

**CLAYTON PARKS AND RECREATION  
ADULT BASKETBALL LEAGUE RULES**

5/15/08

1. Clayton Parks and Recreation will follow MSHAA High School rules except for the following:
2. A team will be allowed 5 minutes past the official game start time to produce a minimum of four rostered players before a forfeit is declared. The clock will start at the official game time regardless of how many players are produced. A team may play with four players against a team with five players and it will be an official game. No team may start or end a game with less than four rostered players and be declared an official game. Any less than four players for a team at any time on the court will result in a forfeit.
3. Borrowing of players is not allowed. If a team cannot produce four players, they will forfeit the game.
4. If a team forfeits twice during the season, the team will be removed from the league with no refund given.
5. A team's shirts must be of the same color. Each player shall be numbered with no number being used more than once. If in the officials or scorekeepers opinion the uniforms or numbers on the uniform are not suitable teams will be required to wear pennies and/or individual scoring statistics will not be kept.
6. The team listed first on the schedule is the home team. The home team will sit to the left of the scorer's table. If any color conflict occurs the visiting team must change colors or wear the pennies provided.
7. The league will consist of a 10 game regular season.
8. Playing time shall be two 20-minute halves. The clock will run continuously with the following exceptions:
  - The clock will stop for all time outs. Time will resume on a live ball.
  - The clock will stop on an official's whistle during the final two minutes of each half.
  - Half time shall be 5 minutes in length
  - Overtime shall be 2 minutes in length with the clock stopping on an official's whistle or a timeout.
  - There will be only one overtime period. If the overtime period ends in a tie the game will remain and scored a tie.
9. A team will receive two time outs a game. A team **will not** receive an additional time out for overtime.
10. **Free throws** - Players may enter the lane after the release of the ball.
11. **Substitutions** – Proper game substitutions must be made. Players must report in at the scorer's table before entering the court.
12. **Mercy Rule** - If a team is ahead by 20 or more points the clock will run continuously the final two minutes of the game.

13. Once a player commits their fifth foul they have fouled out of the game. They may stay in the game only if there are no players on the bench to substitute in their place. If the player that has committed 5 fouls stays in the game, every time they commit another foul the opposing team will be rewarded two points and possession of the ball.
14. The official's calls are final. Any player or captain who receives a technical can remain in the game. The other team will receive 2 free throws and awarded the ball. Any player that receives a second technical, in the same game will be ejected from that game. If a player is ejected from more than one game, she will be suspended from league play. Excessive arguing with officials will result in expulsion of a player from the gym for the evening.
15. Any player or captain who threatens any league official or representative in any way, (verbal or physical abuse will not be tolerated) will be banned from the league indefinitely. This may also result in team penalties or loss of game.
16. Any players fighting will result in forfeiture of the game. Players involved in the altercation will be suspended from the league indefinitely. Any player who verbally threatens another player or team may also be suspended from the league.
17. The league supervisor will determine length of suspensions.
18. All issues regarding officials must be addressed immediately with the league supervisor.
19. The team's captain will be the contact person regarding all league schedules, standings, general information, suspensions and any items that need to be passed along or addressed to the team.
20. It is the duty of the captain to relay all information given to her team.
21. All teams must have a roster on file with the scorekeeper. All rosters must be turned in before the first game of the season. If a roster is not turned in, the team will forfeit every game until a roster is turned in. Once a roster is turned in, changes may be made only by approved by the League Supervisor. Teams who do not comply will not be allowed to participate.
22. **Rosters may be checked. An illegal player will result in forfeiture of game. All roster checks must be requested by half time. It is the captain's responsibility to ask for a roster check. All checks are to be done by a scorekeeper or official.**
23. If a team forfeits, for any reason, that game will not be rescheduled.