



# Adult & Sr. High Basketball Rules

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All rules adopted by the K.S.H.S.A.A will be followed, with the following exceptions:

- All leagues are recreational and planned to be good family entertainment. Players are encouraged to bring their families and friends. **However, an adult must directly supervise all children. Only participants are allowed on the bench.**
- Only players registered and paying the fee are eligible to play. Players can be added to the roster by having the captain submit the request to the McPherson Recreation Commission Program Director by 4:30 p.m. the day the player is to play his/her first game. No new players will be allowed to be added to a teams roster after Friday, January 16th 2009. The following rules apply regarding players and additions to team rosters:

## **Industrial**

- A player or player's spouse must be an employee of the sponsoring company.
- If a player has been laid-off, they may continue the season providing they have not found other employment.
- If a new employee has been hired during season, he/she may play on the team as long as the name is submitted by 4:30 p.m. the day of his/her first game.

## **Open**

- This league is open for anyone beyond high school.

## **Senior High**

- Rosters are final at Friday, November 10th by 10 P.M.
- Teams are required to wear MRC red/white reversible jersey. They can be purchased for \$8 at the front desk.
- All team fees, including out-of-district fees, are also due Friday, December 12th by 10 P.M. All games already played, along with all games following this date, will be forfeited until fees are paid.
- You must be out of high school to play in any adult basketball league.
- Protests are allowed regarding ineligible players *only*, and must be submitted in writing to the MRC Program Director, accompanied by \$25.00, within 24 hours of the game. The fee will be refunded if the protest is upheld.
- Two officials, one timekeeper/scorekeeper, and one gym supervisor will be scheduled for each game. The gym supervisor or the timekeeper will be designated as the supervisor of the facility.
- Players will respect all supervisors, officials, and scorekeepers at all times because of their position and responsibility.

## Team Uniform:

- All teams must wear team shirts that are of the same color with visible numbers on the back. You must have this in place by your first game in January. Teams who do not have this in place will be required to purchase an \$8 MRC red/white reversible jersey. Jerseys cannot be shared. **NO EXCEPTIONS**. Forfeiture of games will result if this rule is not followed.
  - **Shirts/jerseys MUST be appropriate and have a visible number on the back. (No duck tape/athletic taped numbers!)**
    - Any player ever wearing a shirt or jersey without a number OR with derogatory or foul language will not be allowed to play.
    - All Senior High participants must purchase the above mentioned MRC jersey for \$8.
  - Participants are asked to wear tennis shoes that are specifically for gym use. Street shoes should be kept off the gym floor.
  - **Neither food nor drink are allowed through McPherson Middle School doors**. This includes Gatorade, fruit drinks, or water. Fountains are available in the hallway for your use.
  - **Game time is forfeit time\***. Four players must be present to start or continue a game. You must report your lineup to the scorekeeper at least 5 minutes prior to game time.
    - *Senior High: An adult sponsor must be present at every game for each team.* This sponsor must be a parent of one of the players, or an adult approved by the scorekeeper. Each captain will identify the sponsor to the scorekeeper prior to each game, and the sponsor will then sign in with the scorekeeper. **Games will not begin until the adult sponsor signs in at the scorekeeper's table. A forfeit will result if, at game time, an adult sponsor has not signed in.**
- \*Only up to 5 minutes will be given after original scheduled game time before game is considered a forfeit.*
- A team will be dropped from the league after its second forfeit.
  - Time of games:
    - Two twenty-minute halves with running clock.
    - If the point difference is less than ten points at or within the 2-minute mark of each half, the clock will stop at violations and dead balls.
  - Teams may not full court press if they are leading by 10 points or more at any time during the game.
  - If the score is tied at the end of regulation, overtimes are as follows:
    - First overtime: 2 minutes
    - 2 or more overtimes: 1 minute
    - The clock will stop at violations and dead balls the last minute of overtime.
  - Each team is permitted three time-outs per game, 30 seconds in length. Timeouts are not added in the case of overtime; however, they may carry.
  - **There will be NO DUNKING or GRABBING THE RIM at anytime on ANY basketball hoop.**
    - Should a player dunk or grab the rim, a \$20 fine will be issued whether or not anything was damaged, and the player will not be allowed to play in any MRC league until the fine is paid.
    - The team on which the player is on the roster will receive a forfeit for that game.
    - Any damage to the rim, net or backboard, determined by USD 418, is the responsibility of that individual. A bill will be issued and fees for damages must be paid before that individual is allowed to play again.

**Dunking, hanging or grabbing the rim = Ejection and forfeit of game.**

- All players and spectators are expected to act as adults and demonstrate good sportsmanship. **Each team is responsible for their players and spectators. Teams not demonstrating good sportsmanship or disrupting the league will be subject to suspension from the league.**
- A **TECHNICAL FOUL** will result for the following:
  - Profanity or verbal misconduct
  - Emotional outburst
  - Any unsportsmanlike conduct, including, but not limited to:
    - Taunting players or officials, irresponsible actions, flagrant fouls
- All technical fouls called by a staff member (Official, Supervisor, Scorekeeper, or Program Director) will result in an automatic ejection from the game.
- If the technical is called for profanity or verbal misconduct, the player will sit out the rest of the game (he/she is allowed to watch) and is required to pay a \$10 fine before he/she is allowed to play in the next game.
- If the technical call is for unsportsmanlike conduct, the player must leave the gym and premises immediately (you have 2 minutes), and will be required to pay a \$10 fine before he/she is allowed to either play in the next game and/or be allowed on the premises again.
- A second technical foul called on a player during a season will result in that player paying a \$20 fine and sitting out 1 game. He/she will be required to pay the fine before being allowed to play following sitting out 1 game. The above rule stating whether the player can watch the rest of the game and the game required to sit out (profanity/verbal misconduct), or having to leave the premises and remain off premises during the game required to sit out (unsportsmanlike conduct) is still in effect.
- A third technical foul will result in a suspension for the remainder of the season. This player may not attend any of the remaining games (he/she is not allowed on the premises). If this occurs during the last 2 games of the season, the player will be suspended for the next season.
- A technical foul may be assessed to a player on the bench, with the same consequences as the above.
- Any unpaid fines at the end of the season will be carried over to the following season. The fines must be paid before that individual may play.
- All staff members will enforce these rules; all players will respect all staff's decisions.
- Depending upon the nature of the technical foul, the Program Director has the right to suspend any player from the league prior to him/her receiving three technical fouls.
- Year-to-year records are kept and will be enforced; suspensions will carry over to the following season.
- A player(s) will be automatically suspended for 1 year for starting or pursuing a fight.
- A player(s) will be suspended for one or more years for "laying hand" on an official or supervisor. The Program Director will determine the suspension term.
- Permanent suspension may be determined by the league director & staff, or league committee. Team captains are automatically on the committee.