



McMinnville Parks and Recreation
Adult Basketball League Rules

1. General Rule: League Rules will be governed by the National Federation of High School Association (N.F.H.S.A.) except as specified by any modifications herein. McMinnville Parks and Recreation has the power to make any decisions on matters not covered under these rules and reserves the right to make any change(s) deemed necessary.
2. Team Rosters: Team rosters must be on file at the McMinnville Community Center with each player's name, email, and signature. The manager listed on the roster is responsible for the completed roster being turned in and for relaying all league policies, regulations, and information to the players on the roster. Players are only allowed to be on one McMinnville Parks and Recreation Adult Basketball roster. Players must be 18 years of age or older.
3. Roster policies and rules:
 - A. Each Manager is responsible for his/her team's action. It is the manager's responsibility to inform and implement all league policies, regulations and pass on information to his/her players.
 - B. Additional late add-on players may be added to a team roster until May 9, 2024.
 - C. Player Eligibility: A player may play on one team only in McMinnville Parks and Recreation basketball program. Teams that knowingly allow dual participation are subject to forfeiture of games in which that the player participated. A player is committed to the first team he plays with and cannot change rosters without consent from both managers and Program Supervisor. Players must play in at least 2 regular season games to be eligible to play in the season-end tournament.
 - D. Players must sign in on the scoresheet prior to the start of each game with their full name and jersey number. The home team (team listed first on the schedule) must provide a scorekeeper to run the clock/scoreboard and track fouls on the scoresheet.
 - E. Teams must wear jerseys of matching color with unique numbers on the back.
 - F. Players must be 18 years of age. Players may not be part of a current High School, college, or AAU roster (participation could jeopardize HS/college eligibility).
4. Officials
 - A. Officials shall be in complete charge of all games and shall have the authority to eject any player, spectator, or manager from the facility for abusive language or unsportsmanlike conduct. The ejected person must leave the school property.
 - B. Any bodily contact or threatening gestures against any official will result in automatic dismissal from further league play. NO EXCEPTIONS. Officials have the power to forfeit any game they feel their safety is threatened. Players engaging in any fight shall be suspended from the game and may be suspended for the season.
 - C. Officials for all games shall be assigned by McMinnville Parks and Recreation directly or by a contract with an association. In the event that regular scheduled officials do not appear, the two managers have the privilege of agreeing upon officials selected at random; those officials selected shall be considered official and game results will stand as

played. In the event officials cannot be obtained or agreed to by both managers, the game shall be postponed.

5. Player/Team Conduct:

- A. Any player ejected from a game for unsportsmanlike conduct will be automatically suspended for at least one game. If that player is ejected in a later game, they will be expelled from the league.
- B. Any bodily contact or threatening behavior/language against any official will result in automatic dismissal from the league, and may result in further punishment, not excluding criminal charges.
- C. Team managers are responsible for the conduct of their players and spectators on and off the court.
- D. Use of alcoholic beverages and/or tobacco products by managers or players will not be permitted in the gym or on a school campus. Players under the influence of alcohol or an illegal substance will not be permitted to participate in league play.
- E. No player or manager shall engage in any abusive verbal attack, use of profane, obscene, or vulgar language or objectionable demonstration of dissent or any unnecessary rough tactics in the play of the game against the body and the person of an opposing player, officials, or scorekeepers.
- F. No player shall discuss with an official in any manner, the decision reached by such official except for the team manager. The team manager may ask for clarification of rule interpretations and information on technical foul infractions and ejection only. The information will be limited to who committed the infraction and what the infraction was (ex. unsportsmanlike conduct, slapping the backboard, etc.) No further dialogue or explanation will be required by the officials and, again, this only to the manager on request. Team members are reminded to remain on the bench to ensure safety and non-interference with play. Officials shall give one team warning. Should players or managers not adhere to warning, the player or manager will be suspended from further play.
- G. Any player who throws a ball in a flagrant manner will be automatically ejected from the game.
- H. Anyone who receives two conduct technical fouls in one game will be ejected for the remainder of the game and the following league game. Any player receiving their third technical in the season will be suspended for the remainder of that game and the following league game. On the combined team players fourth conduct technical of the season the manager will be suspended from the next league game.
- I. Teams with spectators under 14 years of age must have a designated parent to supervise them. All spectators are to remain seated. No part of the school building is available for children of any age to play during adult basketball league play. Teams will be given one warning for unsupervised children. The second time this occurs, a technical foul for delay of game will be assessed to the children's particular team. Teams arriving early with unsupervised children will face a warning and possible technical foul for the second infraction before their game begins. This rule also applies to players shooting at side baskets and disrupting scheduled games.

