

**BRANSON PARKS AND RECREATION**  
**Adult Basketball League Rules – Winter 2017**

**Player Eligibility/Roster**

1. To be eligible for BPR Adult Basketball, a player must be 16 years of age.
2. A 12 player maximum roster is allowed and can be added to with additional players up to game four of the regular season. After four games, the rosters are frozen and players cannot be added to the roster.
  - a. A team may not exceed twelve roster spots in one season.
    - i. EXAMPLE: At the beginning of the season, Team A has 11 roster spots filled. Two players on Team A decide they no longer wish to play. Team A can only replace one player as that would fill the 12 roster spot rule.
  - b. Under extreme circumstances, and with the approval of the Assistant Director of Parks and Recreation and the Recreation Specialist in charge of the program, a team may be allowed to exceed the 12 roster spot rule. All requests must be made in writing.
3. To become eligible for participation, each player must sign the official adult roster of the team he/she is playing on. Once the team roster due-date has passed – the first regular season game - a player can become eligible by signing the original team roster in person at the Branson RecPlex office during office hours (Monday through Friday, 8:00 a.m.-4:30 p.m.) or by signing the original roster in person prior to a game.
  - a. PENALTY: Teams that have not completed rosters by the due date are subject to forfeit any games played without such legal roster on file. Incomplete rosters render players ineligible, which are grounds for forfeit.
4. A roster addition form must be filled out prior to a player playing in a game if that player is not listed on the roster after the first week. A roster subtraction form must be filled out if a player will no longer play on a team following the first week.
5. Players wishing to switch teams must first get approval from the Recreation Specialist in charge of the adult basketball program. Upon approval, the player must sign his/her new team roster prior to the 4th game of the season. To be eligible for post-season play, a player must be legally registered with a team and must play in a minimum of 4 regular season games with that team.
6. Roster fraud will result in forfeit and/or suspension.
  - a. Players participating without having legally signed a team roster are considered ineligible and will be considered ineligible until either process is completed.
  - b. Upon legal protest, any team that uses an ineligible player will be subject to forfeiture of any game that the ineligible player has played.
  - c. Any team that puts an ineligible player on the score sheet will be subject to an administrative technical foul or suspension at the discretion of the Recreation Specialist in charge of the Adult Basketball program.
7. Players may only play on one team from each division, recreation and competitive, but cannot play on multiple teams from the same division.
  - a. A recreational team may have two players on their roster from an intermediate division. However, a recreational team may not have a player that plays in the competitive division.
  - b. An intermediate team may have two players on their roster from either the recreation or competitive division.
  - c. A competitive team may have two players on their roster from the intermediate division.
  - d. If there are only two divisions (recreational and competitive), a recreational team may have two players on their roster from the competitive division.
  - e. A player that plays on another team in a different division must wear an identifier, provided by the team, which is easily spotted by the referee and scorekeeper.
8. In order to qualify for the end of season tournament a player must have played in at least 50% (4 games) of their team's regular season games.
9. Each team must have matching color jerseys with numbers on the back. Duplicated numbers are not allowed. If a player begins play without a number on their jersey that is visible and/or has a duplicated number, a technical foul will be assessed.

- a. This penalty will be strictly enforced prior to the game, with no time coming off the clock, beginning in Fall 2015.
- 10. All players must wear athletic shoes with smooth, rubber soles.
- 11. **The league director has the right and authority to arbitrarily move a team to a higher or lower division if that team is clearly too strong or too weak for their division.**
  - a. **The team manager will be notified in writing and by phone in the event of such decision.**
    - i. **Managers and players may not protest decisions made by BPR to move their team to a new division.**
    - ii. **Refunds will not be granted to teams that are moved to a new division.**
    - iii. **Teams must conform to roster rules explained in Rule 7a, 7b, 7c, and 7d.**
  - b. **The team's record from the past division will carry over to the new division for seeding in the tournament.**

## Game Rules

- 1. Missouri State High School Activities Association (MSHSAA) basketball rules will be followed except for rules covered in these by-laws.
- 2. In BPR Adult Basketball, GAME TIME IS FORFEIT TIME! The referee/supervisor will be the official timekeeper in this situation. There will not be a grace period.
- 3. Each team must have a minimum of four players to start and continue a game.
- 4. Teams must provide their own basketballs for warm-up. The game ball will be provided by BPR. Teams will not be allowed to use the game ball for warm-up.
- 5. The game will consist of two 20-minute halves. Each team will be given 2 time-outs per half.
- 6. During the last 2 minutes of the game (not the half) the clock will stop on all whistles unless a team is ahead by 20 or more points.
- 7. Overtime – three minutes will be placed on the clock for overtime, with the clock stopping on all whistles during the last 2 minutes. One time-out will be given during overtime (unused time outs will not carry over). If the score remains tied after the first overtime period, then the second overtime will be sudden death - the first team that scores will be the winner. The game will be declared a draw if the score remains tied at the end of the second overtime period.
  - a. NOTE: Each team will have only ONE timeout per each overtime period.
  - b. "Golden Goal" will only be in effect for the regular season. Each overtime in the tournament will be played in its entirety.
- 8. Mercy Rule – The game will be terminated by Mercy Rule if the following conditions are met:
  - a. If a team is ahead by:
    - i. 40 points with 7 minutes or less remaining
    - ii. 30 points with 5 minutes or less remaining
    - iii. 25 points with 3 minutes or less remaining
  - b. The game will be terminated unless both teams agree to continue playing. Continuing the game is left to the discretion of the referees/Recreation Specialist in charge of the program.
  - c. The game will be terminated in the event that the game has ran over into the next scheduled game's time.
- 9. Any team that wins their division, and brings back 50% of their team, will be moved up one division the next season. A team will not be forced to move up more than one division in one calendar year.
  - a. Example 1: Team A beats Team B in the Fall 2015 recreation division championship. Team A registers for the Winter 2015 basketball season and has 50% of the same roster from the Fall 2015 season. Team A will be placed in the intermediate division.
  - b. Example 1A: Team A wins the Winter 2016 intermediate championship. Team A is not required to move up to the competitive division for Fall 2016 as they have moved up one division in the calendar year.
    - i. NOTE: If Team A were to win the Fall 2016 championship, they would be required to move up to the competitive division.

