES & HEADBANDS

Players may wear rubber bands, scrunchies, and/or pre-wrapped and narrow, multi-colored elastic bands to hold back hair. These items are not considered headwear and do not fall under the headwear rule. These items do not have to be white or the same color as the uniform; they can be of any color, they do not have to be a single color and they are not subject to the logo restrictions.

SHOES

Footwear must be worn and designed for gym use. Bare feet, street shoes or shoes with cleats are not allowed.
All players are to wear proper footwear designed for the game and use.

GAME BALL

PR&CS Sports Office will provide the official game ball. Teams may utilize an alternate ball, but it must be a legal ball and both teams must agree to its use **before the initial jump ball.**

FIRST AID SUPPLIES

We strongly recommend that teams bring basic first aid equipment *(tape, bandages, ice, etc.)* to the games. The site supervisor **does not** supply first aid materials.

TEAM / PLAYER ELIGIBILITY

LEVELS OF PLAY

Recreation Blue: Men's
Recreation White: Men's and Women's
Recreation Red: Men's

LEVELS OF COMPETITION DEFINED

Recreation Blue: Teams consist of players that have solid and fundamental skills and knowledge of the game. Teams may demonstrate offensive and defensive strategies, but not on a consistent basis.

Recreation White: Teams are not equally balanced with skilled players. Players have average skills and are seeking quality recreational competition.

Recreation Red: Teams are not equally balanced with skilled players. Players and teams tend to be more at the beginning level who want to be active in recreation.

COMPOSITION OF TEAM

- Teams consist of 5 players on the court (5-on-5 game).
- Teams consist of 3 players on the court (3-on-3 game).
- Teams may start and finish with a minimum of two players without penalty.
- Teams that do not have at least two "legal" players at the start of **or during** a game will forfeit the game.

TEAM LINE-UP

Teams must write the line-up on the score sheet at least 5-minutes prior to the scheduled game time. The full names and numbers of all the starters must appear on the score sheet. **Players added to the score sheet once the game has begun will be assessed a Technical Foul.** ***Penalty:*** *Two shots with lane cleared, game resumes from point of interruption*. This is a CLASS B Technical Foul and is recorded as a team foul and goes against the player's five allotted fouls.

PLAYER ELIGIBILITY

- All players must be 18 years or older within the current calendar year.
- Anyone who plays on a current high school or college team is **ineligible to play.**
- Players may only play on one team per league. Players are allowed to play on more than one team, but **not** in the same league nor on the same night and court.
- To add players to the roster after the roster has been submitted and league play has begun, teams must submit a *Roster Change Form* with the players' information *(full name and point of contact)* and pay the add-on fee. Players who are not officially added to the roster will be illegal and will result in the team forfeiting all games, and may result in the team being dropped from the league.

TEAM ROSTERS/ADDITIONS & CHANGES

Rosters are limited to 12 players. Rosters must be submitted to the PR&CS Sports Office two weeks prior to the team's first league game. The roster must include the names and phone numbers of all players. Failure to submit an accurate roster prior to the first league game will result in forfeiture of the first game, with all fines and penalties imposed.

To carry more than 12 players on a roster, teams must submit a written justification to the Sports Office. You may not carry the additional players on the roster until your request has been approved by the Sports Office.

Roster changes are allowed throughout the season; however, once the team roster has been submitted *(prior to the first game),* all changes must be requested via the *Roster Change Form*. Forms are available at game sites and must be returned to the Sports Office, 1315 E. Pikes Peak Ave., Colorado Springs, CO 80909. ***Forms faxed to 385-6013 will also be accepted.***

ROSTER CHALLENGES

In the event of a roster challenge, **all players from both teams must present a picture ID to the site supervisor.** Challenges must be made before the game ends.

1. The site supervisor will verify IDs at the site of the challenge.
2. Players without a valid ID must leave the game until a valid ID is produced and verified by the site supervisor.
3. If a team does not have at least two players with identification, the team will forfeit the game. If neither team has at least two players with identification, the officials and site supervisor will declare a double forfeit.
4. Teams who are playing illegal players will forfeit the game.

GAME RULES

SPIRIT OF THE GAME

Unfortunately physical play and illegal contact often replace the skill and finesse that previously defined the game. At PR&CS, we want to return the game to a higher standard of skill and penalize rough & physical play.

