



*Keep playing!*

## COQUILLE PARKS & RECREATION ADULT BASKETBALL RULES

**All rules & interpretations will be covered under Louisiana State High School basketball rules with the following emphasis and exceptions listed below. The Recreation Coordinator sets the rules and reserves the right to interpret the rules in the best interest of the Coquille Parks & Recreation Adult Basketball League.**

**1. Organization:** Leagues will be organized by the Coquille Parks & Recreation Office. Leagues shall consist of 8-10 week schedule, when possible, facility permitting.

**2. Entry Fee:** The registration fee is set by the Recreation Coordinator and approved by the Recreation District #14 board, to cover officials, scorekeepers, game equipment, secondary insurance, and award.

**3. Team Eligibility:** Players inside and outside Recreation District #14 are welcome to create a team and participate in Coquille Parks & Recreation leagues (*\*Out of District Fees may apply*).

#### **4. Player Eligibility:**

- a) Participants must be 18 years old to play in each division.
- b) All participants must complete the online registration before playing.
- c) All players should have a picture ID with them at matches to check in with referee and sign in.

**5. Team Rosters:** All team captains should ensure a full roster of players have signed up on Sports Connect (Coquille online registration) by the registration deadline.

a) **Player Restrictions:** A player may play on more than one (1) team. However, that player will not be allowed to play on more than one team in the same league (18+ and 30+). The player must be listed on the official roster of each team. No player will be allowed to return to a team for the rest of the season once his/her name has been removed from the roster (A season begins with the first game in which a person plays).

b) **Minimum Players:** Teams must carry a minimum of 7 players on their roster. Coquille reserves the right to add players/free agents to a team if free agents exist and/or roster sizes are not equal.

c) **Maximum Players:** Teams may carry a maximum of 10 players on their roster. More than 10 players must be approved by Recreation Coordinator.

d) **Adding Players:** Players must be added to the roster from games 1-5 before that player is eligible to participate. This may only be done by the team captain in communication with the Recreation Coordinator. After the 5th game (which includes any post-season tournaments), no changes can be made to the roster. Exceptions (i.e. injury, moved out of town, etc.) will be cleared through the Recreation Coordinator. An added player will pay the full registration fee; no pro-rated price will be allowed.

e) **Removing Players:** Players may be removed from the roster at any time by the team captain in through the Recreation Coordinator.

f) **Transferring Players:** Transfers from one team to another in the same league will not be permitted.

g) **Ineligible Players:** Any team playing a player who is ineligible in any way will forfeit all games in which that player participated.

## 6. Equipment:

a) **Jewelry:** The referee shall not permit any player to wear equipment which, in his or her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items are headwear (any hats and/or rags) and jewelry (including earrings, rings, beads, etc.)

b) **Uniforms:** Each team must dress uniformly and each player must have a distinct number on either the front or back of the shirt/jersey. Teams may opt to use pinnies if this will prevent players from not playing. All team members must wear the pinnies.

c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.

d) **Basketball:** The adult men's full sized basketball will be used.

7. **Game Time:** Teams will use their own warm-up balls. A lineup must be presented to the scorekeeper at least 5 minutes before game time. Each team needs (4) players to start the game. A team will be given (5) minutes after game time to meet the requirements to start a game. Teams failing to have four (4) players after 5 minutes of the scheduled starting time will forfeit providing the opposing team is on the court, ready to play. If both teams fail to report by the scheduled starting time, the gym supervisor is empowered to adjust the playing time of the game in order that it be completed within the scheduled playing time.

8. **Regulation Game:** Louisiana State High School Rules apply with the following exceptions:

a) **Game Length:** (2) twenty-minute halves. (5) minutes in between halves and games.

b) **Continuous Clock:** The clock will run continuously with the following exceptions: injury, time outs and all dead balls (on ref whistle) in the last minute of the first half, second half and overtime period. If a team is ahead by 20 or more points, the clock will run continuously.

c) **Time-outs:** Two (2) 60-second time-outs per half, with no carry over.

d) **Overtime:** Only 1 3 minute running-clock overtime is allowed, if team ends the 2<sup>nd</sup> half in a tie.

**e) Halftime:** (5) minutes between halves.

**9. "Mercy Rule":** If a team is winning by 30 points under 10 minutes left in the game, the game will be stopped and recorded game score as is.

**10. Protests:** Protests are not allowed in the Coquille Parks & Recreation Adult Basketball League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled at the time they are brought to the official's attention. The official's decision is final. Protests must be in writing and submitted to Recreation office no later than 24 hours after alleged violation. The gym supervisor and scorekeeper must be notified that the remainder of the game is being played under protest.

**11. Grievances:** All protests, grievances, rule interpretations and issues must be submitted in writing to the Recreation Coordinator (Judgment calls are not to be construed as a rule interpretation). Judgment calls during a game or any action of disciplinary nature taken by an official will be supported by the Recreation Coordinator.

**12. Smoking and Alcohol:** Smoking and alcoholic beverages are not allowed in facilities and on Coquille property. Disobeying these rules will automatically result in disciplinary action.

**13. Unsupervised Children:** Unsupervised children should not be in the gymnasiums or buildings. Delays in games due to unsupervised children could result in forfeiture of games, and privileges to facility.

**14. Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced through an email and/or the Rainout Line at 985-892-9829 ext 1.

**15. League Tie-Breaker Procedure:** The procedure for teams who are tied in league/division is as follows:

- a) Division win/loss record
- b) Head to head games
- c) Points differential, followed by point differential in head-to-head games
- d) Coin Flip

## **SPECIFIC PLAYER RULES**

**16. No Dunking:** There shall be NO attempted dunking before, during or after the game. The first offense will fall under the 1st ejection guidelines.

**17. Language:** Players using profane language directed towards any staff member, official, player and/or spectator and/or displaying unsportsmanlike conduct shall be ejected from the game immediately and MUST leave the facility. Depending on the severity, the player may be ejected for the remainder of the year.

**18. Assault:** Anyone assaulting a player, official or Coquille representative will be banned from further league play and may be banned from participation in all Recreation Department activities, and will be prosecuted to the fullest extent through all legal channels.

**19. Officials' Judgment:** Although captains are allowed to ask an official for a rule clarification, questioning an official's call will not be tolerated and is grounds for a technical foul. Any other player or spectator doing so is subject to a technical foul and/or ejection from the game.

**20. Disciplinary Technical Foul & Ejection Progression:** Depending on the severity, staff or the officials have the right to issue a warning, technical foul or ejection. *Team Captains are responsible to help officials/staff with their team member, if a disciplinary action must occur.*

**a) 1st Technical Foul:** The opposing team will automatically receive 2 points. No shots need to be taken.

**b) 2nd Technical Foul in the Same Game/1st Ejection:** Results in a one (1) week suspension from the date of the incident from playing in any Coquille sponsored team, league or tournament in which the individual is registered. The suspension can carry over into the 1st week of the following playing session/season.

**c) 3<sup>rd</sup> Technical Foul:** Results in one (1) week suspension from the incident from playing in any Coquille sponsored team, league or tournament in which the individual is registered. The suspension can carry over into the 1st week of the following playing session/season. The individual will be required to meet with a Coquille disciplinary review committee prior to reinstatement.

**d) 2nd Ejection:** Results in a suspension for the remainder of the season. In addition, the individual may not spectate at such facility/event during the suspension. The individual will be required to meet with a Coquille disciplinary review committee prior to reinstatement.

**e) Ejections:** Once a coach, adult player or spectator has been ejected from the game, he or she has 2 minutes to leave the facility (sight and sound). Failure to comply will result in the game being declared a forfeit.