

GREAT BEND RECREATION COMMISSION

ADULT AND HIGH SCHOOL BASKETBALL RULES

REGISTRATION

1. **Individual Eligibility:** Players must be a sophomore in high school or at least 16 years of age by August 1 of current year to play in the adult leagues. Students must be enrolled and attending class at the high school of USD #428 to play in the high school intramural program. No player who is a member of a college or high school team is eligible to play during their respected seasons. This includes any red-shirt players.
2. **Team Eligibility:** Teams may have no more than two players who do not go to school, live or work full-time (minimum of 30 hours a week) within USD #428. Teams with more than two players, who do not go to school, live or work within USD #428 will be considered a "non-resident" team. Non-resident teams will not be allowed to register unless the league(s) does not fill up at the conclusion of the regular registration period. These teams may then register during the late registration period but must pay a 15% out of district fee in addition to the standard entry fee.
3. **Roster & Fee:** The team manager must submit to the Recreation Commission Office the team fee and roster by the closing registration date (unless otherwise stated). Roster shall include all players' names, addresses and home phone numbers. High school teams must include the grade level of their players as well.
4. **Team Rosters:** To be eligible to participate as a player with a team in league play, a player must be properly registered on the team roster. Team rosters will be limited to 15 players. Managers do not need to acquire the signature of every player. The form allows you to sign up your entire team yourself.
 - a) **Resident Team:** A Resident team is any team which has two (2) or less players on their roster who DO NOT LIVE OR WORK WITHIN THE BOUNDARIES OF USD # 428. Work is defined: Full-time job of at least 30 hours a week. Teams violating this rule will forfeit all games won during the time the ineligible player(s) participated.
 - b) **Non-Resident Teams:** A non-resident team is any team which has more than two (2) players who do not live or work within the boundaries of USD # 428. NON-RESIDENT teams will pay an out-of-district fee of 15% in addition to the standard entry fee and player fee. NON-RESIDENT teams will have the opportunity to register ONLY if spots remain after all RESIDENT TEAMS have secured a spot in the program.
 - c) **Dropping Player(s):** Teams wishing to drop a player may do so by filling out a drop slip form at the GBRC office.
 - d) **Adding Player(s):** Any manager wishing to add a player may do so by placing that player on the roster at the Great Bend Recreation Commission office. Once a player is listed on a roster, he/she is obligated to play with that team and ineligible to play for any other team in that respective league. After leagues are formed, lower league managers may not add upper league player's names to their roster. Any additions to team rosters may be done up to the middle point of the season (For a 9-team league, additions must be made before the team's 5th game. Additions after this point will be based upon certain criteria; injury, moving, forfeits, etc., and must be a player that is not on any current GBRC basketball roster. This addition must be approved by the Sports Supervisor and basketball Committee.
 - e) **Roster Restrictions:** Lower league managers may not have more than two (3) players whose names appear on the roster of a higher league team at any given time (Penalty: forfeiture of all games those players participated).
 - f) **Player Restrictions:** If leagues combine, players may not participate on more than one team in the league. Participating on more than one team in the same league will result in a forfeit loss for each team that player participates on.
 - g) **League Restrictions:** Teams will be allowed to play in more than one league, if a league does not fill up. If your team is interested in playing in a second league, your team will be placed on a waiting list. However, no upper level assigned team may play as a team in a lower level league.