Competitive play is encouraged, but good sportsmanship and fair play should never be sacrificed. We expect team representatives, players, coaches and spectators to abide by the strict interpretation of the rules, and respect the decisions of the game officials and site supervisor. A concerted effort on the part of all involved will help us reach our goal.

Official's Jurisdiction 2-4.4
When all officials leave the confines of the playing area at the end of the game, the officials' jurisdiction has ended and the score has been approved.

Duties of Timer 2-10.9
Sound a warning horn fifteen seconds before the expiration of the 20-second time limit to replace a disqualified player. The signal also shall be sounded at the end of the 20 seconds to replace a disqualified player.

Goaltending 4-34.3
When the entire ball is above the level of the ring during a field goal try and contacts the backboard, it is considered to be on its downward fight. In such a case, it is goaltending when that ball is touched by a player.

POINTS OF EMPHASIS (POE) | CONTACT (10-6-12, clarified)

10-6-12: The following acts constitute a foul when committed against a ball handler/dribbler. A player becomes a ball handler when he/she receives the ball. This would include a player in a post position.

a. Placing two hands on the player.
b. Placing an extended arm bar on the player.
c. Placing and keeping a hand on the player.
d. Contacting the player more than once with the same hand or alternating hands.

POST PLAY

It is legal for offensive and defensive players to touch when both are maintaining a legally established position. Illegal contact on a post player is any tactic using hands or arms or just generally demonstrates rough physical movements that allows a player on offense or defense to control the movement of an opposing player.

It is a foul and should be ruled as such when:

a. An opponent is displaced from a legally established or obtained position;
b. An arm-bar is extended and displaces an opponent;
c. A locked and/or extended elbow displaces an opponent;
d. A leg or knee is used in the rear of an opponent to hold or displace;
e. Holding, hooking, slapping, pinning or pushing the leg or body of an opponent;
f. An offensive post player "backs-down" and displaces the defender once that defender has established a legal guarding position.

REBOUNDING

Some examples of illegal rebounding activity are:

a. Displacing, charging or pushing an opponent;
b. Extending the arms or elbows to impede the movement of an opponent;
c. Using the hips or knees to hinder or impede an opponent;
d. Violation of the principle of verticality;
e. Contact between players in free-throw lane spaces prior to the ball being released by the free thrower.

ILLEGAL CONTACT | SCREENING

Rough physical play and illegal contact must be addressed in the following areas:

1. In the low post by players with and without the ball.
2. Off the ball or on the defensive weak side.
3. In cutting situations.
4. During hand checking anywhere on the playing court.
5. In screening situations.

   Illegal action by the screener:

   a. Makes contact in setting the screen.
   b. Makes contact while moving in an attempt to set a screen.
   c. Causes contact as a result of establishing a stance outside his vertical plane *(feet no wider than shoulder width apart).*
   d. Makes contact by leaning into the path of the opponent or extending the hip, shoulder or knee into that path even though the feet are stationary.
   e. Causes contact with the illegal use of hand(s), arm(s), leg(s) or body that pushes or holds an opponent from his intended path around the screen.

   Illegal action by the defender:

   a. The use of arm(s), hand(s), shoulder or hip to fight or force through a screen.
   b. To hold or push the screener and prevent him from performing his normal offensive movement.
   c. Causes contact that places the screener in an unfavorable position to perform his normal offensive movements. A defender or screened player is expected to avoid contact by going around the screen.

ELBOWS | CLEARING YOUR ZONE

Rough play and illegal contact must be addressed in the following areas and can result in a Technical, Intentional or Flagrant Foul and possible ejection at the discretion of the officials.

Violent "back and forth" movement, meaning excessively swinging of the elbows and/or torso after possession of the ball whether contact is made or not, to include, any contact with the head, neck and/or chest of an opponent will not be tolerated.

WARM-UPS

Teams are guaranteed a minimum 5-minute warm-up period. If time permits, teams will be allowed to take the court 10-minutes prior to the start of the game.

THREE POINT LINE

The PR&CS Sports Office will utilize the three-point line in those gyms that have it marked. If a gym does not have the three-point arc marked, it will not be used, and teams will not be able to score a 3-point field goal. Both feet <u>must be behind</u> the line when the shot is taken, after which the feet may break the plane of the line.

FREE-THROWS

A maximum of six (6) players *(two teammates of the free-thrower and four opponents)* shall be permitted on the free-throw lane during a free throw. All other players shall be behind the free-throw line extended and behind the three-point field goal line.

