



## **Southern Pines Recreation & Parks Department Adult Industrial Basketball League Rules & Bylaws**

### **ARTICLE I – League Name**

1. This program shall be known as the Southern Pines Recreation & Parks Department's Industrial Basketball League.

### **ARTICLE II – League Objectives**

1. The objective of the Southern Pines Recreation and Parks Department's Industrial Basketball League shall be to provide organized basketball for the adults in the local area. The league is to provide fellowship, recreational benefits, and physical exercise for the adults.

### **ARTICLE III – Team Coaches**

1. All team coaches shall accept all decisions by game officials and shall see that the players do the same. All decisions are final.
2. In order to help ensure smooth league operation, all team coaches shall be responsible to see that:
  - a. All players observe league rules.
  - b. No ineligible players are on the roster. Any team playing an ineligible player will forfeit all games played with that player, and the coach will be suspended for a minimum of two (2) games.
  - c. All players and coaches conduct themselves in a sportsmanship-like manner during the games.
  - d. The rules or calls of game officials are observed.
  - e. Teams waiting to play and spectators must sit across from the scorer's table.
  - f. Players and team spectators have no drinks or food on gym floor (including no smoking).

### **ARTICLE IV – Team Rosters**

1. Team rosters have unlimited slots, but a minimum of 5 players to participate.
2. Rosters must be turned in to the Recreation Office by the date designated at the managers meeting.
3. Once the season has started, roster additions may be made through the fourth game. Exceptions will be made at the discretion of the Athletic Coordinator.



4. An eligible player must be on the roster for at least one half of the regular season in order to play in the tournament.
5. Teams must field at least 5 eligible players for each scheduled game by game time. There is no grace period.

#### **ARTICLE V – Player Eligibility**

1. All players must be current, full time, permanent employees by the affiliated Moore County Company. Full time is defined as 32 or more hours per week. Proof of eligibility may be requested at any time by Recreation Staff. Former employees are not eligible players.
2. Two companies may come together to create one team. All players must be full time, permanent employees of one of the two companies.
3. High school students and present college varsity basketball athletes are ineligible to play in the league.
4. All teams must have a completed roster on file at the Recreation Office. No player will be considered eligible unless his or her name is on the team roster submitted to the Athletic Coordinator.
5. Any team using an ineligible player will forfeit all games that player participated in.

#### **ARTICLE VI – Conduct**

1. Any player who receives two technical fouls, for any reason, during a game will be ejected and will receive an automatic two-game suspension.
2. If an official ejects a player from a game, that player must leave the gym entirely. If he or she does not leave within one minute of the ejection, their team will forfeit the game. This player may not return to the gym for any reason until the suspension is fulfilled.
3. Officials and the Recreation Supervisor have the authority to remove any player, if in their judgment, any player, coach or spectator is behaving in a manner contrary to good principles and which may affect league operation in any way or is contrary to local or state regulations. The official's/supervisor's judgment shall be final.
4. The game officials shall not tolerate unsportsmanlike conduct or actions.
5. Verbal abuse/berating an official after the final buzzer results in suspension from the league for two games. A second offense results in an expulsion from the league.
6. It is up to each team to control their players and spectators and ensure that they leave the gym when told to do so.
7. There will be no betting on games. Any team associated with betting (to include the players, coaches, companies, or fans) will be removed from the league with no refund.



## **ARTICLE VII – Protests**

1. The only legal protest is one which involves interpretation of the playing rules or use of an ineligible player.
2. The protesting coach must immediately notify the officials that he is protesting. The officials shall notify the scorekeeper and the opposing coach that the game is to be continued under protest.
3. All protests must be submitted to the Recreation Department in writing and accompanied by a \$25 protest fee. This is to be done by 5:00 p.m. the next business day. If the protest is not upheld, the fee will be retained by the Recreation Department.
  - a. Team coaches should take every precaution and should carefully consider the impact on his or herself, their team and the league before the filing of a protest for any reason. Please recall that this is a recreational league.

## **ARTICLE VIII – Games**

1. The Recreation Department will furnish all game balls.
2. Any practice balls given to a team must be accounted for after that team finishes warm-ups. If practice balls are lost, stolen, or damaged the team will be held financially responsible (\$45.00).
3. Team coaches shall give the line-ups to official scorer at least 10 minutes before scheduled game time.
  - a. There will be a 5 minute period between 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> games.
4. All team players are required to wear uniformly numbered and matched t-shirt or jersey tops for each game. Players not abiding by this rule will be considered ineligible. Any team without coordinated uniforms will forfeit.
  - a. Teams must have different number for each player.
  - b. Jerseys must be numbered as of the first game.
5. Games will be played in accordance with league schedule.
6. Games will be conducted using a running clock with 20 minute halves.
  - a. The clock will only stop for time-outs and injuries.
  - b. During the last two minutes of the first and second halves, the clock will stop on every whistle unless one team has a 20 or more point lead in the second half.
  - c. Overtime periods are three minutes in length and clock will stop on every whistle during the last minute unless there is a time-out or injury.
7. Half times will be three 3 minutes in length.
8. Each team is entitled to three time-outs per game.
  - a. Should the game to into overtime, each team is entitled to an extra time-out per period. Unused time-outs may be used in any overtime period.
  - b. Successive time-outs by any team shall not be granted at any time.



9. Teams will shoot a one and one foul shot when opposing team commits its seventh team foul per half.
10. All technical fouls will result in two shot fouls.
11. Any team receiving three technical fouls during a game will forfeit that game at that point.
  - a. Any team that forfeits three games may be removed from the league.
12. In the event of a tie in the regular season standing for first or second place, at the completion of regular season play, the tie will be broken by:
  - a. Head to head results
  - b. The margin of victory when playing the tied team, with the higher number winning
  - c. Draw from a hat.
  - d. If there are two divisions in the league, the tie will be broken by
    - i. Head to head
    - ii. Division record (if in same division)
    - iii. Overall record
    - iv. Margin of victory
    - v. Draw from a hat.
13. The post season tournament will be single elimination.

#### **ARTICLE IX – Scorer and Timer**

1. The officials, scorers and timers shall do their best to keep accurate records of time, score, time-outs and standings.
2. The official scorer shall turn a report of each game in to the Recreation Department every week.
3. The official scorer and timer shall be present 15 minutes prior to starting time of game and have line-ups 10 minutes prior to game time.
4. Until scorer has written line-ups in for next game, she/he is not obligated to give out scoring statistics of previous game.

#### **ARTICLE X – Awards**

1. Team awards will be given to:
  - a. 1<sup>st</sup> place tournament finisher

#### **ARTICLE XI – Jurisdiction of Rules**

1. The current High School Federation Regulations shall govern the program in addition to local rules presented.



2. No dunking will be allowed during, before or after the games. The penalty for this offense will be immediate suspension from game, along with a technical against the team. Individuals who are ejected will sit out the next four games.
3. All suspensions can and will be carried over to the next year as necessary.
4. The Recreation Department shall have the authority to change, add or alter any of these local regulations to improve or better the operation of the league. The Athletic Director reserves the right to hand out longer suspensions where she feels it is warranted.