



Springdale Parks and Recreation

2017 Adult Basketball Rules and Regulations

General Disclaimers

- All players must read the league rules and sign the roster before they are permitted to play in the Springdale Parks and Recreation Basketball League.
- Anyone willfully causing damage to the facilities or its fixtures will be held liable for the cost of repair or replacement of said fixtures or facilities and will be removed from the league.
- Anyone with heart conditions, pregnancy, or having any health condition that restricts them from physical activity should avoid participating in this activity.
- No one under the influence of drugs or alcohol will be permitted to participate in this league.
- Absolutely no tobacco products allowed in the Springdale Youth Center.
- Children in the Youth Center must be accompanied by an adult at all times.
- All teams must submit their roster before the given date. Failure to do so will result in forfeits for all games until it has been submitted.

Appropriate Attire

- All players on a team must have the same color uniforms with numbers on the front and/or back. In the case that two teams playing each other have the same color uniforms, one team will be asked to wear a jersey provided by the Youth Center.
- Only basketball shoes may be worn on the gym floors. No ripple, pebble, or turf type shoes will be allowed.
- The wearing of jewelry will not be permitted in this league, which include; watches, necklaces, bracelets, rings, or piercings of any kind (nose, ear, eyebrow, belly, etc.). Studded earrings will be acceptable as long as they are small.
- If any player does not adhere to these rules, the official, as well as any staff member, has the right to prevent the player from participating until the problem has been corrected.

Behavior Rules

- Any sign of unsportsmanlike conduct could result in your immediate removal from the game or league. Unsportsmanlike conduct will include, but is not limited to; endangering an opponent, using profanity, throwing the ball down, unnecessary delay of game, shouting at the official, etc. This rule also applies to spectators of the program.

*For more information on league rules or makeup dates, please contact Program Coordinator, Mark May, at mmay@springdalear.gov or call Parks and Recreation at (479) 750-8185.

- Each player is expected to be polite and respectful to each official at the games. There will be NO arguing of judgment calls whatsoever. If you wish to challenge a non-judgment call, you must do so before the end of the game, and you must submit it to the Program Coordinator before the next scheduled game.
- **ABSOLUTELY NO DUNKING OR GRABBING OF THE RIM!** If any player is caught disobeying this rule, they will receive a technical foul for that game.

Game Rules

I. Length of Game

- Each game will consist of two (2) twenty (20) minute halves.
- Half time will be no longer than five (5) minutes.
- Each team will be allowed two (2) thirty (30) second timeouts each half.
- Stoppage of the clock will only occur in the last two (2) minutes of each half or if there is an injury on the court.

II. Number of Players

- Each team is allowed twelve (12) players on their roster.
- Only five (5) players on each team will be allowed on the court during game time.
- Women are allowed to play in this league, but only two (2) female players are allowed on the court during game time for each team.
- If a team fails to show up on time with at least five (5) players, that team will be forced to forfeit that game. Teams will be allowed to scrimmage for their allotted time, but the official score will be counted as a forfeit. The team who was not forced to forfeit will get the win for that game.

III. Playing Rules

- Every foul will result in a turnover by giving the fouled team the ball to throw in from the point of the foul. If a player is fouled while attempting a shot on the goal, that player will receive two (2) or three (3) free-throws, depending on the location of the attempted shot. (Fouls will be called at the discretion of the referee and are not to be disputed)
- When a technical foul is given, the team that did not receive the technical foul will receive two (2) free-throws and be given possession of the ball after the free-throws. The team shooting the free-throws will designate one player to shoot the free-throws, and said player will be the only one allowed within the free-throw line extended. Every other player must remain behind the half court line.
- When a player has made five (5) fouls, that player will not be allowed to play the remainder of the game. Technical fouls are included in this rule.

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- d.** When a player has been given two (2) technical fouls, that player will be ineligible to play the next two (2) games. When a player has been given three (3) technical fouls during the course of the season, that player will be ineligible to play the remainder of the season. When a team has been given five (5) cumulative technical fouls during the course of the season, the team will be ineligible to complete the season (forfeits will be given for every game after the team's dismissal from the season).
- e.** The bonus free-throw rule will be given on the seventh (7th) foul of each half. The double bonus free-throw rule will be given on the tenth (10th) foul of each half.

IV. Mercy Rule

- a.** If a team is ahead by thirty (30) or more points at any time during the second half, the team that is ahead will be required to play down one (1) player until the point gap narrows to fewer than thirty (30) points.
- b.** If a team is ahead by fifteen (15) or more points in the last two (2) minutes of either half, the clock will run continuously and there will be no backcourt pressure from the team that is ahead.

V. Overtime

- a.** If the score is tied at the end of the time limit, the teams will go into overtime, which will last five (5) minutes.
- b.** The teams will have another tip off to start overtime, and time will not be stopped for anything other than an injury.
- c.** The game will end in a tie if teams are still tied at the end of the five (5) minute overtime.

VI. Miscellaneous Items

- a.** Anytime the referee blows his or her whistle, the game will be stopped immediately. The referee will then designate when the game will recommence. This does not mean the time on the clock will be stopped. It means all play will come to a halt.
- b.** If a player is bleeding or has an open wound, he or she will be prohibited from playing until the bleeding has stopped or the wound has been treated.
- c.** The referee, as well as any staff member, has the right to remove anyone from the playing field or end a game if he or she deems it necessary. Meaning be on your best behavior and stay safe.

VII. Weather Policy

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- a.** In the case of inclement weather before or during the start time of the game, the game may be canceled.
- b.** If games do get canceled, we will let you know the earliest make-up date possible.
- c.** Games will not be rescheduled if teams are able to make it half way through the second half of the game. (10 minutes into the second half)

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