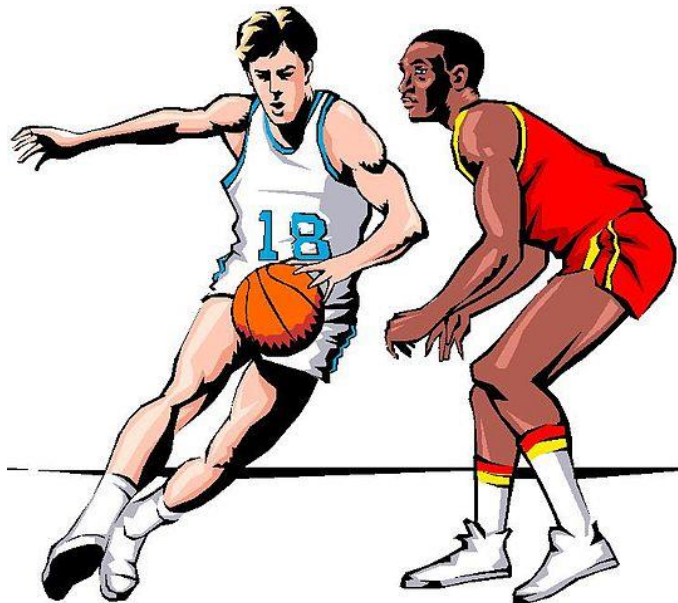




2019 Summer Adult Basketball League Manager/Player Handbook



Revised: 6.18.19

Rome-Floyd Parks & Recreation

2019 Summer Adult Basketball League Calendar

- ★ Summer Registration Begins May 20th- June 12th
- ★ Free Agent Night Monday June 10th
- ★ Team Manager Meeting Tuesday June 18th
- ★ Regular Season Begins Tuesday June 25
- ★ Playoff Tournament Begins Week of July 23rd(Tentative)

Rome-Floyd Parks and Recreation

18 & Over Summer Basketball League Rules

Age Control Date: Age prior on or before January 1st of the current year

League Director: Jay Houston (706)676-8570, houstonj@floydcountyga.org

Section I- Governing Rules

- A. Games are governed by the current rules and regulations of the GHSA constitution/bylaws and the National Federation Edition of Basketball rule book. Any rules not covered by these associations will be in these league by laws.

Section II-Court & Ball Specifications

The following basketballs, goals heights and free throw shot lines will be utilized:

Age Division	Ball Size	Goal Height	Free Throw Line
18 & Over Men's Basketball	29.5/30"	10'	15'

- A. Only registered players and team captains will be allowed on the bench/sideline area at any time. **Players MUST have a picture ID with them at games for proof of registration.**
- B. All Coaches and players must sit on the bench properly. No sitting on the backs or standing on the player benches.
- C. Only the head coach/team manager will be allowed to stand up and coach. The assistant coach/ assistant manager must remain seated.
- D. Please clean your bench area before leaving your game. Keep it clean for the next team who will be sitting there.
- E. No tobacco, alcohol or controlled substances are allowed in the facility. Violation of this rule will result in the team being ejected from the league. Managers will be held responsible for their players.

Section III. Player Eligibility/Team Formation

- A. All teams must submit a completed roster prior to their first game. Rosters shall have a minimum of (7) seven players and a maximum of (10) players. To become eligible for participation, each player **MUST** sign the official adult roster and sportsmanship agreement.
 - ★ **PENALTY:** Any teams that have not completed signing off on rosters and sportsmanship agreements will forfeit any games played. Incomplete rosters render player's ineligible, which are grounds for forfeit.
 - ★ If a team uses an unregistered or ineligible player in a league game, the game will be ruled a **FORFEIT**. The ineligible player will be suspended, and the offending team will be placed on probation for the remainder of the season. If a second offense occurs, the team will be suspended from the league.
 - ★ Teams are allowed **only** 2 forfeits during the season. After 2 forfeits, team will be removed from the Adult Summer League without refund of registration dues.
 - ★ Any team that drops out of the league after the Preseason Schedule has been created **will not** receive a refund of registration fees.
 - ★ A player cannot play on 2 or more teams within any division in the RFPRD Men's Basketball Summer League.
- B. Rosters must contain a current address and name for each player
- C. Players may be added to your roster prior to the 3rd game of regular season (Week of June 1st).
- D. Each player on your roster **MUST** be at least 18 years of age
- E. All games played without a roster will be forfeited
- F. Team must have 5 to begin the game, but can end a game with as few as 2.
- G. Coaches are to turn in their lineup, designating the game's five starters, at least five minutes prior to the start of the game.