- c. NOTE: If there is only a recreation and competitive division, the same rule will apply. The recreation champion will move up to the competitive division if it brings back 50% of its team. This rule is to promote competitive balance throughout the divisions and the league.

## **Cancellations**

In the case of inclement weather, all decisions to cancel games will be made by the Branson Parks & Recreation Department. A decision will be made by 5:00 p.m. on game day. Call the games Hotline (417-335-6550) or check [teamsideline.com/Branson](http://teamsideline.com/Branson) for cancellation information.

## **Code of Conduct**

1. Any player or coach who verbally or physically threatens a referee, scorekeeper, or supervisor by using obscene language or repeatedly arguing and complaining with the referee, etc. will be ejected from the game and is subject to a suspension from the basketball program for the season or longer. Also, you must apply for reinstatement to the basketball program. All team managers will be held responsible for their players.
2. Fighting is expressly forbidden. Spectators involved in fighting will be asked to leave the gym and could result in being barred from the gym for the remainder of the season.
3. Players who engage in fighting will be penalized as follows:
  - a. First Offense – Immediate ejection from the game and multiple game suspension.
  - b. Second Offense – Immediate ejection from the game and suspension from the league.
4. Any player receiving 2 technical fouls will be ejected from the game and must leave the facility. Any player receiving 2 unsportsmanlike technical fouls will be ejected from the game and will be suspended for one game. The game will be forfeited if a player refuses to leave the gym. The team will be notified in writing and by phone call prior to their next game of any suspensions. The game will be called a forfeit due to excessive roughness if a team exceeds three intentional fouls per half.
  - a. When a player, coach, manager, or spectator is ejected from the gym, they have 90 seconds to leave the gym “sight and sound.” Refusal to leave the gym “sight and sound” will result in a forfeit by his/her team.
  - b. Additional games may be added to the one game suspension dependent on the severity of the offense.
5. Any player that receives 3 unsportsmanlike conduct technical fouls in a season will be suspended for the remainder of the season.
  - a. If a player plays on multiple teams (a team in the recreational and intermediate, or a team in the intermediate and competitive), said player will be allowed 4 total unsportsmanlike technical fouls.
    - i. Once a player has 3 unsportsmanlike technical fouls, he/she will be required to give up playing on both teams and may play on one team for the remainder of the season.
    - ii. If a player has 2 or 3 unsportsmanlike technical fouls on a particular team, he/she will be required to play on the team with the fewest unsportsmanlike technical fouls.
6. A team will forfeit if they receive three total unsportsmanlike conduct technical fouls in one game.
7. Anyone sitting with a team is considered part of the team, and can be issued a technical foul.
  - a. The team manager will be assessed the technical foul(s) in this situation.
  - b. Non-team members shall not be allowed on the bench.
  - c. All bench personnel shall be listed on the official roster.
  - d. For the purpose of this rule, there are no coaches in Adult Basketball. However, there are team managers who are listed on the official roster and are eligible for play in the league.
  - e. Children are not allowed on team benches.
8. Players must hold their position during free throws (no high fives/congratulations in between free throws). This is a High School rule implemented to not purposefully delay the game.
  - a. The first offense will get a warning and the second offense will result in an administrative technical foul.
9. It is required that players remove all hats, rags, & jewelry (rings, necklaces, earrings, beads in hair, fit-bits, etc.) before participating in any game. Referees have the authority to require that such jewelry be removed before a player can participate.

10. No tobacco, alcohol or controlled substances are allowed in the facility. Violation of this rule will result in the team being ejected from the league. Managers will be held responsible for their players.
11. All rule violations and judgment decisions made by the game officials will be final.
12. Technical fouls and suspensions cannot be protested. All decisions are final.
13. Team managers are responsible for the conduct of their fans/spectators in attendance.
14. **Any fan or spectator who comes out of the stands onto the court to confront a game official or RecPlex staff shall be immediately ejected from the facility. This includes before, during, and after a game. This rule will be strictly enforced.**
15. Any team who forfeits two games in a season will not be eligible for the playoffs and championship. No refund will be granted.
  - a. No-call-no-show forfeits and/or player conduct forfeits. This will be left to the discretion of the Recreation Specialist in charge of the program.
16. The Recreation Specialist in charge of the program reserves the right to issue disciplinary action, including suspensions, when deemed necessary for the overall health and benefit of the league. Disciplinary action cannot be appealed.

### **Sportsmanship/Conduct Rating**

1. Sportsmanship will be rated on a 1-5 rating scale. Scorekeepers and officials will have input into the team's rating and are encouraged to uphold good sportsmanship from each participant, spectator, and team. A sportsmanship rating will be given to each team following every contest. The team rating is final, even if the game is not completed due to any circumstance. Any questions regarding the rating system should be relayed by the team manager by 4:30 pm the next business day to the Recreation Specialist in charge of the program.
2. In order to make the playoffs for the Fall 2016 season, a team must finish the season with no less than a 3.75 sportsmanship rating. Any team with less than a 3.75 rating will not be allowed to participate in the playoffs and will only play 8 games of their 9 game guarantee without refund.

### **Miscellaneous**

1. Any rule not covered in these rules will be left to the discretion of the Recreation Specialist in charge of the program.