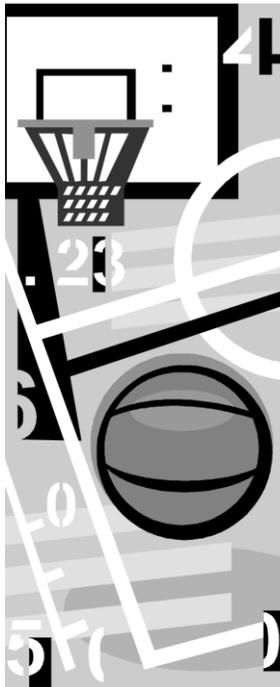


**Orange County Department of Environment, Agriculture, Parks and Recreation**  
***Adult Basketball League Rules and Regulations***  
*Updated 6/8/15*



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**I. GENERAL INFORMATION:**

**Administration:** Orange County Department of Environment, Agriculture, Parks and Recreation (OCDEAPR)  
302 West Tryon Street  
Hillsborough, NC 27278

**Mailing Address:** PO Box 8181  
Hillsborough, NC 27278

**Office Hours:** Monday-Friday, 8:00 a.m.-5:00 p.m.

**Telephone:** 919.245.2660

**Fax:** 919.644.3042

**Inclement Weather:** 919.245.2669

**Website:** [http://www.orangecountync.gov/recparks/adult\\_basketball.asp](http://www.orangecountync.gov/recparks/adult_basketball.asp)

**League Staff:** Lee Barnes 919.245.2668 [lbarnes@orangecountync.gov](mailto:lbarnes@orangecountync.gov)  
James Lyon 919.245.2671 [jlyon@orangecountync.gov](mailto:jlyon@orangecountync.gov)

**Facilities:** Central Recreation Center (CRC)  
302 West Tryon Street  
Hillsborough, NC

**II. LEAGUE MANAGEMENT:**

The governing body shall be vested in the Orange County Department of Environment, Agriculture, Parks and Recreation.

The Recreation Manager or designee shall serve as league commissioner.

**III. ELIGIBILITY REQUIREMENTS:**

**Registration**

Registration is to be completed by the designated team captain. At the time of registration, each team must submit the program fee of \$415.00. At least one week prior to the start of the season, captain must submit team registration form. The team registration form must identify team captain and contact information, uniform color, team name, and a preliminary roster of at least five (5) players.

No refunds will be made for league fees for any circumstances.

**Team Captain Responsibility**

It is the Team Captain's responsibility to be the primary link between league management and the team. He will be responsible for obtaining pertinent league information, notifying players of

changes, and maintaining control over team members in all circumstances including court disputes.

## **Rosters**

Each Captain is responsible on the first game to submit his entire roster. Rosters must contain a minimum of five (5) players and may not contain more than a maximum of thirteen (13) players.

### Player Eligibility

All participants are required to sign a waiver form before participating in league play. A player's name, date of birth, and telephone number will be required during league sign-in.

All participants must be 16 years of age or older as of the first night of games.

Players with any varsity intercollegiate playing experience are permitted as follows:

Division I – must be 35 years of age or older as of the first night of games.

Division II & III – must be 30 years of age or older as of the first night of games.

Copies of driver's license or photo ID must be submitted for each player. A player that does not have a photo ID on record and is listed on the roster will not be able to play until such condition is satisfied.

Roster will be final by the third game of the season, after which, no player may be added except in the case of injury. A player may be added to replace an injured player with the consent of the league coordinator only.

Each player must bring a photo ID to every game. Rosters may be checked periodically. A team may ask for a roster to be checked before the game starts. After the game begins, challenges are not permitted, except in the case of a player arriving after the game has begun.

Any team playing with an ineligible player, or players, will automatically forfeit the game in which the infraction(s) occurred.

## **IV. CONDUCT AND DISCIPLINARY ACTIONS:**

(IN ACCORDANCE WITH ALL OTHER OCDEAPR-RECREATION PROGRAMS)

All participants, captains, officials, and spectators are expected to conduct themselves in a manner in line with the goals and objectives of the Adult Basketball League. Any individual found to be in violation of any rule and/or regulation shall be sanctioned according to the below explained chart for Penalties and Sanctions.

In addition to the rules explained in the Penalties and Sanctions, any participant, coach, or spectator that is ejected by an official is automatically suspended for the remainder of the current day's games, and subsequent following game in addition to ejection from the facility.