Section IV- Player Equipment & Uniforms

- A. All players are required to wear rubber soled athletic shoes
- B. Team managers are responsible for collecting payments and ordering matching uniforms.
- C. All team uniforms **MUST** be the same single solid color for all team members.
- D. It is recommended that teams wear matching color compression shirts during the game.
- E. All jerseys are required to have numbers at least 4" on the front and 6" on the back.
- F. Legal/Illegal Jersey numbers list:

Legal numbers include: <ul style="list-style-type: none"> • 0-5 (DO NOT USE 01,02,03,04,05) • 10-15 • 20-25 • 30-35 • 40-45 • 50-55 • 0 & 00 are legal. (Cannot use both) 	Illegal numbers include: <ul style="list-style-type: none"> • 6-9 • 16-19 • 26-29 • 36-39 • Etc.
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- G. 0 & 00 are legal numbers. However, 2 players on the same team are not allowed to wear both.
- H. Players are **NOT ELIGIBLE** to play in a game if they do not have a jersey
- I. No two players on the same team may wear the same number. **Players can not share the same jersey during the game or after a player has fouled out.**
- J. Players caught sharing jerseys or wearing jerseys with illegal numbers are subject to a technical foul.
- K. All team names must be approved by league Sports Director.
- L. It is required that players remove all hats, rags, & jewelry (rings, necklaces, earrings, beads in hair, fit-bits, etc.) before participating in any game. Referees have the authority to require that such jewelry be removed before a player can participate.

Section V: League Format

The Rome-Floyd Parks & Recreation Summer Adult Basketball League will be split into two sections: Regular Season and Post- Season Playoffs (Single Elimination)

Regular Season: Each team will play 6-7 regular season games. Regular season will begin on Tuesday June 25th. (amount of games depends on the total number of teams completely registered)

Playoffs: Playoffs will begin the week following the regular season. Playoff schedules will be posted on the Friday following the final regular season game. **Playoffs are single elimination.**

Team Manager's Responsibilities

- A. Each team shall designate one team manager before the season begins. Teams are encouraged to appoint an assistant manager in case of an absence of the head coach/manager.

- B. The designated team manager (and only the team manager) shall be responsible for all interaction with the officials
- ★ Team captains may discuss rule interpretations but may not discuss judgment calls
 - ★ Team Captains are expected to be respectful toward officials – the team manager does not have the right to question judgment calls or speak to the official in a rude or disrespectful way. A technical foul will be called for any unsportsmanlike conduct. Resulting in the opposing team being awarded with (2) free throws and possession of the ball.
 - ★ Team captains are responsible for ensuring that all players and spectators who are with their team behave in an appropriate manner. Penalty: technical foul.
 - ★ The team's captain is responsible to disclose the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed. If a manager refuses to disclose a player's information after the game, he or she (the manager) will be assessed a technical foul and be held out of future games until the name is disclosed.

Game Length/Format

- A. Games will begin promptly at the scheduled start time
- B. If a team does not have five players present after the ten-minute grace period, they will forfeit the game. There will only be a grace period for the first game of the night (6:30PM)
- C. Games will consist of four (4) 10 minute quarters, with running clock, except for the final 2 minutes of the fourth quarter. During the final 2 minutes of the fourth quarter, the clock will be stopped at all dead balls in accordance to Georgia High School Association Rules.
- D. Halftime is 5 minutes
- E. Timeouts: Teams are limited to two (2) 60 second timeouts and one (1) 30 second timeout per game.
- F. Substitutions are allowed at each dead ball, during timeouts, and in case of an injury.
- G. If teams are tied at the end of regulation, a two-minute overtime period will be played. Overtime periods will continue until a winner is declared.

Tie Breaker System

Playoff seeding will be based on wins and losses during the regular season. If two or more teams have identical records, the tiebreaker system for seeding purposes will be:

1. Head to Head Points (between the teams that are tied)
2. Points Allowed (between the teams that are tied)
3. Points Scored (between the teams that are tied)
4. Point Differential (Amount of points scored minus points allowed, between teams that are tied)

Overtime Rules

- ★ (1st and 2nd overtime) - Overtime periods will begin with a jump ball. Followed by alternating possessions for each concluding jump ball that may occur. Three-minute overtime will be played. Each team will be allowed two (2), 30-second timeouts during the overtime period. Timeouts do not carry over from previous quarters or to the next quarter. The clock will stop only under 1 minute for all whistles during the overtime period.
- ★ All fouls are carried over to each overtime period
- ★ Regulation timeouts cannot be carried over into overtime.
- ★ (3rd & Following Overtime) One (1) minute overtime will be played. Teams receive (1) 30 second timeout in these overtime periods. The clock will stop only under 1 minute for all whistles during the overtime period.
- ★ Overtime periods will continue until a winner is declared.

Officiating and Scorekeeping

- 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. Time Outs- Each team will be allowed two (2) 60 second timeouts and one (1) 30 second timeout per game.

D. Unused timeouts do not carry over between periods. If overtime is played, each team shall be awarded two (2), 30 second timeouts in the first two overtime periods. One (1) 30 second timeout will be awarded in the 3+ overtime periods.

