



Adult Basketball League

General Rules and By-Laws

Managers and players are responsible for knowing and adhering to the rules and by-laws.

PROGRAM OBJECTIVE

- To provide the opportunity for adults to play basketball in an organized program designed to emphasize recreation, fair play, and sportsmanship.

MANAGEMENT AND AUTHORITY

- The Recreation Division will be responsible for scheduling games, providing gymnasium facilities, basketball league supervisor, officials, scorekeeper, and league administration.
- Neither the City of Olathe, nor its agents and employees are responsible for any injuries or accidents incurred by players or spectators.
- The Recreation Division reserves the authority to forfeit any games in which infractions of the rules have been committed.
- The Recreation Division reserves the right to remove any player from competition for part or the entire season for unsportsmanlike conduct of any nature.
- All personnel employed by Recreation Division have the authority to evict a player(s) or spectator(s) from the game or facility for unsportsmanlike conduct.

TEAM ROSTERS

- Each team roster will consist of no more than 15 players.
- Rosters will remain open during the current session.
- A player who signs a roster with a team is the property of said team until the current session has ended or until the said team's manager releases the player.
- All players become free agents at the end of the current session.
- A player can sign a roster to play on multiple teams, but those teams cannot be in the same league in the same session.
- A player's signature is required on the roster form. Team participants must sign their own name on the roster form.

PLAYER ELIGIBILITY

- Players must be:
 - a) A minimum 18 years of age or a high school graduate.
 - b) Properly registered on the team roster.
- No player, who is a current member of a High School or College, varsity or reserve team, is eligible to play.
- Players cannot play on more than one team in the same league.

RULES PROTESTS

- Decisions based on the judgment of the official are final and not subject to review. A rule violation protest must be made at the time of the incident in question to the scorekeeper/gym supervisor and will be ruled on immediately by the scorekeeper/gym supervisor and the appropriate action taken that is dictated by the NFHSA and the published league rules.

LEAGUE STANDINGS

- Standings of teams tied in the win-loss column will be determined by previous head to head competition. If the preceding does not determine a winner, the differences between total points scored and total points allowed will be compared. If there is still a tie, placement will be decided by a coin toss.

AWARDS

- The first place team winners will be awarded 'League Champions' t-shirts.

LEAGUE RULES

- **The National Federation of High School Athletics basketball rules apply except as amended below:**
 - a) A team must have at least (4) players to start a game and (2) players to continue the game.
 - b) **NO DUNKING IS ALLOWED**
 - c) The game will consist of two 20-minute halves with a 5-minute halftime.
 - d) The clock will run continuously and stop only for timeouts, injuries, and/or during the last 3-minutes of each half on all violations and infractions.
 - i. If there is a lead of (20) or more points in the second half, the clock will run continuously during the last 3-minutes (even if the lead drops below twenty points).
 - e) If the game is tied at the end of the 2nd half, a 3-minute overtime period will be played. If the game continues to be tied, additional 3-minute overtime periods will be played as necessary to determine a winner. During overtime periods, the clock will stop on each whistle.
 - f) Each team is allowed two 1-minute timeouts per half and one 1-minute timeout per overtime period. Time-outs do not carry over from half to half or overtime to overtime.
 - g) Each team must furnish its own set of same-colored t-shirts or jerseys with permanent numbers on the front and/or back. The City of Olathe will furnish the game ball and score keeping.
 - h) **Start Time and Forfeitures:**
 - i. It is the responsibility of each team to be on time.
 - ii. Game time is starting time. However, if one team does not have (4) players, a 5-minute grace period can be given at the discretion of the opposing team's manager. The game will begin as soon as the fourth player arrives. Teams with fewer than (4) players after the 5-minute grace period, if granted, will forfeit the contest. If both teams have fewer than (4) players, both teams will have up to 10-minutes to field their team. A forfeit will be recorded for both teams if neither team has at least (4) players after the 10-minute grace period.
 - iii. If known ahead of time, all forfeits must be reported to the Program Manager at 913-971-8627 at least 24 hours prior to game time. This is to enable us to notify game personnel and opposing teams in advance. The Program Manager will not reschedule games that are forfeited without notice.
 - iv. After a team's second forfeit without notice, said team is automatically removed from the league for the remainder of the session, and **no refund of registration fee will be issued.**