NOTE: *Players are no longer permitted to occupy the first block closes to the end line.*

When a player is fouled in the act of shooting, but the ball goes in the basket, the points will count, and the fouled player is allowed one free-throw. If the shot does not go in, the fouled player is allowed 2 or 3 free-throws.

TECHNICAL FOULS

The penalty for all technical fouls will be 2 free-throws, with no other players in the free throw lanes. The ball will be put back into play ***at the midline away from the score table***.

NOTE: *All technical fouls count toward a player's 5 fouls that lead to disqualification and toward the team bonus. A player with 2 technical fouls is ejected from the contest, see Players Code of Conduct and its penalties. The clock continues to run on Technical Fouls.*

FLAGRANT FOULS

Immediate ejection, of the offending player, opposing team awarded 2 free throws, with no other players in the free throw lanes, and possession of the ball.

NOTE: *All flagrant fouls count toward the team bonus, see Players Code of Conduct and its penalties.*

INTENTIONAL FOUL

The intentional foul must be called as defined by the rulebook, particularly in the closing minutes of the game. There is a significant and warranted concern about the use of the intentional foul, especially at the end of the game. The strategic employment of the intentional foul is a classic example of "foul for profit," which is contrary to the rules of the game.

An intentional foul will be called while **not** playing the ball; a player causes excessive contact *(hard foul)* with an opponent. Holding and pushing an opponent in order to stop play are common examples of intentional fouls. Grabbing or pushing a player from behind to prevent a score is also intentional. The official must judge the ***intent and*** legitimacy of the play and not the severity of the act.

- The basic objective of basketball defense is to prevent the other team from scoring; however, in attaining this objective, the defender must legitimately attempt to play the ball or the player.
- At the end of a game, fouling a player who is far removed and not directly involved in the play is an intentional foul. Also, at the end of a game, a defender who informs the official that he intends to foul and then fulfills his intention by committing the act has fouled intentionally. In both cases, the defender had no legitimate intent to prevent his opponent from scoring.
- At any time during the game, a foul shall be ruled intentional if, while not playing the ball, a player causes excessive contact with an opponent.
- On an intentional foul, two shots are awarded, no players are allowed to line-up on the lane, and the ball is awarded *(back)* to the offended team at the spot nearest the foul.

BONUS SHOTS

- Teams will be in the bonus (shooting 1-&-1) on the 7th team foul. *(A team foul is any foul committed by that team, including technical fouls*).
- On the 10th team foul, team(s) will receive 2 free-throws.

  NOTE: *No bonus shots on team/player control fouls.*

PALMING (ILLEGAL DRIBBLE)

Since the frequency of illegal movements while dribbling the ball has been significantly reduced, palming the ball is again a point of emphasis. "Palming" is an illegal dribble. When the ball comes to rest in the dribbler's hand(s), by rule, the dribble has ended. To continue to dribble after the ball has come to rest in the hand(s) is a violation and should be called.

"Palming" or "carrying" the ball **puts** the defensive player **at a** distinct disadvantage and, by the same token, gives the dribbler a sizable advantage that is not within the spirit or intent of the rules.

DUNKING

Dunking is **NOT** allowed, unless noted. This is location specific.

- Players who dunk during the pre-game, will be assessed a technical foul and EJECTED from the game. ***Penalty:*** *Technical Foul assessed to player with foul counted towards team bonus & ball given to opposing team to start game. Alternating possession will begin on throw-in*. **Player that dunked is ejected meaning he is not eligible to participate in game.**
- Player who dunks during the game, will be assessed a technical foul and EJECTED from game. ***Penalty:*** *No points scored for dunk, player is removed from game ejected and 2 free throws awarded and play resumed at point of interruption.* Technical foul counted towards team bonus.

NOTE: *A player may grasp the basket only when attempting to prevent an obvious injury to himself or another player.*

NOTE: *Team is fined for the ejected player, and player is suspended for an additional 2 games. Further suspensions and fines may be applied.*

CLOSELY GUARDED

A 5-second count should be started only when a closely guarded player is holding the ball. The defensive player must be within 6' of the offensive player. The 5-second closely guarded count *(violation)* will **expire** when the offensive **player initiates a dribble drive past the Free-throw line; extended**.

