

**Maumelle Parks and Recreation**  
**Adult Basketball Rules**  
**2019**

1. Unless otherwise stated within this document, the league will follow NCAA Men's basketball rules. The court will be per high school basketball dimensions. There will be no shot clock.
2. All teams must have a representative at the scheduled coaches meeting to complete registration.
3. Players must be at least 18 years of age and cannot be currently enrolled in High School.
4. A **legible** line-up with each players' first, last name, and number must be turned in to the scorer's table 5 minutes before the start of your game. **FAILURE TO DO SO WILL RESULT IN A TECHNICAL FOUL (2 POINTS FOR OPPOSING TEAM) THAT WILL BE GIVEN TO THAT TEAM'S BENCH.**
5. A team must start and finish with at least 4 players. A game will be called as a forfeit if at least 4 players are not **on the court** at game time/during game. If both teams do not have a minimum of 4 players, then a double forfeit will occur with the game not being counted in the standings. A 5 minute grace period will be given for start of game if a team is waiting for a 4<sup>th</sup> player, but a technical foul (2 points for opposing team) will be given to the waiting team's bench. Once both teams have at least 4 players ready to play, the game will start. The clock will start at the scheduled game time.
6. There will be a 20 minute running clock for each half, and a 3 minute break between halves. The clock will stop on all dead ball events during the last 2 minutes of each half if the opponent is within 20 points. The clock will stop after each made basket during the last minute of regulation and overtimes.
7. Each team will be allowed four 30 sec. timeouts per game.
8. In case of a tie, a 2 minute overtime period will be played with the same clock stop rules as above. One 30 sec. timeout per team will be allowed per overtime. **UNUSED TIMEOUTS FROM REGULATION PLAY WILL NOT CARRY-OVER INTO OVERTIME.**
9. Like-colored uniform tops with large (at least 8 inches) contrasting numbers on both sides of the top are required. Mesh pullover tops will be available if teams are not able to produce the required uniform for all players. **TAPE AND MAGIC MARKER NUMBERS WILL NOT BE ALLOWED. ANY PLAYER THAT DOES NOT HAVE A NUMBER WILL NOT PLAY.** Reversible jerseys are recommended and in the case of opposing teams having like-colored shirts, the visiting team will be provided with a numbered mesh pullover tops.
10. The Maumelle Parks and Recreation Department will provide a game ball for each game. If both team's coaches agree a personal basketball can be used.
11. Arguing with, or directing unsportsmanlike comments at, officials or scorekeepers will not be tolerated. A technical foul will be assessed to the guilty party.
12. Technical fouls will result in automatic two points for the opposing team; possession of the ball will be determined by the team that had possession at point of interruption.
13. Any team receiving 4 technical fouls in the same game will forfeit that game.

14. Any player receiving 2 technical fouls in a game (to include post game departure), or an immediate ejection, will be ineligible for that game and the next game. Suspensions, ejections, and ineligible status will result in the player(s) involved unable to be present on Jess Odom Community Center property, to include the parking lot, during adult basketball play for which the ineligibility status covers.
15. A technical foul called on the team bench will count as a team technical.
16. If a player or coach receives 5 technical fouls in a season that player/coach will be barred from further participation in the league.
17. Any fighting or inappropriate referee interaction, to include post-game departure and the parking lot, will not be tolerated. Those involved will be suspended from further participation in the league.
18. No jewelry can be worn on the court, this includes wedding bands. Exception: Athletic tape may be used to completely wrap over a wedding band.
19. Dunking will be allowed during games, but not during warm ups or post game. A technical foul will be called for grasping or hanging on the rim any other time.
20. If a team forfeits 3 games during the season they will be dropped from the league, with no refund.
21. Teams may have as many as 13 players on their roster.
22. Each coach will have access (at the scorer's table) to team rosters in their division. To protest a suspected ineligible player, the coach must do so as soon as the potential violation is noticed. The league coordinator or MPR staff also reserves the right to protest ineligible players.
23. Every player must have with them a photo ID at every game to prove eligibility, if asked by league officials. If they don't have a photo ID when a protest is made they will automatically lose the protest and that team will forfeit that game. Any team caught using a player to impersonate another player will automatically forfeit that game, the next game, and face possible banning from league registration.
24. Regular season division champion will be the team with the best overall record with tiebreakers in effect. Tiebreakers (for all teams involved in the tiebreaker) will be in this order until dwindled down to one team: **1.** best head to head record. **2.** best overall record over last 5 games of the season. **3.** Head to head point differential (forfeits count as 20 point differential) **4.** winner of the last head to head game, including a forfeit. This tiebreaker system will also be used in determining seeding for post season tournament. Trophies will be awarded to the 1st and 2nd place teams.
25. A single elimination post-season tournament will be played upon completion of the regular season for the top 4 teams of each division. Trophies will be awarded to the 1<sup>st</sup> and 2<sup>nd</sup> place teams, and the tournament champion will also receive championship T-shirts.