GENERAL INFORMATION AND SPECIAL RULES

1. **Other Rules:** All games will be governed by the latest official Kansas State High School Activities Association (KSHSAA) basketball rules, except when local rules are specified.
2. **Game Time:** Game time is forfeit time. Line-ups must be turned into the scorekeeper at least 5 minutes before the scheduled starting time. A minimum of four (4) players are needed to avoid a forfeit for the 5 on 5 league. A minimum of two (2) players are needed to avoid a forfeit for the 3 on 3 leagues.
3. **Jerseys:** All team members must wear similar colored jerseys with a large permanent, easily distinguishable Arabic number on the back of each jersey.
4. **Game Clock: 5 on 5 Rules:** A game will consist of two 20-minute halves. The clock will run continuously until the last two (2) minutes of the last half, in which a regulation clock will be used if the score is within **15** points. Half time will be 3 minutes in length. **3 on 3 Rules:** A game will have a 50-minute time limit or 3 games, whichever occurs first. All games count toward league standings. If time elapses while the ball is still in play, the game is not terminated until the ball is dead. The team that is ahead at the termination of a game due to expiration of time, will be declared the winner of that game.
5. **Checking the ball: 3 on 3 Rule:** The ball shall be "checked" before the start of the game at the top of the key, and after all usual and unusual stoppages of play, including, but not limited to: made baskets, all fouls, out-of-bounds, and balls entering the court from another court. For any unusual stoppage of play, the team currently or last in possession of the ball shall retain possession, except after a made basket.
6. **Scoring/Reporting: 3 on 3 Rules:** Teams will play three games to 15 points, if tied, next basket wins. 2 points will be scored if a player makes a basket inside the three-point arc. 3 points will be scored if a player makes the basket outside of the three-point arc. Teams are responsible for keeping track of the score throughout the game and must call out the score after each made basket. The score should be announced prior to every checking of the ball. **THE WINNING TEAM MUST REPORT THE GAME SCORES TO THE INTRAMURAL SPORTS SUPERVISOR AT THE END THE 50 MINUTES OR THE END OF THE 3 GAMES.**
7. **Foul Procedure for 3 on 3 leagues:** Teams will call their own fouls. There will be no free throws except for technical fouls and an individual player cannot foul out of the game. Common fouls (non-shooting) result in loss of possession for the offending team. Offensive fouls shall result in disallowing any made basket and loss of possession. Shooting fouls with a missed basket shall result in retained possession for the shooting team (recheck). Shooting fouls with a made basket shall result in the basket counted and loss of possession (no penalty, play continues as if there was no foul with the defense taking the ball). Fighting and excessive arguing will not be tolerated and can result in team dismissal from league or tournament play. The Intramural Sports Supervisor may penalize any player, substitute or coach for unsportsmanlike conduct by immediate ejection and banishment from the playing area and gym for not following the code of conduct. If the two teams cannot arrive at an agreement, the game will result in a double forfeit. The Intramural Sports Supervisor will be on site, but the role of this supervisor is strictly to clarify any rules or interpretations. **THE RULING FROM THE SUPERVISOR IS FINAL.**
8. **Free Throw Fouls: 5 on 5 Rules:** Players will shoot on all free throw fouls, one-and-one on the 7th team foul and 2 shots on the 10th team foul. **3 on 3 Rules:** Will only shot free throws for unsportsmanlike technical fouls.
9. **Rebounding Restrictions:** Rebounders are not allowed to enter the free throw lane until the shooter releases the ball. The shooter must wait until the ball hits the rim to enter the free throw lane.
10. **Time Outs:** Each team is allowed two time-outs per game and can be taken anytime.
11. **Overtime: 5 on 5 Rules:** Overtime periods will be two minutes in length. There will be a 1-minute intermission before starting the overtime period. There will be one additional time-out per overtime. **3 on 3 Rules:** If teams are tied after the 50-minute time limit is reached, the game will go to sudden death. Winners need only win by one point, the first team to score will be declared the winner. Coin toss??
12. **Game Ball:** The Great Bend Recreation Commission will provide the game ball. Each team must supply its own warm-up balls. The game ball will not be used for warm-up.
13. **Dunking Prohibited:** Anyone ATTEMPTING to dunk the ball or grabbing the rim will be called for a technical foul. This rule applies before, during and after the ball game.
14. **Protests:** Protests that shall be received and considered, concerning matters of the following type:
 - A. **Player Eligibility:**
 - a) Players not properly signed on team's roster.
 - b) Players participating on more than one team in the same league.
 - c) Players participating under a false name.
 Protests concerning player eligibility must be made before the horn sounds to end the game or the game will be official, and no late protest will be accepted. The game will be forfeited if an ineligible player has participated in a protested game.

To protest player eligibility, the manager must notify the officials or facility supervisor, who will inform the opposing manager and scorekeeper. The player in question will be recorded on the game summary and turned into the Sports Supervisor. The inquiry must contain the first and last name of the player in question. The opposing team must cooperate and provide this information. Managers involved in player eligibility protests will be notified after 4 p.m. the next working day, of the decision of the Sports Supervisor.

B. Rule Interpretation:

- a) Misinterpretation of a playing rule.
- b) Failure of an official to apply the correct rule to a given situation.
- c) Failure of an official to impose the correct penalty for a given violation.