6. Forfeited Games:

- A. A team not having at least (4) eligible players on the court ready to play at scheduled time will forfeit the game. If a team has four (4) players at game time, the game must start, or as soon as the fourth player arrives. There will be a 10-minute grace period for the first game of the night only. This 10-minute period, if used, will be deducted from the game time of first half. Regular posted time limit is in effect.
 - B. The game may be forfeited if one team fails to resume play within two (2) minutes after official has called for resumption of play.
 - C. If any rule is willfully violated after fair warning from official the game is forfeited.
 - D. Game shall be forfeited if order for removal of a player or coach is not carried out within two minutes (vacate gym). Ejected person must vacate school property within 5 minutes.
 - E. The fourth (4) conduct technical foul in any game by any combination of team players will result in an immediate forfeited game by the team with the fouls.
7. Equipment:
- A. Game ball is provided by the teams. This is any ball agreed to by both managers.
 - B. Every player must have an identification number on the back of his shirt. All shirts must be the same color.
 - C. Loose balls, equipment and apparel of all kinds must be kept off the court of play during games. Each team is responsible for maintaining its own bench area.
8. Protest:
- A. Protests will not be allowed on rule interpretation or judgments at any time during or after a game.
 - B. Protests on ineligible players must be made within 24 hours after the player competes in writing to the Recreation Manager. The protesting team must gather all facts on ineligible player(s).
 - C. The Recreation Manager will have final judgment on all protests.
9. Special Rules:
- A. All league games shall consist of two (2) twenty-minute halves with a continuous running clock, except for time outs and injuries. The clock will stop the last two (2) minutes of the game if the losing team is within ten (10) points. Three (3) minutes between halves.
 - B. Each team may have one, 30-second time out per half only.
 - C. Personal Fouls: Any player who commits 6 fouls during a game is disqualified and cannot participate in the remainder of that game. This is not an ejection.
 - D. Team Fouls: On the seventh (7) team foul in each half, the Bonus Rule (one-and-one free throws) will be in effect, and on the tenth (10) team foul, the Double Bonus Rule (two free throws) will be in effect.
 - E. If the game is tied after regulation play, there will be a three (3) minute overtime period. The overtime period will have a continuously running clock except for the last minute of the overtime, which will be regular stop time. Each team receives one time out in the OT period. If the game is tied at the end of OT, it will be recorded as a tie game.
 - F. Dunking the basketball or hanging on the rim is not allowed before, during, or after the game. Penalty is unsportsmanlike technical foul, that night or at the next game. Players who dunk or hang on the rim before, during, or after the game after receiving a foul will be ejected from the game and the league immediately. If damage to the goal results, the

responsible player must reimburse McMinnville Parks and Recreation/McMinnville School District for damages/repair.

- G. Technical Fouls: The opposing team will automatically receive 2 points, and possession of the ball to be thrown in at the closest out of bounds. (There will be no free throws shot, and the clock will not stop).

10. Play-offs/Standings:

- A. Play-offs will begin at the conclusion of the regular season.
- B. Division standings will be determined by a point system of:

- 1. Win.....2 points
- 2. Tie.....1 point
- 3. Loss.....0 points

- 4. Ties in the standings will be broken by the following system:

Two Teams

- A. Head-to-head record with tied teams.
- B. Point differential in head-to-head games

Three or More Teams

- A. Head-to-Head (best won-lost-tied record in games among teams).
- B. Point differential in head-to-head games

Note: If two teams remain tied after a third team is eliminated, tiebreaker reverts to Step A of two-team format.