
BASKETBALL RULES
FOR ADULT LEAGUES revised 2/5/10



1. GAME

a. PLAYERS –

- i. Teams are required to have four (4) players to start a game. Less than four (4) will constitute a forfeit.
- ii. Players may play in only one (1) JPRD Adult Basketball League. Dual participation will not be permitted.
- iii. Playing of ineligible players shall result in forfeiture of the protested game in which the player/players participated illegally.

b. JERSEYS

- i. Players must have jerseys of the same color, numbered on at least one side (back or front). It is mandatory that teams bring two (2) sets of jerseys or have reversibles. If both teams have jerseys of the same color, coin flip will determine who changes. If the losing team does not have a second set of jerseys, the game will be declared a forfeit.
- ii. No player will be allowed to enter a game without a numbered jersey. All players must have jerseys with numbers on at least one side (back or front)! All jerseys on each team must be the same (to include color and type). No exceptions!
- iii. Numbers should be pressed, sewn, or screened on jerseys. No player shall enter a game with numbers that are taped or pinned on jerseys as this is unacceptable. In addition, any number that can be easily removed from a jersey will not be allowed. Discretion of Program Director and/or Night Supervisor.
- iv. Players may wear jerseys with illegal numbers. No penalty.

c. OFFICIALS

i. PAYMENT

1. Each team will be responsible for the cost of one (1) association official, scorekeeper, and clock operator. ***Please bring the correct change - \$20 bill (plus \$2.00) and \$10 dollars as Center Supervisors do not have change!***
2. Teams will be required to give the Center Supervisor (in charge of gym) the cost of the officials:
\$22 – for one official
\$ 10- per team for scorekeeper/clock operator
\$32 – TOTAL PER GAME
3. Under no circumstances should the Night Center Supervisor be paid if he keeps the score or clock.
4. Every effort will be made to have two (2) officials; however, should only one (1) official show, the game will be played. If an official calls alone, he shall receive **\$16** per team, or a total of **\$32**.

d. TIMING

- i. START TIMES will be 6:45 p.m. for the first game and 7:45 p.m. for the second game.

- ii. The third game will start at 8:45p.m (if there are three games). If there are only two games (a doubleheader), game times will 7:00pm and 8:00pm.
 - iii. GRACE period of 10 minutes will be allowed for the first game only. No grace period for the second game or third game.
 - iv. QUARTERS
 - 1. Quarters will last eight (8) minutes.
 - 2. Clock will stop on time outs, foul shots, and on every whistle in the last two (2) minutes of the 4th quarter. In addition, the clock will stop on every foul in the last ten (10) seconds of each quarter.
 - v. OVERTIME - Game(s) ending in a tie will play an overtime period consisting of three (3) minutes. No more than two (2) overtime periods shall be played. Stop time!
- e. EQUIPMENT
- i. Any ball can be used. In the case of a disagreement, the center will provide the game ball.
- f. SUBSTITUTION – Substitutes may enter game on any clock-stopping situation, or whenever the referee handles the ball.
- g. DUNKING is not allowed. Anyone dunking during pre-game warmup will not be permitted to play in that game. Anyone dunking during a game will be ejected/removed and will not be permitted to play in the next scheduled game.
- h. RULES - High school rules will be used. It is the captain’s responsibility to make his players aware of all rules. For anything not covered in the Parks and Recreation rules, refer to the high school rules. Any conflicts between Parks and Recreation rules will be decided by Parks and Recreation.
- i. LANE – player(s) may enter the lane (on a free throw) when the ball is released from the shooter’s hand. This rule does not apply to the shooter. New high school rule regarding the number of players that lineup for a free throw applies to the Parks and Recreation Adult League.
 - ii. TIE SCORE – Game(s) ending in a tie will play an overtime period consisting of three (3) minutes. No more than two (2) overtime periods shall be played. Stop time!
 - iii. PROTESTS based on situations involving a referee’s judgment will not be permitted. His decision is final.
- i. PLAYOFFS
- i. Consists of single elimination tournament. See schedule for number of teams.
 - ii. When necessary, playoffs may be scheduled on any night of the week.

QUESTIONS? Call Natalie Stoufflet at 736-6999 extension 104 or nstoufflet@jeffparish.net