In all cases, the protest must be made at the time of play. For a protest to be considered by the GBRC, the protest must be 3 typed copies and must be accompanied by a \$25.00 cash protest fee that will be returned if the protest is upheld but forfeited if not upheld.

A formal protest must contain the following information:

The date, time and place of the game.

The names of the officials, scorekeeper and/or supervisor.

The rule and section of the official rules under which the protest is made, if player eligibility, players' first and last name.

The decision and conditions surrounding the making of the decision.

All essential facts involved in the matter protested.

15. **Basketball Committee:** A Basketball Committee will be set by the Great Bend Recreation Commission to decide all protests, ejections, suspensions and all disciplinary actions that are to be invoked against players, managers, and teams. The committee will consist of individuals selected by the Recreation Commission from the players and managers of the league. The committee will be used for both men's and women's division. All decisions made by the committee will be final, with the approval of the Sports Supervisor.
16. **Inclement Weather:** For postponements due to inclement weather, call the Rainout Line at 620-792-3214 after 4:00 p.m. or look for us on Facebook and www.greatbendrec.com. Make-up games will be rescheduled as soon as possible.
17. **Refund Policy:** The refund policy for adult team sport entry fees will be as follows: Prior to the deadline for late registration the total entry fee will be refunded if a team withdraws from the program. After the closing of the late registration deadline, no refunds will be issued to teams requesting to withdraw from adult team sports programs.
18. **League Tie-Breaker Procedure:** The tie breaker procedure takes into account only the games that count toward league standings. The tie breaker procedure for teams in league award positions will be as follows:
 - a) Head to head competition.
 - b) Largest positive margin in points scored vs. points given up in games between the teams that are tied.
 - c) Play-off game will be used to determine League Champs only.
19. **League Awards:** League awards include a Chamber Gift Certificate for 1st place or championship T shirts.

NOTIFICATION OF FORFEITURE

1. **Notification:** Team managers wishing to notify the GBRC office that their team must forfeit a game shall follow one of the following procedures:
 - a) **Written Notification** - A written document must be typed, signed by the team manager and must contain the opponent's team name, date and time of the game to be forfeited. The Recreation Commission office must receive this document by 5:00 p.m. on the day of the game to be forfeited.
 - b) **Verbal Notification** - Verbal notification must be made by the team manager and include opponent, date and time of game to be forfeited. Verbal notice must be made by 5:00 p.m. on the day of the game to be forfeited.

Either form of above notification of forfeiture must be confirmed with the manager of the team submitting the notification. If confirmation cannot be made by 5:00 p.m. on the day of the game in question, the notification will not be honored.

A notification of forfeiture will be considered final (in recording the win/loss result of that game) when it has been confirmed and the opposing manager has been notified.

2. **Forfeit Restrictions:** Three forfeits during the season will result in the removal of the team from the league. No refund will be given.
3. **Requests for Postponements and Rescheduling League Games:**
 - a) The team requesting the reschedule will contact the opposing team manager to get their approval to reschedule the game. After contacting the opposing team manager, the requesting team will contact the Sports Supervisor for approval and reschedule options. Both teams must agree to the rescheduled date and time or the original game will take place as scheduled. The request will need to be approved by the Sports Supervisor 10 days in advance of the scheduled game requested for. A formal reschedule letter will be mailed to the managers. A request for postponement fee that equals the prorated cost of one game will be paid 48 hours prior to the rescheduled game. If the fee is not paid within 48 hours prior then the game will be considered a forfeit for the requesting team.

CODE OF CONDUCT FOR PLAYERS AND COACHES

1. **Bench Decorum:** Only players and a maximum of two coaches are allowed on the bench.
2. **Technical Foul:**

A technical foul will be issued on the following: a player is caught dunking or hanging on the rim, calling a timeout with no timeouts available and cussing not directed toward the official/supervisor. The official/supervisor will issue the technical foul and determine whether it should be considered 'unsportsmanlike.' After a technical foul two free throws will be issued to the opposing team and be given the possession of the ball. **3 on 3 Rules:** at any time, a technical foul may be issued to any player who's excessive fouling, with the intent to gain an advantage, is deemed detrimental to play or unsafe and not in the spirit of Intramural Sports. If one team receives two technical fouls in one game, that team will forfeit.
3. **Unsportsmanlike Technical Foul Progression:**

Unsportsmanlike technical fouls are tracked and carry throughout the entire season. Example: Three unsportsmanlike technical fouls can occur with one being assessed in three separate games.