E. Dunking is allowed in games, however, players may not hold onto the rim

★ Players holding onto the rim (even briefly) will be assessed a technical foul

F. **Fouls**- Any participant who is assessed five (5) personal fouls will be removed from the game (fouled out)

7 Team Fouls – 1 and 1 (Bonus)

10 Team Fouls – 2 Shots (Double Bonus)

★ A technical foul is considered a personal foul. Example: a player who receives four personal fouls and one technical has fouled out.

★ A player shooting a three point shot when fouled shall receive three free throws

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

★ Shooter MUST wait until ball hits the rim.

★ Players must hold their position during free throws

Technical Fouls- All technical fouls are two (2) shot fouls plus the possession of ball at mid-court. Any players who receives two technical fouls in a game will be ejected from the game and will be suspended for one (1) additional game by the league director.

★ ANY PLAYER WHO RECEIVES THREE TECHNICAL FOULS DURING THE SEASON WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON. Refunds will not be given for expelled players or teams. Players who receive their 3rd technical foul during the final game will be suspended for the entirety of next season.

★ Any misinformation about a technical foul may result in a team suspension. The following will be considered misinformation 1. Refusal to give the scorer's table the offending players name 2. Lying about the name of a player who's received a technical 3. Attempting to play with a suspended or unregistered player

★ **Flagrant Foul**- 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, kneeing or an attempt to injure. Any player who receives a flagrant foul shall be ejected from the game and will serve a minimum of a one game suspension

★ A flagrant foul will also count as a technical foul and automatic ejection. Ejected player must leave the facility.

Substitutions- Substituting players will only be recognized after they have reported to the scores table and check in. After checking in with scores table, players must take a knee in front of the table until the officials call them into the game. Players are **NOT** allowed to just run on to court without checking into scores table.

Player Conduct

Rome-Floyd Parks and Recreation is a city/county recreation agency who aims to create a welcoming environment for all players and the community. All programs/activities, including the Summer Adult Basketball League is to promote healthy lifestyles and positive community involvement. As such, the following conduct expectations are in place for all adult basketball games. There will be zero tolerance. No exceptions! The following may result with a technical foul:

- A. Use of profanity
- B. Complaining about an official's call by a non-team captain
- C. Persistent complaint about judgement calls by any player (including team captains)
- D. Abusive or profane language by a spectator (which can potentially lead to a technical foul being assessed).
- E. Profanity used towards an official or an opposing player
- F. Making a comment that is personal in nature to or about an official or opposing player.
- G. Any attempt to "bait," taunt or otherwise instigate an opponent
- H. Any attempt to physically intimidate an opponent or official
- I. Any physical contact with an official will result in lifetime ban from the league and notification of authorities. NOTE: The officials' jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after the games are all subject to a technical foul, flagrant foul or ejection.

Fighting/Altercations

- ★ Any player who is ejected for, or found to be fighting will be ejected from the game and will be ejected from the league for the remainder of the season.

Rome-Floyd Parks & Recreation will use a strict definition of fighting, and shall impose the fighting for penalty for any of the following actions:

- A. Throwing a punch (regardless of whether or not it is landed)
- B. Slapping or pushing a players face of head area
- C. Grabbing or pushing a player during an altercation (exception, trying to restrain a player from your own team)
- D. Any violent, physical act on another player outside of the actions allowed in basketball
Example: throwing a player to the court
- E. Any player who leaves the bench while an altercation is happening shall be considered to be fighting and ejected from the game.
- F. 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 unsafe environment.

Officials

The officials for the Adult Basketball league are an extension of the RFPRA. The officials are expected to treat players in a professional and respectful manner, and uphold all of the rules and policies in this manual.

Team Conduct

Any team which consistently exhibits poor sportsmanship may be removed from the league AND will not be refunded registration fees. There is a zero tolerance policy. Officials and teams shall report all poor sportsmanship to the league director.

Sportsmanship/Conduct Rating

Sportsmanship will be rated on a 1-5 rating scale. Supervisors and officials will have input into the team's rating and are encouraged to uphold good sportsmanship from each participant, spectator, and team. A sportsmanship rating will be given to each team following every contest. The team rating is final, even if the game is not completed due to any circumstance. Any questions regarding the rating system should be relayed by the team manager by 5:30 PM the next business day to the League Director. In order to make the playoffs for the 2019 season, a team must finish the season with no less than a (3) three game average sportsmanship rating. Any team with less than a (3) three rating will not be allowed to participate in the playoffs and

will only play the regular season. **No postseason participation will be offered. No refund will be issued.**

SCHEDULE AND STANDINGS:

Games will begin at 6:30PM & 7:30PM on Tuesdays and Thursdays at Gilbreath Center (110 Garden Ave SE. Lindale, GA 30147) & Anthony Center (2901 Garden Lakes NW Blvd Rome, GA 30165)

In the case of forfeiture, teams will be allowed to scrimmage prior to the next scheduled game.

All standings and schedules will be posted on team sidelines following each game

Awards will be given to the tournament champion team ONLY. No regular season awards will be given.

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