



Nash County

Recreation & Senior Services

Adult Basketball League

Rules and Regulations

(Revised 10/12/2022)

1. Registration Procedures

A. Team Registration

- a. **\$300 per team- Includes a minimum of 8 regular season games and a single elimination post-season tournament.**
- b. Games will be played on Sunday afternoons at Nashville Elementary unless Saturday games are needed.

NOTE: NCPR has the right to deny entry in our leagues based on previous behavior issues and size of the league.

B. Player Registration:

- a. In addition to the team fee, a participation fee of \$20 is required for each member on the team roster which includes players, coaches, and managers.
- b. Player registration is required for each member on the team roster which includes players, coaches, and managers.

C. Payment of Fees:

- a. Team fees can be paid at the Recreation Office or online.
- b. Please make checks payable to Nash County Recreation & Senior Services

D. Manager Meeting:

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration on **Thursday, December 1, 2022** at the Claude Mayo Administration Building beginning at 6:30pm.
- b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

E. Refund/Credit Policy:

- a. NCPR will give partial or full refunds for the following reasons:
 - i. Classes/programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reasons on the part of the participant, and/or
- b. Other valid reason for exiting programs will be considered for program **credit**. NCPR must be notified at least two (2) working days prior to class/program starting date in order for NCPR to fill program vacancy.
- c. Recreation Director must approve a refund or a credit for a program or portion of programs deemed appropriate.
- d. Credits can be used only by participants or his/her immediate family members.

2. Manager's Duties

- A. It shall be the duty of each manager to see that the official roster, contracts, and entry fees are delivered to the Recreation Department as stated on the Basketball Deadline. **Each team is required to register during assigned registration dates.** Team managers are responsible for signing player registration forms to verify all players are on the correct team and of proper age.

- B. At the conclusion of registration, a mandatory meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.
- C. **It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulation of the NCPR Adult Basketball League.**
- D. Managers are to see that all players are in proper uniform and stay seated in the bench area; any player or coach outside of the coaches' box will be given a **Technical Foul**.
- E. **Each manager is responsible for their team and spectators conduct in the gym. NCPR will not tolerate abusive language, physical abuse, smoking, illegal drugs, or the consumption of alcoholic beverages on county property, litter, or other irresponsible acts.**
- F. It is the manager's responsibility to ensure the benches are occupied by only players. **Children, spectators, and anyone not on the team roster will not be in the bench area.**
 NOTE: Failure to not abide by this rule will result in a **Technical Foul**.
- G. Notify the Recreation Department of any changes of team manger contact information.

3. **Eligibility**

- A. All participants must be 19 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. **Proper identification is required.**
- B. Player registration fee and registration form must be on file with NCPR in order to play in the league.
- C. **Each roster is limited to 12 players**, including manager and /or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament.
- D. Each team's roster must be complete by **November 30th, 2022**; additions after this date will be allowed only in the special case when a team has less than 5 eligible players remaining on roster, and must be approved by League Director 24 hours before a game.
- E. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.
- F. **An ineligible player** is defined as: a player who does not meet the requirements of the NCPR code of conduct; or playing while under suspension.
- G. **Any NCPR representative, umpire, scorekeeper, or an opposing team all have the right to protest the legality of a player. NCPR has the right to check identification at any time; picture I. D's must be on file and readily available upon request. This includes the right to check entire teams or just specific players in question.**

NOTE: Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.

H. **NO JEWELRY** will be allowed.

I. **Uniform:** Each player must have shirts the same color with an iron-on screen printed number on the front and **AND** back of the shirt. Numbers must be at least six inches on the front and 8 inches on the back of the shirt.

NOTE: No duplicated jersey numbers are allowed and teams are REQUIRED to use the following numbers

ONLY:[0,1,2,3,4,5,00,10,11,12,13,14,15,20,21,22,23,24,25,30,31,32,33,34,35,40,41,42,43,44,45,50,51,52,53,54,55]

J. Shirts do **NOT** have to be tucked in.

K. All uniforms must be complete by the beginning of the first game or that player(s) will not be allowed to play unless cleared by the Recreation Department's League Director.

NOTE: Failure to meet these requirements will result in an administrative technical foul for each player in violation.

4. **Playing Rules**

All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the National Federation of High School Association rules.

THE GAME

A. Each game will consist of two (2) twenty minute halves and a five minute half time. The clock will run continuously during the first twenty minutes and only stop on team timeouts, injuries, or officials' timeouts. In the second half, the clock will not stop except for team and officials' timeouts **in the last two minutes of the half.**

a. Each team is allowed two (2) sixty (60) second timeouts per half.

NOTE: There will be NO carryover timeouts from the first half to the second half.

b. Overtime periods will be three minutes each.

c. Timeouts not used in the second half may be carried over to overtime with one additional timeout given to each team at the beginning of overtime.

d. MERCY RULE: Anytime during the last 2 minutes of the game, if a team falls behind by 20 points or more, the game is immediately over.

B. **BONUS:** The one and one foul shots begin on the 7th foul per half.

C. **DOUBLE BONUS:** The two foul shots begin on the 10th foul per half.

D. Any player checking into the game must report to scorer's table before entering the game

E. Only the coach or team captain can approach any official (including the official scorekeeper).

NOTE: Failure to abide by this rule will result in a Technical Foul.