- i) A team is responsible and will be penalized for the actions of players and fans. Abusive profanity and fighting will not be tolerated.
- j) Children are expected to remain in the designated bleacher area under the supervision of an adult at all times. Children will not be allowed to shoot baskets or come onto the playing floor.
- k) Only adult managers, players, or coaches will be allowed to sit at the team bench.
- l) All technical fouls will be 2 free throws and the ball out of bounds.
- m) Unsportsmanlike Technical Fouls:
 - i. All Unsportsmanlike Technical Fouls will result in player ejection and can and will be accumulated throughout the current session.
 - ii. 1st Unsportsmanlike Technical Foul will result in immediate ejection from the game, and the player/coach must leave the facility. If the unsportsmanlike technical foul occurs in the first half of the game, the player is eligible to play in the entire next game. If it occurs during the second half of the game, the player is not eligible to play during the first half of that team's next game.
 - iii. 2nd Unsportsmanlike Technical Foul will result in same penalties as 1st Unsportsmanlike Technical Foul plus a 1-game suspension from any and all leagues in which the player participates.
 - iv. 3rd Unsportsmanlike Technical Foul will result in immediate ejection from the current game plus an automatic disqualification for remainder of the session.
 - v. Depending on the severity of the infractions, further action may be taken with the approval of the Program Manager.
 - vi. If (3) Unsportsmanlike Technical Fouls are issued to a team during a game, the game will be stopped and declared a forfeit. In addition, the team will be placed on probation for the remainder of the session, and if any player from that team is issued another Unsportsmanlike Technical Foul, the manager will be suspended for a minimum of one game.
- n) Participation of an ineligible player will result in the forfeit of all basketball games in which the ineligible player participated.
- o) The Program Manager and Parks & Recreation Department reserves the right to disqualify any player, coach, or team who does not adhere to rules of the league.

PLAYER CONDUCT

- Any player or representative of a team that verbally or physically harasses or abuses an official or opposing team player(s) before, during, or after a game will receive a minimum (1) year probation, and the player's team can receive the same degree of penalty.
- Any player who strikes, intimidates, or deters any official or representative or the Parks & Recreation Department from completing his and/or her assigned duty will be prohibited from playing or coaching in any league(s) sponsored by the Parks & Recreation Department for a minimum of (2) years. Second offense will result in an indefinite exclusion from Parks & Recreation Department programs.
- Any player(s) who strike another player (including a player who strikes back after being struck) will be penalized as follows:
 - a) Ejection from the game and a two game suspension, plus a (1) year probation for said player and his/her team. Resulting penalties will be at the discretion of the Program Manager and Parks & Recreation Department in reviewing any and all incidents.
- The Program Manager and Parks & Recreation Department reserves the right to disqualify any player, coach, or team who does not adhere to the rules of the league.

SPORTSMANSHIP POLICY

PURPOSE

- To define unsportsmanlike behaviors which are inappropriate in Department sponsored sports and to set forth procedures, penalties, and appeals.

POLICY

- It shall be the policy of the Department not to tolerate unsportsmanlike behaviors in any sports programs that are originated by the City.

DEFINITIONS

- The following types of behavior are considered unsportsmanlike and are deemed inappropriate for those participating in sports programs provided by the City of Olathe, Recreation Division and will not be tolerate:
 - a) The consumption of alcoholic beverages on the facilities by participants and/or spectators.
 - b) Any participant and/or spectator in an intoxicated condition.
 - c) Any behavior in which the intent is to inflict or threaten physical harm to another person (player, coach, official, site supervisor, spectator, etc.). This includes, but is not limited to, throwing a piece of equipment at another person, fighting, pushing or shoving players, officials, site supervisors, and/or spectator, etc.

PROCEDURES

- Procedures for the above unsportsmanlike behaviors are as follows:
 - a) The sports official (umpire, referee) and/or the Site Supervisor are authorized to implement the established procedures when they observe unsportsmanlike behaviors displayed by players, coaches, and/or spectators.
 - b) The offending player, coach and/ or spectator will then be notified that they have one-minute to remove themselves from the facility.

PENALTIES

- Any player or coach ejected from a game for severe unsportsmanlike behavior will face an automatic one-week suspension from Recreation Division league play.
- A player or coach not removing themselves from the facility and/or premise within one-minute after being cited for unsportsmanlike behavior will cause their team to forfeit.
- A spectator shall cause the forfeiture of the game if they do not remove themselves from the facility and/or premise within one minute of being cited for unsportsmanlike behavior. Police actions may also result, if so warranted.
- Any player or coach ejected for a second time during a season for severe unsportsmanlike behavior will result in that person being unable to participate in any City of Olathe, Recreation Division sports program for a minimum of one full year. The return to participation must be approved by the Sports Supervisor after interviewing the suspended individual.

- In cases of flagrant unsportsmanlike conduct, a participant's and/or coach's return to league play may be withheld for an unspecified amount of time by the Program Manager and the Recreation Superintendent, even after the first incident.

APPEALS

- Persons cited for unsportsmanlike behavior may appeal in writing to the Program Manager within 48 hours. The Program Manager will chair a committee of league managers to hear all parties involved and determine if the original decision will be upheld or overturned.

These rules are designed to allow for an enjoyable recreational experience for everyone in the program. Managers are responsible for making their players aware of these regulations.