



ADULT AND HIGH SCHOOL BASKETBALL RULES

Revised and approved 10/12/2020



TABLE OF CONTENTS

1. General Information

1. Player Eligibility
2. Registration
3. Inclement Weather
4. Refund Policy
5. Team Rosters

2. Coaches, Managers and Player information

1. Home Team
2. Managers Responsibility
3. Bench
4. Suspended Game
5. High school Mercy Rule

3. General Rules

1. Game Time
2. Game Ball
3. Jersey's
4. Game Clock
5. Overtime
6. Time Outs
7. Checking the Ball
8. Substitution
9. Scoring/Reporting
10. Foul Procedures 3 on 3 Rules
11. Free Throw Fouls
12. Rebounding Restrictions
13. Out of Bounds
14. Alternating Possessions
15. Dunking Prohibited

4. Code of Conduct

1. Code of Conduct
2. Supervisor
3. Technical Foul
4. Unsportsmanlike Technical Foul
5. Double Forfeit
6. Unsportsmanlike Technical Foul Progression
7. Verbal Abuse
8. Flagrant Actions

5. Administrative

1. Notification
2. Forfeit Restrictions
3. Request for Postponements and Rescheduling
4. Protests
5. Formal Protests
6. Basketball Committee
7. League Tie Breaker Procedure
8. League Awards
9. Facilities

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GREAT BEND RECREATION COMMISSION

ADULT AND HIGH SCHOOL BASKETBALL RULES

Games will be played by the Kansas State High School Activities Association (KSHSAA) official rules with the following emphasis and exceptions:

1. GENERAL INFORMATION

1. **Player Eligibility:** Players must be a freshman 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 leagues. 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. **Registration:** We have three ways to register: On the internet at greatbendrec.com, at the Great Bend Recreation Commission at 1214 Stone St. or call 620-793-3755.
3. **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.
4. **Refund Policy:** The refund policy for adult team sport entry fees will be as follows: team fees refunds will be allowed if request if made prior to the registration deadline.
5. **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 20 players. Managers do not need to acquire the signature of every player. The form allows you to sign up your entire team yourself. Roster shall include all players' names, addresses, phone numbers and email addresses. High school teams must include the grade level of their players as well.
 - a) **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. Any additions to team rosters may be done up to the middle point of the season. For an 8-game season, 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 Assistant Sports Director/ Sports Supervisor and/or basketball Committee.
 - b) **Player Restrictions:** Participating on more than one team in the same league will result in a forfeit loss for each team that player participates on.

2. 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. **3 on 3 Rules:** The home team will get the ball the first game, visitors the second game and home team the third game.
2. **Manager's Responsibility:** By entering the Great Bend Recreation Commission's sponsored leagues, players, managers, coaches and sponsors agree to abide by all rules contained herein. A team is responsible for the actions of the individual team members and spectators related to it. Disciplinary action will be taken against team members & managers who violate these rules. It is his/her responsibility to notify their players of all rules concerning the basketball program. Only the team captain shall speak to the officials regarding rules, ejections, disqualifications, etc).
3. **Bench:** Only players and a maximum of two coaches are allowed on the bench.
4. **Suspended Game:** Game officials or the Assistant Sports Director/ Athletic Recreation Supervisor may suspend play at any time if they feel it is in the best interest of the GBRC program.
5. **High School Mercy Rule:** If during any high school recreation basketball game one team leads by 30 points or more, the game will be called at that time.

