



ADULT BASKETBALL **RULES & FORMAT**

ADULT SPORTS HOTLINE: 791-0724

Rules established by the National Federation of State High School Association (NFSHSA) and adaptations adopted by the Wisconsin Interscholastic Athletic Association (WIAA) apply in conjunction with the following modifications:

A. TEAM ROSTERS/PLAYER ELIGIBILITY:

1. No team may have more than 15 players or less than 5 players on its roster.
2. **ALL PLAYERS** must have completed the official team roster form, and any fees paid in full before playing...
3. A player shall be eligible to play on only one open league team and one closed league team.
4. A manager must release a player upon the player's request.
5. High school students are NOT ELEGIBLE to participate in any adult basketball leagues. (Must be at least 18 years of age/graduate of High school).
9. Penalty/Use of Illegal Players(s): A team discovered utilizing a player or players not meeting eligibility requirements as outlined in Sect."A" 1-8, will forfeit all games ruled play by said player(s). **NO REFUNDS WILL BE MADE.**
10. Each team is required to wear T-shirts/tanks that are of the same color and have numbers on the back. Failure to wear a required shirt will result in a team technical foul for each individual not wearing proper apparel. **NO DUPLICATE NUMBERS!**
11. Players must play in at least 4 games to be eligible for play-offs.
12. **Additional On-Site WAIVER FORMS MUST BE FILLED OUT!**

C. TEAM ROSTER FORM:

1. All players must be registered for the team they are playing. Team Rosters can be turned into site supervisor on the first night.
2. Each player must sign a waiver before playing!

D. STARTING THE GAME/FORFEITS:

1. Teams must furnish their own game balls.
2. A team must have four (4) legal players to start an official game.
3. Teams late for a game will start with a 1st half score of 9-0 against them (9 min.). Teams more than 10 minutes late will forfeit the game, but they may scrimmage during the time allotted for their particular game. (Officials need not work the above-mentioned forfeit).
4. No games are to be postponed. Games are to be played or forfeited.
5. Any team forfeiting two (2) regular season games will be dropped from the league and must file a special request with Park and Recreation Department to obtain any team priority rights concerning placement in the desired league for the following season. All games played, or to be played, by the "dropped" team will be recorded as "wins" in the league standings for the opponents (other teams involved). No refunds of team/player fees. Teams do not have to show up but may utilize this time for practice.

F. PLAYER/MANAGER CONDUCT AND RESPONSIBILITIES:

1. Any player may be suspended from the game by the referee or the site supervisor for any unsportsmanlike conduct. When this player is asked to leave the gym, he/she must do so at once. Failure to do so will automatically forfeit the game to the other team. Responsibility for carrying this order rests with the manager. Players and managers will always conduct themselves decently. There will be no swearing or foul language used to embarrass the referee, fans or other players. **THIS MEANS NO ABUSIVE LANGUAGE DIRECTED OR NON-DIRECTED TOWARD SOMEONE** (official's judgment). Any unsportsmanlike conduct occurring after the game may result in a one game suspension.
2. Unsportsmanlike conduct by a player includes:
 - a. use of disconcerting acts or words when an opponent is about to play the ball
 - b. derogatory remarks to officials or opponents
 - c. questioning or trying to influence officials' decisions
 - d. showing disgust with officials' decisions
 - e. using insulting language or gestures or baiting/taunting an opponent
 - f. making any contact with an opponent which is deemed unnecessary and which incites roughness
 - g. using any part of a teammate's body or any object to gain physical support for advantage in playing the ball
 - h. Unsportsmanlike conduct will be ruled as an Automatic Technical Foul and can be given out by the site supervisor.
3. **NO DRINKING** before and/or during the game...Any player/team suspected of drinking may result in termination of the game. **SITE SUPERVISOR DECISION**-No protest allowed.
4. If a person accumulates **two technical fouls throughout the season**, they are automatically out of the game plus the next two scheduled games, which may or may not be in the same league. If an individual accumulates **3 technical fouls** while playing in closed and/or any open leagues, he/she would then be suspended for a period of one year in all leagues. Written requests must be submitted by any individual suspended for the season, AND APPROVED, after any reinstatement can occur. In some cases, team sponsors will be notified and must also submit letters stating their employee/player will also act in an appropriate manner.
5. Any player who physically attacks or attempts to strike an official or player will automatically be barred from further play in this league or any other league sponsored by the Park & Recreation Department for a period of three to five years from the time of infraction. The Park & Recreation Department also reserve the right to make decisions it deems necessary to keep the integrity of the program.
6. Site supervisors have wide latitude of authority on matters which get out of hand or actions that are deemed inappropriate to adult recreation play. At any time, supervisors may eject individuals from the premises. This ejection will mean an automatic two game suspension.
6. Players should not be distracted from the score table, please do not obstruct the view of the scorekeepers at any time.
7. Dunking rule – we will now allow dunking, but only during game situations. Any dunking during warmups or after the game will result in a suspension. Also, any damage created to the hoops because of dunking will be the personal responsibility of the dunker. The City of La Crosse will pay the School District, and we will invoice the individual who created the damage. The adjustment to the dunking rule is provisionary – we will see how the season goes to determine the long-term future of the rule.