All penalties and sanctions levied by an official or Orange County Department of Environment, Agriculture, Parks and Recreation staff are determined on a case-by-case basis and are final. **No protests will be permitted with regards to penalties and sanctions.**

ORANGE COUNTY DEPARTMENT OF ENVIRONMENT, AGRICULTURE, PARKS AND RECREATION  
**PENALTIES AND SANCTIONS FOR COACHES AND LEAGUE OFFICIALS**  
 (Includes players for Adult League Programs)

<b>INFRACTION</b>	<b>DIRECTED TOWARDS</b>	<b>PENALTY/SANCTION (S)</b>
Use of alcohol or drugs	During game, practice or other league or team event where players are present	1 <sup>st</sup> offense-Suspension for the remainder of the season.
Knowingly requiring or allowing a player to play while having a serious injury creating unsafe playing conditions. <b>(Failure to notify staff at occurrence of injury.)</b>	During game, practice or other league or team event where players are present.	1 <sup>st</sup> offense-Two game suspension and a meeting with league staff. 2 <sup>nd</sup> offense-Suspension for the remainder of the season.
Foul or abusive language.	A player, coach, official or spectator	1 <sup>st</sup> offense-Ejection from current game and one game suspension. 2 <sup>nd</sup> offense-Two-game suspension and meeting with league staff.
Threatening/derogatory gesture or language.	A player, coach, official or spectator	1 <sup>st</sup> offense-Ejection from current game and two-game suspension. 2 <sup>nd</sup> offense-Suspension for remainder of season.
Knowingly permitting a player to participate in a game without having registered for the program.	League and league administrators	Ejection for the remainder of the league/activity season.
Striking or bodily assault resulting in contact and/or injury to	A player, coach, official or spectator	Lifetime suspension for all Orange County Parks and Recreation sports.

ORANGE COUNTY DEPARTMENT OF ENVIRONMENT, AGRICULTURE, PARKS AND RECREATION  
**PENALTIES AND/OR SANCTIONS FOR PARENTS, LEGAL GUARDIANS, AND SPECTATORS**

<b>INFRACTIONS</b>	<b>DIRECTED TOWARDS</b>	<b>PENALTY/SANCTION(S)</b>
Use of Alcohol or drugs	Within any County facility during the game, practice or other league or team event where players are present	1 <sup>st</sup> offense-Ejection from facility 2 <sup>nd</sup> offense-Two week suspension 3 <sup>rd</sup> offense-Suspension for the remainder of the season.
Interference with the conduct of the game	Resulting in stoppage of play	1 <sup>st</sup> offense-Ejection from facility 2 <sup>nd</sup> offense-Two week suspension 3 <sup>rd</sup> offense-Suspension for the remainder of the season.
Foul or abusive language	A player, coach, official or spectator	Ejection from facility park and a mandatory meeting with league administrators.
Threatening/Derogatory gesture and/or language	A player, coach, official or spectator	Ejection from the facility or park, a one week suspension from OCDEAPR facilities and parks and mandatory meeting with league administrators.
Striking in any threatening fashion	A player, coach, official or spectator	1 <sup>st</sup> offense-Ejection from the facility or park, a one year suspension (from the date of occurrence). 2 <sup>nd</sup> offense- Lifetime suspension from all OCDEAPR Sports

## **Additional Conduct Rules**

### Communicating with Officials

Captains are not allowed to communicate to officials on any matter while the game is in play. Captains must take an official timeout to discuss any matter with an official in a quiet professional manner. Captains must control any discussion or comments to officials, from their bench or players, at all times.

Only team captains will be permitted to question a call with a referee or ask for a ruling on the game. In the absence of the captain, one player representative designated prior to the start of the game may take this place.

Violations will draw a warning from the officials. Subsequent violations will warrant a technical foul and/or expulsion from the gym.

### Bench Area

Only game players, managers, scorekeepers, league staff and officials are allowed on the benches and playing area.

Only one individual at a time per team may stand during the course of a game. Any player or manager who has received a technical foul must remain seated for the remainder of the game. Exceptions are permitted in the cases of timeouts, injuries, and stoppages between quarters.

Failure to adhere to the rule will result in one warning, followed by subsequent technical fouls. For a player or manager who has already received one technical, this second technical will result in ejection.

### Delay of Game

Any undue delay of game may result in a forfeit of game by said team. It is the responsibility of the team captain and player representative to see that their team does not waste time going on or leaving the playing area.

### Fighting

There is absolutely no fighting! Any player who fights will be suspended for a period of one year from the date of suspension.

A physical or verbal threat to any league official will result in an immediate suspension for the remainder of the season.

### Food/Drugs/Alcohol

Team players may bring clear bottles containing water, Gatorade, PowerAde or similar beverage to the team bench area.

Smoking or drugs are not allowed inside the playing area building, in the parking lot, or on Orange County grounds.

