

Except for the rules covered in these by-laws, MPRD Adult Basketball will be governed by Kansas State High School Activities Association (KSHSAA) basketball rules.

I. PLAYER ELIGIBILITY

1. To be eligible for MPRD Adult Basketball, a player must be 18 years of age or out of high school.
2. To become eligible for participation, each player must sign the official adult roster of the team he/she is playing on. Once the team roster due-date has passed, a player becomes eligible as follows:
 - a. Completing a “Roster Addition” form. Blank “Roster Addition” forms are kept in the adult basketball notebook at the gym. Once completed, this form is to be returned to the scorekeeper on duty.
 - b. **COMPLETED TEAM ROSTERS ARE DUE BY FRIDAY, DECEMBER 6**
 - Teams that do not have completed rosters submitted by **December 6** will not be eligible to earn post-season awards. Additionally, that team will not be included in the post-season tournament bracket.
 - Teams that do not have full rosters submitted by the due date are subject to forfeit any games played without such legal roster on file. Incomplete rosters render players ineligible, which is grounds for forfeit if protested.
3. A player can participate on only one team at a time, that being the team for which he/she has legally signed the roster (which includes completion of any “Roster Addition” forms). Players found to be playing on a team other than the team for which he/she signed the team roster will be suspended indefinitely from the program (exception: rule I-6 below). The team(s) for which he/she played illegally will forfeit all games in which he/she participated.
4. Players participating without having legally signed a team roster, or completing a “Roster Addition” form, are considered ineligible, and will be considered ineligible until either process is completed.
5. Teams using ineligible players are subject to forfeit any and all games in which an illegal player participated. If player eligibility issues are presented to MPRD staff at the gym, the game in question will be played (see by-law V-5). Decisions regarding possible forfeiture of games will be rendered the next working day, provided the protest procedure has been properly followed.
6. Players wishing to switch teams must first get approval from the Recreation Supervisor in charge of the adult basketball program. Upon approval, the player must sign a “Roster Addition” form prior to the 6th game of the season (includes exhibition games). To be eligible for post-season play, a player must be legally registered with a team and must play in a minimum of three regular season games with that team.

II. TEAMS & PLAYERS

1. Teams must provide their own basketballs for warm-up. The game ball will be provided by MPRD. Teams will not be allowed to use the game ball for warm-up.
2. **TEAM JERSEYS.** Teams are not required to provide team jerseys for each player. MPRD will provide scrimmage vests for players to wear, with the following stipulations:
 - a. Players must wear their own t-shirt underneath the MPRD scrimmage vest.
 - b. The vests are reversible. When necessary, MPRD staff will determine which team wears which color.
 - c. If the MPRD scrimmage vests are used by a team, all players on that team must wear one.
 - d. Use of the MPRD scrimmage vests is not required if a team already has matching jerseys. However, if opponents have their own jerseys that are similar in color, a coin flip will determine which team wears the MPRD scrimmage vests. The adult basketball supervisor/scorekeeper will conduct the coin flip.
 - e. If a team provides its own jerseys, all jerseys must have a **CLEARLY VISIBLE** number on both front and back. **TAPED NUMBERS ARE NOT PERMITTED!** If one player has an illegal jersey, his team will wear the MPRD scrimmage vests.
3. Players will not be allowed to wear long pants, sweat pants, jeans, or cutoffs while playing. Only gym shorts, tennis shorts, or coach’s shorts may be worn. Players not dressed in proper shorts cannot enter the game.
4. Players must wear tennis shoes, jogging shoes, or court shoes while playing – no boots, sandals, or street shoes will be allowed. Players must wear shoes – no stocking feet or bare feet are allowed. It is recommended that all players carry in their playing shoes and put them on once inside the gym.
5. Decisions regarding the legality of player uniforms (including tops, bottoms, and shoes) will be made by the MPRD supervisor on duty. His/her decision will be final.

III. THE GAME

1. In MPRD Adult Basketball, GAME TIME IS FORFEIT TIME! A team must have at least four players present on the court at game time, or a forfeit will result. “Present” means on or near the court, in full view of the MPRD staff on duty. The scorekeeper/supervisor will be the official timekeeper in this situation.
2. Once a game begins, a team can continue to play with as few as 2 players (i.e., if players are injured or foul out).
3. MPRD Adult Basketball games shall consist of two twenty-minute halves, with five minutes between halves. The clock will run continuously, except for time-outs and the last two minutes of the 2nd half. When the game clock reaches 2:00 remaining in the 2nd half, the following rules shall apply:
 - a. If the difference in score is less than fifteen points, the clock will be stopped as normal KSHSAA rules apply.
 - b. If the difference in score is fifteen points or more, the clock will continue to run (except for time-outs).
3. The alternate possession rule will be used in MPRD Adult Basketball. Jump balls will be administered only to start the first quarter and any overtime periods (see KSHSAA Rules for details).
4. **TIME-OUTS:** Each team gets 2 one-minute timeouts per half. Unused time-outs DO NOT carry over.
5. **OVERTIMES:** If a regulation game ends with the score tied, a two-minute overtime period will be played. If, after two overtime periods, the score remains tied, the third overtime will be sudden death - the first team that scores will be the winner. Each team will have only ONE timeout for each overtime period. Unused timeouts do not carry over.
6. The KSHSAA rule regarding lane entry on free throws (upon release by the free-throw shooter) will be utilized.
7. **THREE-POINT LINE:** In MPRD Adult Basketball, the three-point line will be the white arc.