COACHING-BOX RESTRICTIONS

By rule, a head coach/player coach may leave his place on the bench, but in doing so, shall stay within his team's coaching box. The coach is permitted to coach within the prescribed box but when he leaves the coaching box, he gains advantage that is not within the spirit and intent of the rules. After receiving a warning and when the coach is completely and clearly out of the coaching box, he shall be assessed a CLASS B technical foul.

Legally, the only circumstances a head coach is allowed to leave the coaching box are:

1. To seek information from the official scorer or official timer during a timeout or an intermission.
2. To point out a scoring or timing mistake or to request a timeout for a correctable error.
3. To prevent a fight situation from escalating.

Another concern is the unacceptable forms of behavior by the head coach and other bench personnel. Coaches and other bench personnel who engage in the following behaviors violate the bench decorum rule and shall be assessed a CLASS A technical foul:

1. Questioning the integrity of an official by words or gestures.
2. Physically challenging an official.
3. Directing personal, vulgar or profane remarks or gestures toward an official.
4. Excessively demonstrating by the use of gestures or actions that indicate displeasure with the officiating
5. Publicly demonstrating officiating signals such as traveling, holding, blocking, etc. that indicate displeasure with the officiating.
6. Voicing displeasure about officiating through continuous verbal remarks.

The coach will be given a technical foul, after which the coach loses his coaching box privileges.

THE GAME (5-ON-5)

The game shall be played between two teams of five (5) players each, under the supervision of two officials, one score keeper and the site supervisor.

A representative or coach from each team shall meet with the game officials prior to each game to cover boundaries, sportsmanship, rules and any pending issues.

SCOREKEEPERS AND SITE SUPERVISORS

A scorekeeper will be provided.
The site supervisor will keep time.

START OF GAME

A jump ball will start the game, with alternate possessions on subsequent jump balls.

POINTS

All baskets or scores count as 2 or 3 points depending on the location of the shooter.

SHOT CLOCK

A shot clock will not be utilized.

LENGTH OF GAME

- (2) 20-minute running clock halves with a 5-minute half time
- If a team moves ahead of its opponent by 40 points in the second half the game will end.
- The clock will run the entire game except for team time outs, official time outs, and the last two minutes of the game - providing 15 points or less is maintained.
- Point spread for two-minute stop clock.
  - **a. If the point spread is 16 points or less at the 2-minute mark in the second half, the game clock will stop on all dead ball situations.**
  - **b. Should the point spread reach 16 points or more under 2-minutes, the clock will not stop; it will continue to run.**

  NOTE: *The 2-minute mark remaining in the game and the point spread (16 points) will determine stop or running clock for the remainder of the game.*

- Each team is allowed, **two time outs per half**. Unused time outs do not carry over into overtime. One time out per team is given during overtime period. Unused overtime time outs do not carry over to the next overtime period.
- Overtime period is a two-minute stopped clock period. Overtime will begin with a jump ball. Teams are given one time out in over time. Time outs from regulation DO NOT carry over into Overtime.

GAME CANCELLATIONS

Up-to-date information will be available after 3:00 p.m. Call 385-5981, select #6 or visit ***www.coloradosprings.gov/adult-sports***. If cancellation information is not posted, teams will be required to report at their scheduled game times.

Occasionally, games held at public schools will be canceled due to a scheduling conflict with the school district. In those situations, team representatives are notified immediately and are responsible for notifying their team members.

RESCHEDULED/MAKE-UP GAMES

The site supervisor will advise team representatives regarding rescheduled/make up games, and the team representatives will be responsible for notifying their team members. Rescheduled/make up games may be played in the evenings or on weekends. Teams will not be excused from playing rescheduled/make up games.

FORFEITS

Forfeits may be declared for one or more of the following infractions:

- team does not appear at game site
- team does not have at least two players to start or finish a game
- participation by "illegal" players, *(i.e., players not on the team roster, players using another name or ineligible players)*
- misconduct by players, coaches or team managers before, during or after the game. *(see Player Code of Conduct)*
- failure to submit a legal roster prior to the team's first scheduled game

Forfeit fine: $20 plus the officials' fee.

A team that has forfeited must pay all fees to the PR&CS Sports Office prior to the next scheduled game, and are required to show a "paid" receipt to the site supervisor before taking the court.

A team with 2 forfeits may be dropped from the league without a refund.

PROTESTS

Because protests are contrary to our program goals, they are not accepted; however, your constructive comments concerning rules, officials, ejections or other specific situations are welcome. Your comments are used to evaluate every aspect of the program and may have an impact on future policies/procedures. Only written *(mailed, hand delivered or e-mailed)* statements will be accepted, and must be submitted to the Sports Office within 24 hours or the next business day after the game.

