



ADULT BASKETBALL LEAGUE RULES AND REGULATIONS Revised 10/10

Current National Federation of State High School Association basketball rules will govern play except the variations denoted here. The Medford Parks and Recreation Department (MPRD) reserves the right to change rules, regulations and policies whenever due cause warrants a change.

1. ELIGIBILITY

- A. Minimum age for all city league players is 18. However, Recreational league teams are allowed to have one **16-year-old** player if a parent or guardian signs the roster or liability release form.
- B. Players may play in more than one league under the following stipulations:
 - 1. Players may compete on a weekday league team and on a Sunday league team, but not on two Weekday or Sunday league teams.
 - 2. Players who compete on a Competitive team may not compete on a Recreational team.
- C. Current or former professional basketball players may participate on Competitive-level teams only.
- D. Teams found utilizing an ineligible player will forfeit all games in which the ineligible player participated.
- E. Teams may not add players to the roster during the postseason tournament.

2. REGISTRATION PROCEDURES

- A. All teams must submit official roster forms with the individual signatures, correct addresses and contact information for at least seven players.
- B. League fees are due upon registration.
- C. Additions to the roster will be accepted at the Medford Parks and Recreation office at the Santo Community Center, 701 N. Columbus Ave., during normal business hours or at the gym prior to the start of the game. In order to become eligible to compete, new players must sign team rosters and/or liability release forms in person prior to playing in a city league game. All roster additions are subject to approval by the League Director based on eligibility guidelines.
- D. The registration process is not complete until all signatures are validated and all listed registration procedures have been met.
- E. Teams are welcome to apply for a particular league. However, the League Director may place teams into leagues or divisions in order to achieve scheduling and competitive balance and to maximize gymnasium usage.

3. LEAGUE PROCEDURES

- A. Parks and Recreation selects and schedules certified game officials with the assistance of a local officiating association.
- B. A Facility Supervisor, employed by MPRD, will be in charge of each basketball venue, including oversight of participants and spectators. Facility Supervisors have the authority to take actions necessary to maintain a safe and orderly environment.
- C. Team captains are responsible for informing their team of pertinent information and are responsible for their team's knowledge of league rules and regulations.
- D. League champions are determined by win-loss records. Ties are broken by head-to-head outcomes during league play. Multiple ties are broken by the League Director using traditional tie-break methods.
- E. Electronic scoreboards are utilized wherever possible, but the scoresheet is considered the official score. Any discrepancies must be resolved before the officials leave the floor.

