



## ADULT BASKETBALL LEAGUE RULES

All games will be played under current High School Basketball Rules, except as modified by the following Bellevue Parks & Community Services league rules.

**Incllement Weather**

*As a general rule if the Bellevue School District is closed due to a weather event Parks classes & programs will be cancelled but facilities may remain open for activities at a modified level. Bellevue School District hotline (425) 456-4111. For full details & community center contact information check <http://www.bellevuewa.gov/parks-community-services.htm>.*

*Adult Leagues - if the status changes for same day games (425) 452-4479 will have an updated message: After 3:00pm for the evening games; After 1:00pm for games before 5:00pm.*

### **ROSTERS:**

- Are due **PRIOR** the week of the third game. No changes thereafter without approval from League Administrator.
  - Maximum 12 players per team.
- Penalty:** Teams will be assessed a loss for all games won until roster is turned in. Wins will not be reversed.

### **PLAYERS:**

- Must be registered on the Team Roster and 18 years or older. Each player **MUST** sign the Official Scoresheet prior to entering each game. Players who do not sign the scoresheet may not be eligible for playoffs according to Playoff Eligibility Rule.
  - Players may play on more than one team provided the following requirements are met: 1) play must occur in different leagues, 2) players must meet the eligibility requirements of each league and 3) players must be listed on both team rosters.
- Note:** Game schedules will not be changed to accommodate player’s personal schedules.

### **UNIFORMS:**

- Teams must have the same color jerseys with numbers prior to the third game.
- Penalty:** Two points to opposing team per player in violation.
- Note:** Written or taped numbers **will not** be allowed, are not considered to be a uniform, and the player is subject to penalty.
- Note:** It is the opposing team manager’s responsibility to identify players out of uniform and to notify the official. This rule does not apply for the first two games.
- Note: It is recommended to purchase reversible jerseys.**

### **PLAYING TIME:**

- Two (2), twenty (20) minute running halves.
- The last two (2) minutes of the second half only will have a regulation stop-clock, unless a team leads by twenty (20) or more points.
- The clock will stop for foul shots, time-outs, and injuries.

### **HALF-TIME:**

- Five (5) minutes maximum.

#### **TIME-OUTS:**

- Four (4) one-minute breaks per game. Time-outs can be used any time during regulation play. Time-outs will not carry over to overtime (OT) periods.

#### **OVERTIME (OT):**

- First two, OT periods shall be two (2) minutes in length using regulation stop-clock; one (1) time-out per team per OT period.
- Third OT period shall be sudden death (first team to score shall win). No additional time-outs allowed.

#### **DUNKING:**

- Dunking is **NOT** permitted at any time in any school or community center gym. This applies to pre-game warm-up, games, half-time, or post-game.
- *This includes Slamming, Hanging, and any action that can cause damage to the equipment.*
- *Off-rim & above-rim play as well as Throw-downs are allowed.*

**Penalty:** Two technical fouls, thus resulting in ejection for remainder of game.

**Note:** Ejection fee must be paid to be eligible for reinstatement into the league.

**Note:** Any damage caused from dunking by the offending player will be billed for all labor and materials associated with the damage.

#### **SUBSTITUTIONS:**

- A player must check in at the scorekeepers table. Wait for the official to call all substitutes into the game.

**Penalty:** Technical Foul.

#### **INTERNATIONAL RULE:**

- A team that gains possession of the ball in its own backcourt through a turnover (ball out of bounds, traveling, etc.) may inbound the ball without giving it to an official.

**Note:** Turnovers in the front court and all personal and technical fouls will be handled as in regular play.

#### **PERSONAL FOULS:**

- Each player is allowed five (5) personal fouls before leaving the game.

#### **TEAM FOULS:**

- One + one bonus after seven (7) team fouls
- Two (2) shot bonus after ten (10) team fouls.

#### **FREE THROWS:**

- Play resumes on the release of the ball from the shooters possession.

#### **TECHNICAL FOULS:**

- **Unsportsmanlike** - Maximum of two (2) "Unsportsmanlike Technical Fouls" per player per game. The player assessed an "Unsportsmanlike Technical Foul" **MUST** rest on the bench for five (5) minutes. Scorekeeper will keep the time.

"Unsportsmanlike Technical Fouls" will count as personal and team fouls.

- **Non-Unsportsmanlike** – include, but not limited to, players out of uniform or entering the game illegally. Players assessed a "Non-Unsportsmanlike Technical Foul" will not have to rest for five (5) minutes. This type of penalty is not counted as personal or team foul.

**Penalty:** Each technical foul will result in an automatic two (2) points, plus possession of the ball for the opposing team.

**Note:** Any player ejected for having two (2) “Unsportsmanlike Technical Fouls” or three (3) technical fouls total will be responsible for paying a **\$40 Ejection Fine**. Players must coordinate with the League Administer prior to resuming play.

