



St. Petersburg Parks & Recreation Department

Basketball League Rules

All games played in accordance with the rules listed below.

ROSTERS

Each manager is responsible for the integrity of his/her roster. The maximum number of players is 20. If the manager intends to play, he/she must be listed on the team roster as a player as well as the manager. The "Official City Roster" is to be filled out completely in pen, legible, and turned into the scorekeeper prior to the first scheduled game time. Play will not begin until the rosters are turned in, but the game clock could start if the teams are not prepared and ready to go at game time. **Players are not legal until they have signed the roster. Illegal players will result in game forfeit for each game played as well as player and team manager suspensions.** All roster changes must be made by the end of the sixth played game. Roster changes can be made by adding and deleting from the official team roster with the scorekeeper. League supervisor approval must be given for roster changes. If adding to the roster, the new player must sign the roster prior to playing. A player must be removed from one roster before they can be added to another if playing in same league, and the change may only occur one time. Changes to the roster may be made at the league director's discretion after the third game played.

The only exception to this rule will be for teams who have sustained injuries and no longer possess substitutes (i.e., only five players remain). Substitutions must be made prior to the last game of the season. Any substitutions made after the deadline require the approval of the league director. It is the responsibility of the team manager to make sure everyone has signed the roster. Those who have not signed the roster will not be allowed to play as this is a liability risk.

WE STRONGLY SUGGEST having at least ten players or more on your roster to allow for unforeseen circumstances (i.e., injuries, players quitting, scheduling conflicts, etc.). You may have "back up" players on your roster, up to the 15 available roster spaces. These players must sign the roster before the rosters close at the end of the third played game.

Pick Up Players: To minimize forfeits and maximize play, the following pick-up player rule will apply:

If a roster player is not able to play, **you may pick up a player from your specific league.** This player must be a legal player and have signed their team's roster. You must let the scorekeeper know **immediately.** There will be a 4-point penalty per player picked up. You may only pick up a player to have five players on the team.

Playoff Rosters: Players must play in at least two regular season games to be eligible to play in the playoffs. The only exception to this rule will be for a late roster addition that was approved by the league director. This player must play in at least one game prior to the playoffs. Score sheets during the regular season will determine whether a player is eligible for the playoffs.

Grace Period: There will be a 5-minute grace period. The team must be ready to play within five minutes after the scheduled game time or a forfeit will be given to the team.

GAME RULES

Game Procedure: The manager will be responsible for completing a lineup card and turning it in to the scorekeeper prior to the start of game. The lineup must include the full legal names of the players present for the game. If a manager is late turning it in, the clock may be started by the league director. If a player is not listed on the lineup and shows up late, a technical foul will be given to the opposing team prior to the player entering the game.

Game Ball: The game ball will be provided by the Athletics Division.

Time: There will be four 10-minute quarters with a running clock. The only exceptions will be for timeouts, injuries, and the last two minutes of the second half if the score is within 20 points.

Time-out: Each team will have two time-outs per half. Time-outs do not carry over. Each team will have one time-out in overtime. Time-outs are approximately 45 seconds long but are at the discretion of the referees. Time-outs cannot be used to start a game (e.g., to avoid a forfeit).

Overtime: Overtime will be five minutes long with a running clock for the first three minutes. The clock will stop on dead balls

during the last minute of the overtime period if the score remains within 12 points. If the game is tied after overtime, the game will finish as a tie.

Substitutions: All substitutions into the game must be identified to the scorekeeper before the player enters the game.

Free Throws: Free throws will be awarded after each shooting foul is called by the referee. A player will receive the one and one bonus after the offending team has accumulated seven fouls each half. This rule applies to all fouls except shooting, offensive, technical, intentional, or flagrant. On the tenth foul and thereafter, the opposing team will shoot two free throws for all fouls except offensive fouls.

Halftime: Halftime will be approximately three minutes long, but the time is at the discretion of the referees.

Players: A team may play an entire game with four players. If a fifth player, who has signed the roster shows up, that player may enter the game.

Players Fouled Out: A player will be disqualified from a game after committing his fifth personal foul. A **45+ and 50+ league** player will be disqualified after a sixth personal foul.

Technical Fouls: Technical fouls are considered personal fouls. If a player commits two technical fouls in one game, he shall be disqualified from the game. If the technical fouls are of the flagrant nature (as determined by the referees and the program director), the player will need to vacate the gymnasium immediately and may be disqualified from future games. If a team commits three flagrant fouls, the team shall forfeit the game. All technical fouls are at the discretion of the program director and can result in forfeit, suspensions and/or expulsion from the league.

Jerseys and Shorts: Each player shall have a jersey of the same color as worn by the entire team with a permanent number on the jersey. If a player is on the court without a numbered jersey, that player shall receive a technical foul and will not be allowed to reenter the game. All jerseys must always be tucked in. Shorts with pockets are not permitted. Failure to follow the uniform policy can result in a technical foul. Only players dressed in team jerseys may be allowed on the team's bench during the game.

Speedball: Speedball is an international rule that allows players to bypass checking the ball with the referee(s) before in-bounding the ball. This rule will NOT be in effect for this league. Before the ball re-enters play, it must be checked by a referee.

PROCEDURE FOR PROTESTING PLAYER NOT ON TEAM ROSTER

A check in the amount of \$50 payable to the City of St. Petersburg must be submitted to the scorekeeper at the **time of protest**. The manager may request a player's picture ID from the scorekeeper and official. Player must provide a picture ID which will be compared with the roster to make sure the player is not playing under another person's name. If the ID and the player's name match, the game is continued. If there is no picture ID, the game is forfeited. The scorekeeper will circle the player(s) in question and indicate in the remarks section the reason for the protest. The Athletics Office will check the records and determine the outcome.