 - a) **Removal from the Facility** – Any time a player receives an unsportsmanlike technical foul they will have 2 minutes to leave the facility or they will be escorted from the facility by the police and their team will forfeit the game in progress.
 - b) **1st Unsportsmanlike Technical Foul of the Season** – The player/coach will be asked to leave the facility for the remainder of the half and the next half. If the foul occurs in the second half, the player will not play for the remainder of that half and the first half of the next game. If the foul occurs during the last 5 minutes of the 2nd half, the player will sit out the remainder of that half and the entire next game. For an unsportsmanlike technical foul by a player or coach from the bench, the high point player at that time will sit the remainder of the half. **3 on 3 Rules:** The player/coach will be asked to leave the facility for the remainder of the game.
 - c) **2nd Unsportsmanlike Technical Foul of the Season** – The player/coach will be asked to leave the facility and suspended for the next 3 games. If the suspension occurs with less than 3 games left in the season, the penalty will carry over into the next season.
 - d) **3rd Unsportsmanlike Technical Foul of the Season** – The player/coach will be asked to leave the facility and suspended for the remainder of the season and the first 3 games of the next season. If there are 3 games or less left in the season, then the player is suspended for the entire next season.
4. **Verbal Abuse:** Serious verbal abuse or any threats toward GBRC game officials, scorers, representatives or administrators before, during or after the game will not be tolerated and is reason for suspension from league play.
5. **Flagrant Actions:** Any flagrant foul results in removal from the playing facility.
 - a) Striking of another player will result in suspension from the program (and possibly from all recreation commission sponsored programs).
 - b) Anyone striking an official or GBRC representative will be permanently banned from league play and may be prohibited from participation in all GBRC sponsored programs and prosecuted to the fullest extent through all legal channels.
6. **Alcohol/Drugs:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program. Consumption of alcohol or intoxicating drugs before or during participation in Recreation Commission sponsored events shall be

prohibited. Participants violating this rule shall be disqualified and removed from the facility by the official or supervisor in charge.

7. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
8. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)

COACHES, MANAGERS AND PLAYERS INFORMATION

1. **Home Team:** The second team listed on league schedules will be the home team unless otherwise noted. The home team will have choice of basket for the first half.
2. **Manager's Responsibility:** The coach and/or manager shall be responsible for his team members before, during and after the game in relation to other persons, facilities and equipment.
3. **Suspended Game:** Game officials or the Sports Supervisor may suspend play at any time if they feel it is in the best interest of the GBRC program.
4. **High School Mercy Rule:** If during any high school intramural basketball game one team leads by 30 points or more, the game will be called at that time.

IT IS THE RESPONSIBILITY OF EACH TEAM CAPTAIN AND OR MANAGER TO NOTIFY THEIR PLAYERS OF ALL RULES STATED ABOVE CONCERNING THE BASKETBALL PROGRAM. THE RECREATION COMMISSION WILL ACCEPT NO EXCUSE FOR PLAYERS NOT KNOWING THE RULES. A TEAM IS RESPONSIBLE FOR THE ACTIONS OF THE INDIVIDUAL TEAM MEMBERS AND SPECTATORS RELATED TO IT. EACH PARTICIPANT SHOULD CHOOSE HIS OR HER TEAM MEMBERS CAREFULLY, AS ALL TEAM MEMBERS WILL SUFFER THE CONSEQUENCES OF ANY DISCIPLINARY ACTION TAKEN BY THE INTRAMURAL SPORTS SUPERVISOR. ONLY THE TEAM CAPTAIN SHALL SPEAK TO THE OFFICIALS REGARDING ADMINISTRATIVE MATTERS (PROTESTS, EJECTIONS, DISQUALIFICATIONS, ETC).

BY ENTERING THE GREAT BEND RECREATION COMMISSION'S SPONSORED LEAGUES, PLAYERS, MANAGERS, COACHES AND SPONSORS AGREE TO ABIDE BY ALL RULES CONTAINED HEREIN. DISCIPLINARY ACTION WILL BE TAKEN AGAINST TEAM MEMBERS & MANAGERS WHO VIOLATE THESE RULES.