IV. PLAYER/TEAM CONDUCT

1. Only the team captain may address the scorer’s table or discuss the game with the officials. Players other than the captain will be ignored; if they become abusive or discourteous, technical fouls and possible suspensions will result.
2. Any player who starts a fight will be suspended for a minimum of the remainder of the season, and possibly longer depending on the situation. Other players who are involved in a fight will draw an appropriate suspension as determined by MPRD administrative staff.
3. When a player, coach, manager, or spectator is ejected from the gym, they have 90 seconds to leave the gym “sight and sound.” Refusal to leave the gym “sight and sound” will result in a forfeit by his/her team. The adult basketball supervisor/scorekeeper will be the official timekeeper in this situation.
4. Profanity or abusive language addressed at one’s self will draw a warning on first offense and a technical foul on any succeeding offense. **NOTE: Officials have the discretion to issue a technical foul without warning if language is loud or vulgar.**
5. In MPRD Adult Basketball, all technical fouls will result in two free-throws for the opponent. Additionally, the opponent will be awarded possession of the ball out of bounds for a throw-in.
6. In MPRD Adult Basketball, all scorebook technical fouls will be assessed to the team, not to the offending individual(s). Scorebook technical fouls will result in two free-throws for the opponent, plus possession of the ball. However, these technical fouls will not be considered unsportsmanlike or misconduct technicals.
7. **TECHNICAL FOUL POLICY (UNSPORTSMANLIKE CONDUCT)**
 - a. A record of all players receiving unsportsmanlike conduct technical fouls will be kept on file at the MPRD office. An updated list will be provided to the adult basketball scorekeeper/supervisor on duty.
 - b. Any player who draws two unsportsmanlike conduct technical fouls will be immediately removed from the game, and suspended a minimum of one game.
 - c. Any player that receives a third technical in the course of the season will be immediately ejected from the game, and suspended for a minimum of two additional games.
 - d. Any player receiving two ejections, or four total technicals will be suspended for remainder of the season. MPRD administrative staff will determine if further suspensions are warranted, depending on the severity of the misconduct.
 - e. If a team receives three total unsportsmanlike conduct technical fouls in a game, the game will be forfeited.

IV. PLAYER/TEAM CONDUCT (cont)

8. Anyone sitting with a team is considered part of the team, and can be issued a technical foul. Technical fouls may also be called against a team for crowd conduct.
9. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Recreation Department activities. Penalties will be decided by a committee made up of the Director of Parks and Recreation, the Recreation Director, and the Recreation Supervisor in charge of the activity. The set procedure is further clarified in the Parks and Recreation Department's policy manual, available in the City Park Administrative Offices.
10. **Sportsmanship Rating System.** After each game, teams will be assessed a conduct rating by the MPRD staff that worked the game. Ratings range from 1 (unacceptable) to 5 (excellent). During the season, a team that has an average sportsmanship rating of less than 3.0 may have future games forfeited, including post-season play.
11. Any individual (player, manager, spectator) who violates the terms of his/her suspension will be banned from participation in all MPRD Adult Sports programs for a period of one calendar year from the date of the violation. In addition, his/her team will forfeit all games affected by the violation.
12. Any individual (player, manager, spectator) suspended at season's end may have their suspensions carried over to the next MPRD league activity in which he/she participates. That decision will be made by MPRD administrative staff.
13. Dunking will not be allowed at any time in MPRD Adult Basketball, including before or after a game. The penalty for dunking is a technical foul, nullification of the basket, and an automatic ejection! A team found to be dunking after a game will be assessed the technical foul at the beginning of their next game and a one-game suspension for that particular player. NOTE: If you break the rim/backboard, you & your team will be held responsible for replacement costs.

V. OTHERS

1. In MPRD Adult Basketball, there are only two reasons for a game to be canceled:
 - a. due to hazardous weather conditions, and;
 - b. if a gym facility is not available at the last moment. If the status of a game is questionable, information will be placed on the Textcaster alert system.
2. It is required that players remove all hats, rags, & jewelry (rings, necklaces, earrings, beads in hair, etc.) before participating in any game. Referees have the authority to require that such jewelry be removed before a player can participate.
3. Gymnasium supervisors are to be obeyed at all times.
4. Only the team managers will be allowed on the stage, and only long enough to enter their line-up into the scorebook. All team members must dress and prepare for play in the bleachers, or in the lobby. Players using the stage will be asked to leave; refusal to adhere to this rule may result in assessment of conduct technical fouls.
5. All protests and appeals, including player eligibility (see by-law I-5) must be filed in writing (form provided) to MPRD before 5:00 p.m. of the next business day following the game in question. A \$25 protest fee must accompany the form; if protest is upheld, the fee will be refunded.