F. When both teams have the minimum number of players available games must begin at the scheduled times unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game. The next scheduled game will not start early unless agreed upon by both teams and officials.

G. When one or both teams have less than the minimum number of players available to start the game, there will be a 5-minute grace period allowed for all games from the scheduled start time. Once there are 5 eligible players the game must begin.

NOTE: If a previous game causes delay of starting a game, the teams must have 5 eligible players ready to start at the conclusion of the previous game. Teams must be **on the court** ready to start.

****If a team does not have enough players 5 minutes after the scheduled game starting time/end of grace period, the game will be forfeited.**

H. **DUNKING: is allowed, be mindful hanging on the rim for an extend period of time will result in a Technical Foul on the player**

I. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 5 eligible players in the line-up before the end of the grace period; if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with the officials (s) and refuses to continue the game, he/she will be ordered off the court, failure to comply could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. **If a team forfeits 3 games (which includes all call ahead forfeits), that team shall be removed from the league.** All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.

J. **Any person using profane or vulgar language will be removed from the court. If a player is removed from the court for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Recreation Department.**

K. **Ejections: A player who is ejected from a game will be required to leave the sight and sound of the facility within 2 minutes.** If a player does not wish to leave after ejection, the player will be consider as trespassing and the police will be called, the game will be forfeited by the officials. Managers, see that your player leaves promptly.

L. Alcoholic beverages or the use of tobacco products will not be allowed at any time on County property or properties used by Nash County. If in the opinion of the officials, League Director, or any NCPR staff, a player or manager/coach has been drinking and is not removed from the game after the manager of the team involved has been notified, the game will be forfeited. When a player is known to be intoxicated, he/she must leave the gym-this is each manager's responsibility.

M. Anyone that has possession or threats the use of a weapon on County properties and facilities or property used by the participants of NCPR programs will be suspended indefinitely from all NCPR programs and facilities.

- N. Anyone who threatens NCPR personnel/staff, officials, participants, coaches, or fans will receive a minimum of one-year suspension from all programs and facilities.

ADMINISTRATIVE TECHNICAL FOUL

- A. Administrative technical fouls can be given to players for reasons such: wrong number on jersey, not checking in at the scorer's table, not having name in score book, etc. Those fouls will be reviewed by the Recreation Department and the issues should be addressed by the next game scheduled.
- B. Administrative technical fouls do not count towards ejection from a single game or permanent removal from the league, but does count toward a teams' foul count for a half or purposes of reaching the bonus.

UNSPORTSMANLIKE CONDUCT TECHNICAL FOUL

- A. **An unsportsmanlike technical foul includes, but is not limited to acts or conduct, such as: disrespectfully addressing or contacting an official; baiting or taunting, gesturing in such a manner as to indicate resentment towards an official; using profanity before, during, or after a game; intentionally or flagrantly contacting an opponent when the ball is dead and such contact is not a personal foul injuring player on opposing teams; etc.**
NOTE: Anyone in the team bench area will be considered a member of the team.

- B. Should any player/coach receive 2 technical fouls for unsportsmanlike conduct in a game, that player/coach is ejected immediately. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the player will be consider as trespassing and the police will be called and the game will be forfeited by the officials.
- C. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by NCPR staff. Additional punishment could be handed down pending review by NCPR staff.
- D. **Any player/coach receiving two ejections during the season will be immediately suspended from playing the remainder of the season or may be suspended indefinitely from all NCPR programs and facilities pending a review by the Recreation Department.**
- E. If a player accrues three or more technical fouls in a season, an automatic multiple game suspension and a meeting with NCPR staff will be enforced.

5. Ejections

- A. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the official. Managers should see that your player leaves promptly.
- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by NCPR staff. Additional punishment could be handed down pending review by NCPR staff.

Possible actions include:

One game suspension

Multiple game suspensions and a meeting with the Recreation Department

Season suspension and a meeting with the Recreation Department

Indefinite Suspension

- C. If the player is ejected a **second time**, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Nash County Recreation Department indefinitely, pending review by NCPR staff.
- D. **Ejection Review Process:** Within 48 hours of a player being ejected, the Recreation Department will initiate review process consisting of:
- a. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This may include the site supervisor, game officials, and other players.
 - b. After all information is gathered, the Recreation Department will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual. NCPR has the authority to decide the severity of situation.
 - c. The player will be informed by the Recreation Department of the penalty and at this time, a meeting with the involved player, their team manager, and Recreation Department may be scheduled.

6. Tournament

- A. The league will have a post-season single elimination tournament that will begin at the conclusion of the regular season.
- B. Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):
 - a. Head to head match-ups between the tied teams; if still tied
 - b. Points allowed; if still tied
 - c. There will be a coin toss by NCPR staff to determine seedings.

7. Awards

- A. Regular Season Champions will receive individual trophies
- B. Post-Season Tournament Champions will receive a team plaque/trophy as well as championship t-shirts for all registered players. Post-Season Runner Up will receive a team plaque/trophy as well.

Any rules may be changed without notice to program participants. If a change is made, each team will be notified as soon as it is necessary