If the protest is upheld, the check will be returned. If the protest is not upheld, the check will not be returned. All protests need to be made before the player in question enters the game. Scorekeepers and City staff reserve the right to check IDs at any time.

FORFEITS

After two "no-show" forfeits, the St. Petersburg Parks & Recreation Department reserves the right to remove the team from the league program and revoke their right to priority registration. **No refunds will be given.** If you know before your scheduled game time that you will not be able to field a team, call the Athletics Office at (727) 892-5224 so that we can notify the other team and officials. The sooner you call, the better. Any team forfeiting during the season will be eliminated from all league tiebreakers.

Forfeits may result from teams showing up late to their game. A 5-minute grace period will be given at the scheduled start time of each game. At the end of the five minutes, if a team is not ready, the game shall be a forfeit. **NO EXCEPTIONS** will be made to this rule.

OTHER IMPORTANT INFORMATION

- Minimum player age is 18 and must be out of high school to participate in the Men's Basketball league.
- Players in the 40 or 45 and up league must turn 40 or 45 during the season. Must show ID and proof of age.
- For league information concerning rules, schedules, rosters, and standings, please visit our adult sports website at www.stpeteparksrec.org/sports.
- Fighting before, during, or after the game and on or off the court, will not be tolerated and will be dealt with severely.
- All players must wear closed-toe athletic shoes.
- A team trophy will be awarded to the league winner as well as the winner of the league playoff tournament.
- Foul language and verbal/physical abuse directed at a player or referee will be just cause for player suspension.
- The league director reserves the right to monitor and move individual players and or teams from leagues in which they are not of level play.
- All players must always have personal identification with them.
- Team uniforms are required.
- **Team registration MUST BE PAID IN FULL by the third week or that game and each game thereafter will result in a forfeit until payment is made.**
- All league information (game schedules, standing, etc.) will be available online at www.stpeteparksrec.org/sports.
- Sign up for FREE automated texts or emails to be sent to you (and your players) when a rain out or any changes to the game schedule may occur. For rain out status, view www.stpeteparksrec.org/athletics or call 727-877-2236.

UNSPORTSMANLIKE CONDUCT

Players, coaches, managers, other team members, and spectators will not make disparaging or insulting remarks to or about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike conduct. Penalty could result in player ejection, removal of the spectator, and if needed, forfeit of the game. Any use of cursing/swearing/profanity of any kind during league play may result in immediate ejection from the game. THIS is your warning:

UNSPORTSMANLIKE BEHAVIOR WILL NOT BE TOLERATED AND WILL BE SUBJECT TO PENALTY AT THE REFEREE OR LEAGUE DIRECTOR'S DISCRETION.

Player Conduct: No player shall threaten an opposing player, spectator, official, or scorekeeper in any manner. Threatening conduct may result in player ejection or removal from the league altogether. This is at the discretion of the program director.

League Ejection Policy: Any player or coach ejected from a game will be out the remainder of that game and the following two weeks. Players or coaches must leave the gym when ejected and cannot return until the suspension is served. Any player or coach involved in a fight will be suspended from play, and/or ejected for the remainder of the season.

Severe Unsportsmanlike Conduct: Any severe unsportsmanlike conduct, while players or coaches are still on-site (before, during, or after games), will result in ejection from the league. The St. Petersburg Parks and Recreation Department Athletics Division reserves the right to remove any player or coach that disrespects the officials, coaches, or the game of basketball.

Profanity Rule: If a player uses profanity in an excessive or loud outburst, regardless of whom it is directed at (including him- or herself), an ejection or a technical foul may be given to that player. NO warning is needed. All profanity rule violations will be determined at the league director's discretion. Any intentional violations of this rule for any reason can result in a forfeit or ejection.

EJECTED PLAYER

An ejected participant must leave the grounds immediately and have no contact with the officials or participants in the game. Failure to comply may result in forfeit or the player may be trespassed by the police from the park. A substitute is allowed in the ejected player's position. Once ejected from a game, a minimum two-week suspension will follow automatically. Depending on the severity of the ejection, players may be removed from the league for the remainder of the season or terminated from the athletic leagues. This decision will be made by the league director and City supervisors. The suspension includes all sports and all nights of scheduled games. This ejection could carry over into the following season if applicable. If the player ejected is not a legal player on the roster (all players must SIGN the roster), the coach will also be suspended for two games. **The league director has the discretion to add a longer suspension due to the severity of a player's actions or if the player has had prior ejections.**

ALCOHOL AT THE GYMNASIUM

It is *ILLEGAL* to have alcohol on City owned property (City Ordinance Section 21-38A). Any team found with alcohol in the gymnasium could result in forfeiting the game. Players, coaches, and team affiliates may not leave the gymnasium during the game to drink alcohol. Team and player penalty will be at the official's and/or City representative's discretion.

If any team is found drinking alcohol in the park, including the surrounding parking lots, any City representative may impose a forfeit of a future game. If a team has TWO forfeits due to drinking alcohol, they will be removed from priority registration. This includes, but is not limited to, spectators, players, coaches, managers, and any team affiliates.

If you have any questions, concerns, or compliments, please call the Athletics Office at (727) 892-5224.
Thank you for your continued support of the St. Petersburg Parks and Recreation Department's basketball program.