No intoxicating beverages will be permitted on Orange County Department of Environment, Agriculture, Parks and Recreation grounds before, during, or after a game. Any player seen drinking or suspected of being intoxicated directly before or during a game will be ejected. If the

problem reoccurs, the player and/or team may be expelled from the league for a minimum of one (1) year.

### Ejections/Suspensions

When a player is suspended or ejected from a league/game, that person is not permitted to be in the playing area (gymnasium) for the duration of the suspension/ejection. If that player does not vacate the premise in a timely manner or attempts to reenter the playing area, officials/staff can award the opposing team with a win via a forfeit. Any team player or manager ejected from a game will not be allowed to participate in the next league game.

There will be no refund to any player who has been suspended or dismissed from the league.

### Role of the Official in regards to Conduct

Any matter not covered by the Department of Environment, Agriculture, Parks and Recreation shall be left to game officials and league staff.

Any game will be stopped if the referee and/or league staff deems that the game is out of control, or the team captain is ineffective in controlling his/her team. Referee decisions are final.

The referee shall forfeit the game if a team refuses to play after being instructed to do so by an official. The referee may also forfeit a game if any player, team member, bench personnel or coach fails to comply with any technical-foul, penalty, or repeatedly commits technical-foul infractions or other acts as which make a travesty of the game. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If the team is not ahead, the score shall be recorded as 15-0 in its favor.

## **V. LEAGUE RULES:**

The National Federation of High School Basketball Rules and Regulations shall govern all rules and regulations within the Orange County Adult Basketball League unless otherwise stated.

### **A. League Format**

- Regular Season games will be played at the Central Recreation Center.
- Regular Season games will be held on Sundays with game times scheduled at 2:00 p.m., 3:00 p.m., 4:00 p.m., 5:00 p.m., 6:00 p.m., 7:00 p.m., 8:00 p.m., and 9:00 p.m.
- Tournament games may be played Friday, Saturday, and/or Sunday.
- Any schedule changes will not be made after the schedule has been printed. Games will not be rescheduled. No game shall be arbitrarily postponed, except in the cases of extreme emergency as approved by the league commissioner or whereby the playing surface shall be considered unfit for play. Notification of such cancellation will take place primarily via the inclement weather hotline (919.245.2669) and secondarily via e-mail.

### **B. Equipment**

#### Required Dress

Each player must have a team-colored shirt with a permanent number by the first game. Numbers must be permanent or iron-on; tape or temporary numbers are not permitted. No duplicate numbers are permitted. Players, even if registered with the league, will not be permitted to play without team-colored uniforms and permanent numbers.

Team shirt colors must be decided prior to the first game. All teams will be responsible for securing their own shirts/uniforms.

In the event of a uniform color conflict, the visiting team will wear pinnies over game uniforms.

### Restricted Dress

The officials shall not permit any team member to wear equipment or apparel which in his/her judgment is dangerous, confusing to other players, or inappropriate. Examples of such clothing include but are not limited to:

- Jewelry such as watches, bracelets, chains, and earrings.
- Belts.
- Head caps.

## **C. Playing Rules**

Local league rules as follows will take precedence over any National Federation of High School Basketball Rule.

### Length of Game

- **Grace Period** – There will be a no grace period. If a team fails to field the minimum number of players by game time, a forfeit shall be recorded with a score of 15-0 to the winning team. If both teams forfeit, the game will be recorded as a loss to both teams with a score of 0-0.
- **Warm-up** – A pre-game warm-up period of at least 3 minutes will be permitted prior to each game. The clock will commence 3 minutes prior to the start of each game if time allows, or immediately following the previous game if necessary. If time allows, warm-up may be longer than 3 minutes.
- **Quarters** – All games shall consist of four quarters, each 10 minutes in length. One minute will be allowed between the first and second quarter and the third and fourth quarter.
- **Halftime** – Halftime will be 3 minutes in length. The clock operator will signal a horn when one minute is left in the halftime period. At this time, coaches should complete their final preparation for the second half and be ready to come onto the court after the final minute expires.
- **Overtime** – In case of a tie game at the completion of regulation there will be a 3 minute overtime period. During regular-season play, if the game remains tied after one overtime period, it will be recorded as a tie; during tournament play, an additional overtime period will be played until a winner can be determined.

### Players

- **Number of Players** – A minimum number of four (4) players is required for an official/referee to begin any game. In the event that four (4) players have not arrived for a game by the scheduled start time, that team shall forfeit the game (see “Grace Period” for

more information). A fifth player can enter the game upon arrival by checking in with the scorekeeper during the next dead ball situation.

Due to safety for all participants, no game will be permitted to continue without four (4) registered players on the court for each team at all times. If injury, illness, or other circumstances cause a team to drop below four (4) registered players, the game will be declared a forfeit.