PLAYER CODE OF CONDUCT

Team representative/coach are responsible for ensuring that team members abide by the rules and regulations and the decisions of the officials and site supervisor or be subject to the penalties and disciplines for violating the Player Code of Conduct.

THE GAME (3-ON-3)

The game shall be played between two teams of three 3 players each, under the supervision of score keeper/timer and site supervisor.

- **Teams consist of 3 players on the court (3-on-3 game).**
- Teams may start and finish with a minimum of 2 players without penalty.
- Teams that do not have at least 2 "legal" players at the start of or during a game will forfeit the game.

A representative or coach from each team shall meet with the site supervisor prior to each game to cover boundaries, sportsmanship, rules and any pending issues and decide who will receive ball to start game as we do not start with a jump ball.

SCOREKEEPERS AND SITE SUPERVISORS

A scorekeeper will be provided.
The site supervisor will keep time.

START OF GAME

A coin toss will decide which team will have the ball to start the game. There after subsequent jump balls will go to the defense. If over time occurs coin toss will decide which team will have ball to start over time.

SELF-OFFICIATED

Players are responsible for calling opponents on their fouls, line calls, out of bounds and other officiating issues related to the game. The player who commits a foul must report their name & number to scorekeeper/timer before play resumes. All players have five personal fouls before they are disqualified from game.

POINTS

- All baskets or scores count as 1 or 2 points depending on the location of the shooter.
- All field goals from inside the 3 point line will count as 1 point.
- All field goals made behind the 3 point line will count as 2 points.
- One shot free throws will be administered with clock stopped and No One in free throw lanes when a player is fouled in act of shooting or when team has reached 7 team fouls and is in the bonus. Defensive team will always receive ball after free throw and ball must be put into play above free throw line with clock starting.
- In Over Time, the first team to score is declared winner.

SHOT CLOCK

A shot clock will not be utilized. Because of the facilities utilized – shot clocks – at facilities are not set up or designed to accommodate this function of the game.

LENGTH OF GAME & GAME PROCEDURES

- (2) 12-minute running clock halves with a 3-minute half time.
- First team to score 40 points will be declared winner or team ahead at end of regulation time.
- The clock will run the entire game except for team time outs and free throws.
- Free Throws will only be administered (shot) when a player is fouled in act of shooting. Example: Player A is in act of shooting – Player from team B fouls: Team A players shot goes in or does not go in basket. Result. Team A player calls foul on shot against Team B player. Regardless if shot went in or not, Player is given 1 free throw with clock stopped and No one in lanes. Team B will get ball after free throw is attempted. Clock will start on Team B's legal possession above the free throw lane.
- Teams are allowed 2 time outs per half. **With 2-minutes remaining in the game**, No time outs will be honored.
- Each team is allowed **2 time outs per half**. Unused time outs do not carry over into overtime. One time out per team is given during overtime period. Unused overtime time outs do not carry over to each overtime period. First team to score in over time is declared winner.
- When defensive team secures the rebound, the ball carrier must go outside the 3-point line with **BOTH** feet.
  a. 1st Offense: Warning, offending team administered throw-in above the free throw line, no basket.
  b. 2nd Offense: Turnover, no basket, offending team loses possession. Opponent has thrown in above 3-point line.
- During throw-ins, the defending guard counts out to five seconds by saying one thousand one, one thousand two etc. If ball is not thrown in after defending guard has reached one thousand and five. The ball will be turned over to team A.
- All Jump Balls will go to the defense.
- Dunking is **NOT** allowed.
- Players who dunk during the pre-game, will be assessed a technical foul and 'disqualified' from the game. ***Penalty:*** *Technical Foul assessed to player with technical foul counted towards team bonus & ball given to opposing team to start game.* **Player that dunked is not allowed to participate in game 'disqualified.'**
- Player who dunks during the game, will be assessed a technical foul and 'disqualified' from game. **Penalty:** No points scored for dunk, player removed from game 'disqualified' and 2 free throws awarded and play resumed at point of interruption. Technical foul counted towards team bonus.

  NOTE: *A player may grasp the basket only when attempting to prevent an obvious injury to himself or another player.*

- If over time occurs coin toss will decide which team will have ball to start over time.

