

Crews Recreation Center

Adult Men's Basketball League Format and Rules

I. Facility and Location

- a. Crews Recreation Center:
1201 Crews Road
Matthews, NC 28105

The facility is located directly behind the Matthews Police Department

II. League Format

- a. The Crews Recreation Center Adult Men's Basketball League will be broken into two sections: regular season and playoffs
- b. **Regular Season:** Each team will play a seven (7) game regular season that begins on February 10th. League game schedules will be emailed out to the Team Captain no later than February 8th.
- c. **Playoffs:** Playoffs will begin the week following the regular season. The playoffs will consist of a single elimination tournament with the top two (2) seeds earning a bye into the second round. Playoff schedules will be emailed to Team Captains by Wednesday following the final regular season game.

III. Equipment

- a. **Jerseys:** Teams must have jerseys of the same color and permanent numbers for each player in every game.
 - i. Numbers must be permanent and at least 6 inches high
 - ii. Tape on numbers will not be permitted
 - iii. Legible, numbers with permanent marker will be permitted
 - iv. T-Shirts are acceptable
- b. **Non-Jersey Penalty:** Any player who does not have a jersey that meets the above criteria will be assessed a technical foul.
This rule will be enforced, including the first week of play.
- c. **Balls:** Game balls and balls used to warm-up will be provided by the Crews Recreation Center.

IV. Rosters and Players

- a. All teams must submit a completed roster prior to the first game.
 - i. Rosters shall have a minimum of five (5) players and a maximum of ten (10) players
 - ii. Players may be added to your roster until March 3, 2019
- b. Each player on your roster must be at least 18 years of age.
- c. Teams must have at least four (4) players on the court to play
 - i. Any team that drops to three (3) players will forfeit

V. Team Captains Role

- a. Each team shall designate one (1) team captain before the season begins
- b. The designated team captain shall be responsible for all interaction with the officials
 - i. Captains may discuss rule interpretations by may not discuss judgement calls

- ii. Captains are expected to be respectful toward officials – the team captain does not have the right to question judgement calls or speak to the official in a rude or disrespectful way. **Penalty: technical foul.**
- c. Team captains are responsible for ensuring that all spectators who are with their team behave in an appropriate manner. **Penalty: technical foul.**

VI. Game Time

- a. Games will begin promptly at the scheduled start time
 - i. If a team only has four (4) players present at game time, they must play with four (4)
 - ii. If a team does not have four (4) players present at ten (10) minutes past the scheduled game time, they will forfeit the game.
- b. Games will consist of two (2) 20-minute halves.
- c. The clock will be running time except:
 - i. The final 2 minutes of the second half (unless a team is ahead by 20 points or more)
 - ii. An injury occurs that requires stoppage of the game for longer than a normal stoppage (this is up to the officials' judgement)
 - iii. A time out is called
- d. If teams are tied at the end of regulation, a two (2) minute overtime will be played
 - i. In overtime, the clock stops during the final 30 seconds
- e. If teams are tied at the end of the first overtime, they shall play a sudden death (first point wins) overtime period
- f. Officials may correct a mistake by scorekeepers
 - i. If a team request a scoreboard correction, and not mistake is found, that team will be charge with a time out.

VII. Official Score and Scorekeeper

- a. Captains or a team representative must fill out the scorebook at the scorers table prior to each game. Players first and last name along with the jersey number shall be entered into the scorebook.
 - i. Only player who are present shall be listed in the scorebook at the beginning of the game
 - ii. Players arriving late may be added to the scorebook without penalty
 - iii. Players may not enter the game until they've been entered into the scorebook.
- b. The running scorebook (kept at the scorers table) will be the official score and foul count
- c. Teams are encouraged to closely monitor the scoreboard and keep their own scorebook
- d. Teams shall alert officials immediately if any errors occur
 - i. If a team alerts the officials to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout

VIII. Putting the ball in play

- a. Jump balls will only be used to begin the game and to begin all overtime periods.
- b. All other jump ball situations (including half time) will be determined by alternating possessions
- c. The officials shall handle the ball after every whistle

IX. Time Outs

- a. Each team will be allowed two (2) one-minute timeouts per half
- b. Unused timeouts do not carry over between periods
- c. If overtime is played, each team shall be awarded one (1) timeout per overtime period

X. Fouls

- a. Any participant who is assessed five (5) personal fouls will be removed from the game (fouled out)
- b. A technical foul is considered a personal foul
Example: a player who receives four (4) personal fouls and one (1) technical has fouled out.