3. GENERAL RULES

1. **Game Time:** Game time is forfeit time. Player rosters 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. **3 on 3 Rules:** A minimum of two (2) players are needed to avoid a forfeit for the 3 on 3 leagues.
2. **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.
3. **Jerseys:** All team members must wear similar colored shirts/jerseys with a large permanent, easily distinguishable 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 second 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. Teams will switch goals after each game.
5. **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. The home team will get the ball first by checking it at the top of the key.
6. **Time Outs:** Each team is allowed two one-minute time-outs per game and can be taken anytime. **3 on 3 Rules:** 2 Timeouts per 50-min.
7. **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: 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. The home team will get the ball the first game, visitors the second game and home team the third game. After the ball is "checked" a pass must be made to start the possession.
8. **Substitution: 5 on 5 Rules:** Will follow standard substitution rules and substitute on dead balls when beckoned in by the referee.
3 on 3 Rules: Can substitute freely into the defensive backcourt or on any dead ball.
9. **Scoring/Reporting: 3 on 3 Rules:** Teams will play the best of three games to 21 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 WINNER OF THE 3 GAMES AND THE OVERALL SCORE (3-0, 2-1) TO THE SUPERVISOR IN CHARGE AT THE END OF THE 50 MINUTES OR THE 3 GAMES.**
10. **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. A common foul, or a foul resulting in a missed shot, shall result in the fouled team starting with the ball at the top of the key. Offensive fouls shall result in disallowing any made basket and loss of possession. 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).
11. **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 shoot free throws for technical fouls.
12. **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.
13. **Out-of-Bounds: 3 on 3 Rules:** In the event the ball is declared out-of-bounds, the game shall be restarted at the top of the key with the team not having last touched the ball being awarded possession.
14. **Alternating Possession/Jump Balls:** On the first held ball, the ball shall be awarded to the team that did not start the game with possession. Possession on all held balls thereafter shall be awarded on an alternating basis. **3 on 3 Rules:** Teams are responsible for keeping track of the alternating possession.
15. **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.

4. CODE OF CONDUCT FOR PLAYERS AND COACHES

1. **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 Assistant Sports Director/ Sports Supervisor will notify the players and coaches of the suspension.

2. **Supervisor:** The Assistant Sports Director/ Athletic Recreation Supervisor/Supervisor will be on site to strictly enforce the rules, to clarify or interpret any rules. THE RULING FROM THE SUPERVISOR IS FINAL.
3. **Technical Foul: All leagues:** The official/supervisor will issue the technical foul and determine whether it should be considered 'unsportsmanlike.' After a technical/unsportsmanlike 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 by the Supervisor 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 recreational sports. If one team receives two technical fouls in one game, that team will forfeit their current game.
 - A technical foul will be issued on the following:
 - a) A player is caught dunking or hanging on the rim
 - b) Calling a timeout with no timeouts available
 - c) Cussing not directed toward the official/supervisor.
 - d) Excessive fouling (3 on 3 rule)
4. **Unsportsmanlike Technical Foul:** Any behavior deemed unsportsmanlike according to the Code of Conduct may be considered an Unsportsmanlike technical foul. The Supervisor may issue this to any player, substitute or coach for not following the code of conduct. Excessive arguing will not be tolerated and considered unsportsmanlike.
5. **Double forfeit:** If the two teams cannot arrive at an agreement during a heated game, the game will result in a double forfeit.
6. **Unsportsmanlike Technical Foul Progression:**
 - Unsportsmanlike technical fouls are tracked and carry throughout the entire season.
 - a) **Removal from the Facility** – Any time a player receives an unsportsmanlike technical foul the offending player must leave the facility within 2 minutes or his/her team will forfeit that game.
 - 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 2 games. If the suspension occurs with less than 2 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 2 games of the next season. If there are 2 games or less left in the season, then the player is suspended for the entire next season.
7. **Verbal Abuse:** Verbal abuse, profanity or any threats toward GBRC game officials, scorers, representatives or administrators before, during or after the game will not be tolerated and will result in an unsportsmanlike technical foul.
8. **Flagrant Actions:** All infractions listed below result in dismissal from the facility and an unsportsmanlike technical foul.
 - a) Striking of another player will result in suspension from the program for the remainder of the season (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.

5. ADMINISTRATIVE

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** – Written notification in the form of a text or email by the team manager must contain the opponent's team name, date and time of the game to be forfeited and must be received 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:** 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 Assistant Sports Director/ 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 Assistant Sports Director/

Sports Supervisor in advance of the scheduled game requested for. Managers will receive notification from the Assistant Sports Director/ Sports Supervisor on the date and time of the newly rescheduled game.

4. 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 Assistant Sports Director/ 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 Assistant Sports Director/ 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.

5. Formal Protest: 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.

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.

6. 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 Assistant Sports Director.

7. League Tie Breaker Procedure: 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) Largest positive margin in points scored vs points given up in total games played.
- d) Play-off game will be used to determine League Champs only. This procedure takes into account only the games that count toward league standings.

8. League Awards: League awards include a Chamber Gift Certificate for 1st place or championship T shirts.

9. Facilities: GBRC facilities are weapon free, smoke free, alcohol and drug free.