LEAGUE STANDINGS

Standings will be updated weekly. You may ask your site supervisor for the updated information or visit ***www.coloradosprings.gov/adult-sports***

NOTE: *If position rounds are being used, then the win/loss records will be included in the team's overall standings.*

NOTE: *In bracket schedule leagues, bracket determines final standings.*

If teams are tied in the final standings, the procedures below, in the order listed, will be used to determine the winner: To declare a winner via tiebreakers all ties must be able to be broken on equal grounds. For example, in a three team tie where Team A played Team B twice and Team C twice but Team B only played Team C once, we cannot break the tie by head to head play.

1. Win/loss record
2. Head-to-head play between tied teams.
   a. Head-to-head score differential between tied teams*(Example, Team #1 won by 3 in the first meeting, Team #2 won by 4 in the second meeting, Team #2 wins head-to-head via head-to-head score differential for the season.)*
3. Any forfeitures, ejections or violation of the CODE OF CONDUCT count toward determining the higher placement. Player and/or team violations may cost the team an award. Remaining tied teams will move on to the next step.
4. Least amount of points scored-against from head-to-head play.
5. Fewest points scored-against in ALL games.
6. Point differential in ALL games
   (Example; Team 1 = total points scored 344; total points against; 321 differential +23: Team 2 = total points scored 338; Total points against; 321; differential +17. Team #1 wins or takes higher spot in standings.)
7. Most points scored in all games.
8. Team conduct during the season, as observed and reported by staff.
9. Should none of the above procedures break the tie, a coin toss will be used to determine the winner.
10. Opportunities for post season awards can be jeopardized should the team's player behavior, non compliance to follow and abide by the rules/regulations, forfeitures, ejections become an issue regardless of their over all win/loss record.

NOTE: *When the last games are position games, they will count toward the overall win/loss records.*

RESPONSIBILITIES & PLAYER CODE OF CONDUCT

It is essential for every player, coach, and team representative and official to know the rules and have the ability to interpret them **clearly.**

The team representative, coach and/or manager are responsible for making sure the team has received and read the PR&CS Adult Basketball Rulebook as well as the current NCAA Rulebook. They are also responsible for ensuring that team members abide by the rules and regulations as applied by the officials and site supervisor, **and the discipline and proper conduct of their team.**

POINT OF EMPHASIS: As the team representative and/or game official, if you 'sense' or 'feel' that a potential confrontation may occur between player(s), **YOU MAY** direct those players to sit out for a minimum of **4**-minutes before entering the game again. Explain to the player(s) and team representative that you've chosen this 4 minute penalty vs. ejection, and that if the behavior continues, you will eject the players. **See Player Code of Conduct.*

PLAYERS, COACHES, OR SPECTATORS SHALL NOT:

- Disrespectfully address officials, players, staff members or spectators
- Attempt to influence an official's decision
- Use profanity or language that is abusive, vulgar or obscene
- Disrespectfully address or bait an opponent
- Object to an official's decision by using gestures or language
- Incite undesirable crowd reactions
- Enter the court to attend to an injured player unless permitted by the official
- Fail to replace a disqualified player within **20** seconds *(if a substitute is available)*
- Commit an un-sportsman-like foul
- Play any musical instrument while the game is in progress
- Refuse to occupy the team bench to which he/she is assigned

PLAYER CODE OF CONDUCT

- No team member shall lay a hand upon, shove, strike or verbally threaten or abuse an official, player, spectator or staff person. Anyone who strikes at another will be banned from further participation in all adult sports programs and activities for at least one year.
- No team member shall refuse to abide by an official's decision.
- No team member shall make obscene gestures or objectionable demonstrations of dissent at an official's decision.
- No team member shall be guilty of using unnecessarily rough tactics against an opponent.
- No team member shall appear in the contest area acting in a way that he/she appears to be under the influence of alcohol or drugs.
- No team member shall possess or consume alcoholic beverages while the player or the team is participating in the game.
- No team member shall use tobacco on the playing surface or in the team area of any City facility/site or on the grounds or inside any school facility.
- Only the designated team representative may (in a polite manner) request a clarification of rules, calls or judgments from the official. Complaints concerning judgment calls will result in an ejection.
- No player will intentionally attempt to defy the rules or procedures outlined in this rulebook.
- No team member shall throw a ball in an unsafe or objectionable manner.
- Spectators, who, in the opinion of the official or site supervisor, are detrimental to the goals of the program, will be expelled from the contest area. The team that the spectator is supporting will be penalized if the problem persists. Grounds for such action include, but are not limited to: obscene language or gestures, inciting players to fight, alcoholic beverages in the stands and verbal abuse against the **official(s), players, or fans.**