- F. MPRD is not responsible for lost or stolen equipment or personal items. Jewelry, watches, bracelets, dangling earrings, necklaces, rings, etc. are not allowed to be worn on the court and should be left at home whenever possible. Personal belongings must be placed completely out of play in areas where they pose no threat to safety.
- G. If a team forfeits more than once, it may be suspended from further play by the League Director without refund of league fees.
- H. MPRD provides a game ball and score sheets for all games. Games will start at exactly the time listed on the schedule. Game time (as determined by the Facility Supervisor) is forfeit time.
- I. Four (4) players must be fielded per team in order to start a game. If a team drops below four players during a game due to injury, fouls, etc., the game will be forfeited to the opposing team.
- J. Substitutions are permitted when the ball is whistled dead. The substitute(s) must report to the scorekeeper and be waved in by an official prior to stepping on the court.
- K. Flagrant fouls and unusual play will be reported to the League Director, which may result in disciplinary action in addition to decisions made by officials or the Facility Supervisor.
- L. Hanging on the rims is prohibited. Dunking the basketball is prohibited before and after games. Infractions will result in a technical foul. Dunking is allowed during play only at gyms with breakaway rims. However, any damage to goals, rims or backboards (as determined by the Supervisor, League Director or School District authority) will be the responsibility of the player and/or team.
- M. Players are required to wear numbered jerseys or t-shirts of the same color and design. Reversible basketball jerseys with numbers on both sides are highly recommended. Home team will be listed first on the schedule. If teams playing have distinctly different colors (i.e., red vs. blue), both teams may wear either dark or light colored shirts. If there is a color conflict, the visiting team will be required to wear a different color or forfeit the game. There will be NO SHIRTS AND SKINS GAMES. **Each team is allowed one player without a number after that a team technical foul will be issued to each player that plays without a number.**
- N. Participants must wear basketball- or non-marking court shoes. Any footwear that leaves marks on the floor will be barred.
- O. Wet towels are not permitted on wood gym floors.
- P. The team captain is responsible for designating which players are available for the particular contest on the official scoresheet prior to the start of the game. Roster discrepancies on the scoresheet may result in an administrative technical foul.
- Q. Protests must be submitted in writing, accompanied by a \$25 filing fee, to the MPRD office, at the Santo Community Center within 24 hours after the game. Protests are to help clarify and interpret rules, not to question the judgment of officials. Due to limited gym space and tight league schedules, no protested games will be replayed. Protests are to help prevent similar occurrences and to better the league.
- R. Players who wish to change teams are permitted only if the player's original team captain agrees. Otherwise, there will be a one-game wait period from the date the request was received before the player may play for his or her new team.
- S. Medford city league basketball teams must assume full responsibility for personal insurance coverage.
- T. Schedules will be mailed and/or e-mailed to team captains. Schedules will also be posted at www.sportsmedford.com.
- U. Games may be canceled due to inclement weather or due to unforeseen facility conflicts. Team captains are advised to check the Parks & Recreation hotline (774-2424) or the web site (www.sportsmedford.com) by 3 p.m. on scheduled game days in case of cancellations.

4. CODE OF CONDUCT

- A. No smoking, tobacco chewing, swearing, profanity or obscene gestures allowed.
- B. No physical attacks or verbal threats before, during or after games will be tolerated. Excessive foul language will not be allowed and may be grounds for suspension.
- C. Only captains may address officials regarding judgment calls.
- D. Any player or spectator deemed by the Facility Supervisor to not have control of his/her faculties to the extent that there is a chance of physical injury to him/her or others will be asked to leave the facility.
- E. Any player ejected from a game must leave the facility immediately. Players ejected twice during the season are subject to additional suspension.
- F. Destruction of property, theft or assault before, during or after activity, will be handled by law enforcement. Individuals and teams will be held equally responsible for any damage or theft stemming from their use of the facility.
- G. Penalties for Code of Conduct violations may include (but are not limited to) the following:
 - 1. Verbal warning from official or Supervisor
 - 2. Technical foul
 - 3. Ejection
 - 4. Suspension

Code of Conduct letter will be issued to player if the following occurs:

 - 1. Ejection from game (2 technical fouls) – 2 game suspension**
 - 2. 2 total technical's or 2 Flagrant fouls in the season – 1 game suspension**
- H. A player or team expelled from the league will not receive a refund.

5. SPECIAL GAME RULES

- A. All technical fouls **and Flagrant Fouls** will result in an automatic two points to the designated team captain of the opposing team. No free throws will be shot.
- B. A mandatory timeout will be taken following the first dead ball after the 10-minute mark of each half. Each team will be allotted three one-minute timeouts and one 30-second timeout per game during regulation time. Each team will receive one one-minute timeout in each overtime session.
- C. Games will be two 25-minute halves with a five-minute halftime. Clock will stop during the final two minutes of the second half when a team leads by fewer than 15 points. The clock also stops during timeouts, injury delays and other situations when it is deemed necessary by the Facility Supervisor or game officials.
- D. Overtime will be a three-minute period. Clock will stop during the final minute. The overtime procedure is repeated until a winner is determined.
- E. Players may enter the lane once the ball has left the hand of the free-throw shooter. Defensive players may step on the block when lined up for a free throw attempt.