In the event of a forfeit, no make-up game will be permitted.

- **Substitutions** – Captains must have substitutes report to scorer’s table to be checked into the game. Players will be allowed onto the court only with the permission of the referee.

#### Stoppage of Clock

- **First, second, and third quarters** – During the last one (1) minutes only, the clock will stop on all dead ball situations, providing the game differential is below twenty (20) points. Otherwise, it is a running clock.
- **Fourth quarter ONLY** – During the last three (3) minutes only, the clock will stop on all dead ball situations, providing the game differential is below twenty (20) points. Otherwise, it is a running clock.

If the game differential is twenty (20) points or above, the game will be played with a running clock regardless of the time remaining.

- **Overtime** – During the last two (2) minutes only, the clock will stop on all dead ball situations. Otherwise, it is a running clock.

#### Time Outs

- **Regulation** – Each team is awarded four (4) full timeouts per game. However, any team winning by twenty (20) or more points during the last three (3) minutes of each half will not be permitted to call a timeout.
- **Overtime** – Each team will also be awarded one (1) timeout for each overtime period. Unused timeouts from regulation will not carry over.
- When during running clock situations a timeout is called prior to foul shots, the clock will resume when the shooter is addressed with the ball.

#### Fouls

- **Personal Fouls** – Each player will be permitted six (6) personal fouls.
- **Technical Fouls** – Each technical foul against a team will result in the opposing team shooting two (2) free throws plus keeping possession of the ball.

A technical against a player will count as a player personal foul. A bench technical will be assessed to the captain or captain-designee.

A player committing two (2) technical fouls in one game will be ejected from the game plus the following scheduled game. This includes the situation of a second technical for standing in the bench area after receiving a first technical. If a player commits two (2) technical fouls in a second game during the season, he will be ejected for the remainder of the entire season.

- **Bonus** – The one and one bonus will be in effect when a team reaches their seventh team foul of the half. The double bonus will be in effect when a team reaches their tenth team foul of the half.

### Dunking

No dunking will be allowed. Any dunk will be ruled “no basket” and any dunk or attempted dunk will result in a technical foul to the offending player and a turnover to the opposing team.

Any player who receives three technical fouls for dunking over the course of the season will be suspended for the remainder of the season.

## **D. Protests**

Protests are allowed on interpretation rulings only. Judgment calls cannot be protested, (i.e. fouls, etc). Protests must be submitted to the Recreation Division within three (3) business days of the incident, and accompanied by a \$10.00 check made payable to OCDEAPR. If the fee does not accompany the protest, said protest will not be considered. If the investigation rules in favor of the protesting team the check will be returned; if not, the check will be deposited by the County.

## **VI. TOURNAMENT**

A single-elimination tournament will be played at the end of the season. Tournament games will be played under the same rules as regular league play, with the exception additional overtime periods if necessary.

Seeding for tournament play will be determined by:

- 1) Division record
- 2) Head-to-head record
- 3) Point differential (within Division)
- 4) Coin toss

Unlike for the regular season, tournament games may be played Friday, Saturday, and/or Sunday.

### Tournament Eligibility

Any player who is listed on the roster must play in at least three (3) games to be eligible for the playoffs and championship game. It is the responsibility of the captain to ensure that any player in attendance for a game is recorded on the game scoresheet as present.

If a player is present for a game and the game is subsequently cancelled due to a forfeit, the player still gets credit for attending the game and may use that game towards the required three (3) games for tournament play.

Should a team forfeit three (3) games during the overall season, the team will be eliminated from playoff competition.

## **VII. AWARDS/PRIZES**

Trophies will be awarded to the following teams:

- Regular Season Champion (One per Division)
- Tournament Champion
- Tournament Runner-up

## **VIII. OFFICIALS AND STAFF**

All officials/supervisors/scorekeepers will be assigned by the Orange County Department of Environment, Agriculture, Parks and Recreation.

All game officials will be responsible for rules enforcement on the court during all games. Orange County Department of Environment, Agriculture, Parks and Recreation staff shall be responsible for overseeing all activity within the facility.

## **IX. OTHER CONCERNS**

### **Insurance**

The Orange County Department of Environment, Agriculture, Parks and Recreation is not responsible and does not provide any insurance to any teams or individuals in the league.

### **Cancellation Hotline**

On days when inclement weather or otherwise unforeseen circumstances may necessitate canceling games, a decision will be made when possible by 1:00 p.m. on the day of the scheduled game. A good faith effort will be made to notify captains of such a cancellation. However, captains and players should call the sports hotline for cancellation information at 919.245.2669.