PENALTIES FOR VIOLATIONS OF PLAYER CODE OF CONDUCT RANGE FROM

- Ejection for that individual plus a 2 game suspension, not to include the game in which the ejection occurred, and $25 fine.
- Forfeiture of game by team, a $20 fine, plus the cost of **BOTH** teams officials, plus additional penalty of being dropped from league should continued forfeitures persist.
- Players involved in fights will be banned for a period of at least one (1) year from all PR&CS Adult Sports programs.
- Team/player violations will be taken into consideration during a tie in the league standings.

DISQUALIFIED/ EJECTED PLAYERS

- A disqualified player is one who has committed a combination of 5 personal/technical fouls.
- An ejected player is one who, because of unsportsmanlike conduct, has been ejected from the game.
- A player ejected from the game will be suspended from their team's next 2 games, plus a $25 fine. This does **NOT** include the game from which he/she was ejected.
- Ejected players must leave the playing area as well as the bench area. **If they do not, team may forfeit the game if player doesn't leave in a timely and orderly manner.**
- Any **flagrant foul** results in ejection.
- Two technical fouls on a player will be considered flagrant, **and will result in immediate player ejection.**
- A fight will result in the ejection of all of the involved combatants in addition to other penalties.
- The team representative or coach must provide the full name(s) of ejected players from their team to site supervisor.
- Opportunities for post season awards can be jeopardized should the team's player behavior, non compliance to follow and abide by the rules/regulations, forfeitures, ejections become an issue regardless of their over all win/loss record.

NOTE: *A full report on the ejected player must be submitted to the Parks, Recreation and Cultural Services - Sports Office by officials, score keeper and site supervisor. The team representative has the option to provide comment on the incident in report form as well to the Sports Office league director.*

FIGHTING

A fight is defined as a confrontation involving one or more players, coaches or other team personnel wherein (but not limited to) a fist, hand, arm, foot, knee or leg is used to combatively strike the other individual, whether or not contact is made.

Based on the definition above, every person involved in a fight will be penalized according to the Player Code of Conduct (see above), and will be banned from ALL PR&CS Adult Sport programs and activities for at least one year. Other penalties, including the team's elimination from the league may be imposed depending upon the severity and or intent of the action.

During the course of play, a flagrant foul may be called on an individual if he/she strikes an opponent with the hand, elbow, arm, foot, knee or leg even in a non-confrontational, but excessive or severe manner. A judgment shall be made by the official as to whether the contact is intentional.

ALCOHOL & DRUG POLICY

- Colorado Springs City Code, 18-5-411: It shall be unlawful for any person to bring into, possess or drink in any facility or park, alcoholic liquor or beer.
- Participants and spectators are not allowed to bring alcoholic beverages into any facility/site.
- No player or coach shall appear at the contest area under the influence of alcohol or drugs.
- If a player(s) is found to be under the influence of alcohol and/or drugs, the following penalties may be enforced:
  a. As a minimum, the player will be immediately suspended from further play.
  b. The maximum penalty is suspension of the player and/or the team from further league play as determined by the League Director.

SAFETY

BLOOD ON UNIFORMS

Team representatives and officials will remove a player from the game when blood is evident and flowing. The player will not be allowed to return to the game until the blood flow has stopped and existing blood been cleaned up **and properly dressed as to not expose to others.** Contaminated clothing and apparel must be replaced or removed before the player can return to the game. **Team will not be penalized for jersey change in this situation**.

The official shall allow a "reasonable" amount of time for these requests to be completed. If a player is unable to meet these demands, the player must be removed from the game. As noted earlier, teams may continue the game with fewer players.

JEWELRY

For the protection and safety of all participants, wearing jewelry is PROHIBITED. Players will be asked to remove all jewelry.
*A medical identification bracelet and necklace may be worn, but it must be covered with tape. All items that the official believes to present a danger to the player or other participants must be removed or completely covered with tape. ***Penalty****: Player will be removed from game when discovered and not allowed to play until such jewelry is removed or covered with tape*.

NOTE*: *The players must provide tape and padding for this purpose; officials and/or site supervisors do not provide these items.*