XI. Free Throws

- a. Players may enter the lane once the ball leaves the shooter's hand (on the release).

XII. Technical Fouls

- a. All technical fouls are two (2) shot fouls plus the ball at mid-court
- b. Any players who receives two (2) technical fouls in a game will be ejected from the game and will be suspended for minimum of one (1) game.
- c. **ANY PLAYER WHO RECEIVES THREE (3) TECHNICAL FOULS DURING THE SEASON WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON**

XIII. Flagrant Foul

- a. A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking, kneeling or an attempt to injure.
- b. Any player who receives a flagrant foul shall be ejected from the game and will serve a minimum of a one game suspension
- c. A flagrant foul will also count as a technical foul

XIV. Player Conduct

- a. Crews Recreation Center is a municipal recreation center who aims to create a welcoming environment for all players. As such, the following conduct expectations are in place for all adult basketball games.
- b. The following actions may result in a technical foul:
 - i. Use of profanity
 - ii. Complaining about or questioning an official's call be a non-team captain
 - iii. Persistent complaint about judgement calls be any player (including captains)
 - iv. Abusive or profane language by a spectator (team technical shall be assessed).
- c. The following actions shall result in a technical foul, double technical (ejection) or flagrant foul.
 - i. Use of profanity toward an official or an opposing player
 - ii. Making a comment that is personal in nature to or about an official or opposing player
 - iii. Any attempt to "bait," taunt or otherwise instigate an opponent
 - iv. An attempt to physically intimidate an opponent or official

- d. Any physical contact with an official will result ejection from the league and notification of authorities
- e. NOTE: The official's jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul or ejection.
- f. Alcohol and tobacco is not permitted to be on site during Crews Recreation Center activities.

XV. Fighting

- a. Any player who is ejected for, or found to be fighting will be ejected from the game and may be ejected from the league for the remainder of the season.
- b. Crews Recreation Center will use a strict definition of fighting, and shall impose the fighting for penalty for any of the following actions:
 - i. Throwing a punch (regardless of whether or not it is landed)
 - ii. Slapping or pushing a players' face or head area
 - iii. Grabbing or pushing a player during an altercation (exception, trying to restrain a player from your own team)
 - iv. Any violent, physical act on another player outside of the actions allowed in basketball
Example: throwing a player to the court
 - v. Any player who leaves the bench while an altercation is happening shall be considered to be fighting (exception: is an official specifically asks players to help to restore order).
 - vi. The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out of control situation.

XVI. Officials

- a. The officials for the Crews Recreation Center Adult Men's Basketball league are contracted from an outside officials' organization and are not employees of the Town of Matthews. However, the officials are expected to treat players in a professional and respectful manner, and uphold all of the rules and policies in this manual.
- b. Crews Recreation Center contracts for two (2) officials per game and intends to play each game with two (2) officials
- c. In the event that one (1) official is unavailable, a game may be officiated by one (1) official and will be considered an official game.
- d. In the even that either neither official is present, teams may decide to proceed in one of the following ways:
 - i. Solicit a volunteer(s) to officiate the game. The volunteer officials will be paid the officials' fee.
 - ii. Play a self-officiated game (teams will split the officials' fee).
 - iii. Declare the game a no-contest, so neither teams' standings are affected (teams will split the officials fee)
 - iv. If option i or ii are agreed upon, the game must be played to completion, unless an official arrives to complete the game (the game shall not be restarted).
 - v. Once a game has begun, it is considered an official game and cannot be replayed.

XVII. Team Conduct

- a. Any team which consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.
- b. Officials and teams shall report all poor sportsmanship to the Recreation Program Coordinator or on-site staff.

XVIII. Forfeits

- a. If you must forfeit, please call the Crews Recreation Center as soon as possible (704-708-1287).

SCHEDULE AND STANDINGS: All standings and schedules will be emailed to Team Captains.

CHAMPIONS: League and tournament champions will receive championship t-shirts.