**Note:** Play will stop and a loss by forfeit given to any team receiving three (3) Unsportsmanlike Technical Fouls.

**Note:** Players penalized for dunking at any time will be assessed an Unsportsmanlike Technical Foul.

#### **PLAYOFFS:**

- *Top teams may advance to playoffs.*
- *League Administrator reserves the right to adjust schedules as space & time allow.*

#### **PLAYOFF ELIGIBILITY:**

- To be eligible for playoffs each player **MUST** play in a minimum of two (2) games in the first half of the season and two (2) games in the second half of the season.
- Players **MUST SIGN** the Official Score sheet to be eligible.

**Note:** See the Protest Rule for filing a formal protest about player eligibility during a playoff game.

#### **TIE-BREAKER:**

- In the event of teams having identical records the following will be used to break ties:

a) Win-loss between head to head competition

**Note:** A forfeit automatically eliminates forfeiting team

b) Point differential between head to head competition (team with the greatest margin of victory)

c) Each team’s average point differential for all games played during the current season

**Note:** Games won by forfeit are excluded; differentials are based on average of games played.

#### **NON-RESIDENT FEES:**

- Teams owing for non-resident rostered players will receive a loss for all games, whether won or lost, after the third (3<sup>rd</sup>) league game until all fees have been paid. Losses are not reversed after payment.

#### **UNFORESEEN CIRCUMSTANCES:**

- In the event of a rostered player(s) being injured during the course of the season, upon approval from the League Administrator, a substitute player may be added to the roster.

**Note:** The injured player being replaced must be in compliance with eligibility rules for playoffs.

**Note:** New players must be registered using the Player Add/Drop Form available from scorekeepers.

#### **FORFEIT:**

- A forfeit will be called at game time **(NO GRACE PERIOD)** by the scorekeeper if a team does not have a minimum of four (4) rostered players to start the game.

**Note:** Teams will automatically be withdrawn from the league after their second forfeit.

**Note:** Forfeited games will not and cannot be scored, nor officiated. The time allocated to the game is available for rostered players to use for practice shooting.

#### **EJECTIONS:**

- Players ejected from a game **MUST** pay a **\$40 Ejection Fine** prior to resuming play.

- Ejected players have an opportunity to appeal by completing the appropriate section of the Ejection Notice. This, however, does not, in any way, constitute reinstatement.

**Note:** Players ejected twice in one season shall be suspended for a minimum of one year.

**Note:** Any player intentionally striking, attempting to strike, or in any way causing bodily harm to other players, spectators, officials, or gym supervisors, shall be suspended for a minimum of one year. Any player expelled from the league because of this rule must submit a letter to the League Administrator requesting reinstatement and submit a \$100 bond or deposit. The bond will not be refunded if the player is expelled a second time. The bond will be refunded at the conclusion of the returning season if no more infractions occur.

### **PROTESTS:**

- A team manager declaring a protest must announce to an official and the scorekeeper at the moment of question that a Petition Form will be submitted to the League Office. The scorekeeper will note the time of declaration and brief description of the protest and submit it to the League Office.
- Team managers must complete and submit a Petition Form and \$25 Protest Fee by 4:00 pm the second business day following the scheduled game. Petition Forms not received within the allotted time will be void and nullify the protest declaration submitted by the scorekeeper.
- The League Administrator will review the Petition Form, make a decision about the protest, and notify participating team managers within five (5) business days. All decisions are final. No appeal can be made on a final decision.

**Note:** Judgement calls made by an official cannot be protested.

**Note:** The Championship game will still be played even if a protest is declared during either the first or second playoff game. If the protest is ruled in favor of the protesting team, then the Championship game will be replayed at the next available opportunity.

**Note:** A protest declared during the Championship game will be reviewed per the time frame noted above, but, if ruled in favor of the protesting team, the outcome will be reversed and a new League Champion announced.

**Note:** Protests are not retroactive and can only be applied to the situation in question. A Petition Form must be submitted for each declaration announced.

**Note:** Petition Forms can be obtained from the scorekeeper, but must be submitted to the Bellevue Parks & Community Services Department, located on the 4<sup>th</sup> Floor of City Hall, Monday through Friday, 10:00 am – 4:00 pm.

### **TEAM MANAGERS RESPONSIBILITY:**

- Each team manager is responsible for the conduct of their players and spectators before, during, and after all games.
- Each team manager is responsible for picking up their bench area prior to departing the facility.

### **RESCHEDULED GAMES:**

The League Administrator will reschedule unplayed games, except forfeited games, if the outcome will effect playoff seeding. Every effort will be made to schedule games during available time on the league's respective night, but the League Office reserves the right to schedule games any night of the week.