

We will play by high school rules unless stated on this sheet.

1. There will be no “grace period.” All games will start at their scheduled time.
2. Players have to be at least 16 years old to play.
3. A lineup with each player’s name and number must be turned in to the scorer’s table at **least 10 minutes** before your game time. Failure to do so will result in a technical foul.
4. A team may start and play a game with 4 players.
5. All games will consist of two, twenty minute halves. The clock will run continuously except for time outs, technical, and intentional fouls. The clock will also stop when the whistle blows during the last minute of the game.
6. To check in a game: The player is required to go to the scorer’s table and kneel down and wait for a whistle and the official to wave them in. Anything else will be a technical foul.
7. **No jewelry** can be worn on the court. This includes wedding bands.
8. Dunking will be allowed during games, but not during warm ups. A technical foul will be called for grasping or hanging on the rim at any time.
9. Each team will be allowed three thirty second timeouts per game.
10. **All team members must have alike shirts with a number on the front and back. If a player does not have a shirt, they cannot play.** Parks and Recreation will not furnish shirts. **No tape or magic marker may be used for numbers.** The number must be in the chest area on the front and in the center on the back. Number size in the front should be no smaller than 4 inches; number size in the back should be no smaller than 6 inches. **To keep with standard high school rules, no numbers used can exceed the number 5. (This goes for both the first and second number if applicable) Example: 55 is acceptable and 36 or 63 are not.**
11. The Parks Department will furnish one warm up ball per team. The team must return the ball before the start of each half to the scorekeeper only; failure to do so will result in a technical foul.
12. Arguing with officials or scorekeepers will not be tolerated. A technical foul will

be assessed to the guilty party. **Any player receiving two technical fouls in the same game will be ejected and will automatically be suspended for the next game.**

13. **If a player receives THREE technical fouls in a season, they will be barred from further participation in the league for the season.**
14. All technical fouls called will be two shot technicals.
15. **Any team receiving three technical fouls in the same game will forfeit that game and will automatically forfeit their next game.** The following list of techs will not count towards a team's total of 3 to receive a forfeit: no line-up card, jewelry, and not returning a warm up ball to the scorekeeper. All techs will still be 2 shots and possession of the ball out of bounds.
16. Any team playing an ineligible player that is discovered by the officials or program manager will forfeit all games that the individual has played in. **The ineligible player will also be suspended, and the team allowing the ineligible player to play will have to forfeit their next game.** Each coach will have access to each team's roster in their league. To protest an ineligible player, the coach must do so during the game. Players can only play for 1 team.
17. Players are allowed five fouls per game. One and one will be shot on the seventh team foul and 2 shots on the 10th team foul in each half.
18. Overtime periods will be two minutes and an additional time out.
19. **Fighting will not be tolerated.** Those involved will be suspended from further participation in league play.
20. If a team forfeits a game due to a lack of players, they will have to pay the team that they were scheduled to play \$25. The team that forfeits must bring a check or cash to the Conway Sports Center by 2 PM by the day of their next scheduled game or we will call the team they are scheduled to play that night and cancel the game. To avoid being penalized, call the Parks and Rec office by 2 PM the day of the game and let a Program Manager know that you are going to forfeit that night.