G. GENERAL RULES WHICH WILL APPLY:

1. Alternating Jump Ball
2. Five personal foul limit/player out for the remainder of game on the fifth foul. **CLOSED INDUSTRIAL** – 6 personal limit /player may remain eligible to play **if no subs are available**: however, each personal foul committed on and beyond the 7th will be treated as a technical foul situation. "Foul-technical" will not be recorded against the player's total technical foul record (see F-4) unless they are considered unsportsmanlike
3. BONUS will be in effect on the 7th team foul (per half). The double bonus is in effect on the 10th foul.
4. TECHNICAL FOULS (Unsportsmanlike): Opposing team will be awarded 2 points (no foul shots) plus receive the ball out.
5. INTENTIONAL FOULS: Opposing team will be awarded 2 points (no foul shots) plus receive the ball out. All calls are in judgment of the officials. In most cases, defensive players considered "playing the ball" would not be called for an intentional foul. Pushing, grabbing, holding, or tackling would be considered intentional (if flagrant, also a technical foul).

6. GAME TIME FORMAT

- i. Game time will begin immediately after the 4-minute warm-up (the horn will sound).
- ii. Two 20-minute halves (regulation game) running clock: Exception The clock will stop on all whistles during the final two minutes of the second half.
- iii. MERCY RULE: If a team is winning by 20 points in the final two minutes of the second half the clock will continue to run. Except time-outs!
- iv. Maximum – 3-minute half time.
- v. OVERTIME: 3-minute periods until a winner can be declared. Clock will stop on all dead balls under one minute.
- vi. TIME OUTS: 2 PER HALF (UNUSED 1ST HALF TIME OUTS WILL NOT CARRY OVER TO 2ND HALF). One time out is allowed for each overtime period. Time outs no utilized during regulation game time will not “carry-over” into overtime play.

7. SUBSTITUTES: Substitutes may only enter after checking in with the scorekeeper and after the horn has been sounded.

H. WIAA THREE POINT SHOT (All Divisions):

1. Three points will be awarded when a goal is scored from beyond the marked 3 point shot lines.
2. No part of the shooter's foot/feet may be on or inside the marked lines.
3. A player attempting a legal 3 point shot and fouled will be awarded 3 free throws instead of two. The 3 free throw rule will always apply.
4. A player will be awarded one shot if fouled and completes the basket.

I. STANDINGS – TIE BREAKERS:

1. Head-to-Head Competition
2. Sportsmanship
3. Best points scored/allowed ratio (only games played between the teams tied).
4. Team with least number of technical fouls accumulated throughout the season.

J. NO PROTESTS WILL BE ALLOWED!

K. The Park & Recreation Department reserves the right to move teams up or down a division according to previous years standing/level of play, this will be recommended by site supervisors.

L. Team Sportsmanship Rating- At the conclusion of each game, officials will be rating each team based on the conduct exhibited for that game. These ratings are very important as they will dictate not only involvement into the playoffs but also the teams' eligibility for the following year. Please read carefully the Team Sportsmanship Rating sheet.