

Bryant Parks & Recreation

Recreational & Competitive League Rules

Guiding Principles

The goal of this league is to provide a fun and educational basketball experience and the point of the game is to score more points than your opponent. However, the manner in which players go about that should be done by considering the ideals we have discussed in the Captain's meetings. This league is a competitive level program and should create an environment that encourages all the players to want to continue playing basketball and enjoy the game.

GENERAL RULES

- All players must be on their team's full roster in order to play. No exceptions! Player has to play in at least 3 regular season games to be able to play in the playoffs. No more than 12 players per roster. Once a player plays on a team they cannot switch to another team.
- Any and all dangerous equipment must be removed prior to participation.
- Jewelry cannot be taped or covered with a band-aid.
- Teams MUST wear the same color shirts (pinnies) WITH numbers on the back. Otherwise it will be a technical for each conflicting jersey. You can have ONE player with a shirt with no number, they will be #0. Any other player without a number will not be allowed to play.

THE GAME AND FIELD

- All games will be played at Bishop Park Center. Players must wear athletic clothing and appropriate footwear.
- **Game Length:** The game consists of two 20-minute halves with an intermission of five (5) minutes. The clock will run continuously, until the final two (2) minutes of the second half only if the game is within 15 points. At this point, the clock will be stopped for all dead-ball situations. The commissioner has the authority to shorten any game due to time restraints or any other reason.
- If your team is not there at game time for tip there will be a ten (10) minute grace period before a forfeit is given. Once you have the minimum number of players to participate (4), this results in a technical, NO TIP, and opposing team starts with ball.
- If a game is still tied after regulation, there will be two (2) minute overtime with clock stoppage during dead ball situations. If the game is still tied after overtime, there will be a tip-off at mid court with a "sudden death" format. The first team to score will win the game.
- Each team will have three regular one (1) minute timeouts for the game. Each team will receive one (1) regular timeout each overtime period. Timeouts do not carry over from regulation to overtime.

- **Special Areas of Play:** Subs may only enter the court with the referee's permission and only during dead balls.

PLAYER RULES AND FOULS

- A team will consist of five (5) players with a minimum of four (4) players on the court at all times to continue the game.
- The bonus will be in effect on the 7th team foul. The offended team will be awarded a one plus one free throw attempt. On and after the 10th team foul, the offended team will be awarded two (2) free throw attempts.
- The following is a partial list of prohibited acts for which a technical foul will be assessed for any of these infractions:
 - verbal abuse of an official
 - obscene gestures
 - taunting (ex. Blocking a shot and yelling at opponent)
 - fouls with intent to injure
 - fighting
 - entering the court without permission of an official
 - Non-Captain, players questioning officials about calls
- All technical fouls will count toward a player's total personal fouls. If you receive two (2) technical fouls in a game you are ejected from current game and next week's game. All technical fouls are two (2) shots and the ball possession.
- Player control fouls (offensive fouls) do not result in foul shots.
- There will be ZERO TOLERANCE for unsportsmanlike conduct of any kind. If a player is ejected from the game, he must sit for the next week's game as well. If a player is ejected twice in a season, he will be expelled from the league.
- The supervisor on duty reserves the right to remove any player from competition who has violated any City of Bryant League Policy or Rule and/or endangered any player or staff member.
- Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

Playoffs

- Playoffs will be a seeded, single-elimination tournament beginning at the end of the regular season. The top 80% of teams make the playoffs (from the regular season) with one round of games being played per week until semifinals.
- Playoff games will run the same as regular season rules, with the exception that double overtime will be one minute of stoppage play. If teams are still tied after the double OT, another one-minute time period will be held, so on and so forth until there is a definitive winner.