

## City of Marshalltown Parks and Recreation Department

### Adult Men's Basketball Rules & Procedures

The City of Marshalltown Parks and Recreation Department will follow the rules of the **National Federation of High School Associations (NFHS)** with the following exceptions and inclusions:

1. Managers must record ALL team members' first and last names onto the score sheet prior to game time. If a player enters the game and is not listed, the team will be assessed a technical foul.
2. Before each game, each team should pay one of the referees \$30. If there is only one referee then each team will give them \$25.
3. Teams must also provide a scorekeeper/clock operator for one game each night. See the schedule as to what game you are responsible for and make sure someone shows up or stays after.
4. A team must have at least four players to start play.
5. Forfeit Time: If a team does not have enough players to start a game at the scheduled time, the clock for the first quarter will begin at that time. Once a team has enough players, the game can then begin. However, for each minute that has gone off the clock prior to a team having enough players, the opposing team will be awarded four points. If a team does not have enough players at the end of the first quarter, the game will be declared a forfeit. (Must be 4 players on the court). **IF YOU FORFEIT YOUR GAME YOUR TEAM WILL BE RESPONSIBLE FOR PAYING BOTH REFEREES.**
6. A game will consist of two, 20-minute halves.
7. The clock will run continuously, except for time-outs, or injuries. The clock will be stopped for any dead ball situations during the last two minutes of each half unless a team is ahead by 15 or more points. There will be a 3-minute half time.
8. Each team will be allowed two (2), one-minute timeouts per game. Teams that try and use more than 2 timeouts will be assessed a technical foul.
9. Overtime Periods: The first and second overtime periods will be three minutes in length and the clock will stop for any dead ball situations under one minute. All other overtime periods will be one minute in length with a stop clock for the entire minute.
10. Each team will be allowed one timeout per overtime. Alternate possession arrow will determine which team has first possession.
11. The home team, as determined by a coin flip before the game, will receive possession of the ball at midcourt to start the game. After the game begins, the possession arrow will determine ball possession for jump balls and the start of each quarter or overtime.
12. During free throws, players may enter the lane after release. Except for the free thrower, who must wait until the ball touches the rim, backboard or the free throw ends.
13. Substitutions are allowed at any time as long as no advantage is gained.

14. Teams must have same color of shirt/jersey and must have a number on the back. If not a screen printed number then use marker or tape to create a number. If you do not have a number on your jersey you do not play in the game. This rule is put in place to make it easier for the referee's to call fouls and get it recorded at the score table. There are no exceptions to this rule and it will be enforced by the officials.

### **Game Conduct, Policies, and Procedures**

15. Excessive profanity by teams or spectators will result in a game misconduct technical foul. (referee's discretion)

16. Players will be ejected from the game after receiving two misconduct technical fouls in a game. All players ejected will be suspended for a minimum of one additional game.

17. Any player charged with a flagrant foul will be ejected from the game immediately. Per the NFHS rule book, a flagrant foul is of a violent or savage nature which can include: striking, kicking, or kneeling.

18. All ejected players must leave the gymnasium immediately. (Play will not resume until ejected player has left the gym.)

19. If during a game, pushing, shoving, trash talking or physical contact becomes excessive and jeopardizes players' safety or the integrity of the game, the officials or site supervisor has the authority to declare the game a forfeit or double forfeit at that point.

20. Any player receiving three (3) game misconduct technical fouls during the season will be suspended for the remainder of the season.

21. Any team who is assessed three misconduct technical fouls for player conduct in one game will forfeit that game and play will be suspended resulting in a forfeit.

22. A team receiving six (6) game misconduct technical fouls during the season will be removed from the league.

### **MISC INFORMATION**

1. Change into game shoes at the gym courts, so gym courts will remain in good shape all evening.

2. Stay out of all areas other than the gymnasium and bathrooms.

3. Spectators may watch the games from the bleachers on either end of the courts.

4. Children must be supervised at all times and stay in the gym unless needing to use the bathroom.

5. Players must play at least 3 regular season games to be included for tournament play.

6. If we cancel games due to weather we will email coaches and post something on our Facebook page.