

NEWTON RECREATION COMMISSION
Adult Basketball League
Rules and Policies

1. All league games will be governed by the Kansas State High School Association with the exception of the special league rules adopted by the Newton Recreation Commission.
2. Official Kansas State High School Federation Rules shall be used and applied to all situations with these exceptions:
 - a. The clock will not stop except for the following exceptions.
The clock will stop on:
 1. All whistles in the last two minutes of each half and in all overtime periods.
 2. All time-outs (injury, official and team). After a time out, the clock does not start until the ball is brought back into play.
 3. Teams will be allowed two one minute timeouts per half, timeouts from the first half will not carry over to the second half, and second half timeouts will not carry over into overtime. Overtime periods teams will be allowed one timeout per overtime.
 - b. Games will consist of (2), twenty-minute halves with three-minute rest period between halves. A 5-minute warm-up period between games if time allows. All games will start at designated game time. NOTE: If a team is up by 20 points or more the clock will not stop
 - c. Game time is forfeit time NO EXCEPTIONS. Teams must be able to field a team of at least four players by game time. Teams will be allowed to begin a game with four players but cannot finish with less than four. At any time during a game when a team drops below four players due to injury or disqualification's, the game is forfeited.
 - d. Games ending in a tie will be decided by a one minute overtime. If still tied, a 2nd one minute overtime will be played, if still tied sudden death first team to score wins. The clock will stop on all whistles during overtime periods.
3. Eligibility - . **Adult League**- Players must be eighteen years of age or older. High School students are not eligible to participate. All players must be listed on their team's roster before they play in a league game. Any additions to team rosters must be submitted to the NRC prior to the first game they play in. Players that are not on the team regular season roster will not be eligible for the post season tournament. Players cannot play on more than one team. Players who are currently playing college (including redshirts) or professional basketball are not eligible to play.
4. **Forfeits** - Any team forfeiting three consecutive games without notifying the NRC in advance shall be suspended from the league for the remainder of the season without any refund.
5. Disqualification - Any team or player(s) suspended from the league for any reason will not be given a refund on their entry fee.
6. Technical Foul Policy –
Definition of an Unsportsmanlike or Flagrant Technical Foul:
This includes, ***but is not limited to***, act or conduct such as:
 - Disrespectfully addressing, threatening or contacting an official gesturing in such a manor as to indicate resentment.
 - Using Profanity
 - Baiting or taunting an opponent or official or fan.
 - Any act towards an official or player that is perceived unsportsmanlike.
 - Fighting!
 - Dunking, before, during and after the game. This includes half time and time outs.
 - Slap or strike either backboard or rim causing either to vibrate while the ball is in flight.

Definition of a Delay of game Technical Foul:

A player cannot delay the game by acts such as:

- Preventing the ball from being made alive promptly or from being put in play.
- Repeatedly attempting to gain advantage by interfering with the ball after a goal.
- Failing, when in control, to immediately pass the ball to the nearest official when a violation is called.
- Repeated violations of the throw-in.
- Participate after having been disqualified.
- Grasp either basket during the game.

Exception: A player who is fouled may grasp the basket to prevent injury.

***Note: All Technical fouls are penalized by two free throws and possession at half court.**

SPECIAL INFORMATION FOR PLAYERS, FANS, BENCH

1. Profanity, verbal abuse, or any threats toward NRC game officials, scorers, administrators, or representatives before, during or after games will not be tolerated and will be grounds for suspension from the program.
2. Any player removed (ejected) from the game for any reason other than injury or 5 personal fouls must leave the gym immediately. Failure to do so will result in a forfeit for the offending team.
3. Any player, who in the officials' judgment, purposely pushes or undercuts a player that could cause injury, will automatically be suspended from the program.
4. One flagrant or unsportsmanlike technical foul called on a player, will cause that player to be disqualified for the remainder of that half of the game.
Example: A player gets a flagrant or unsportsmanlike technical foul in the 1st half they are not eligible for play until the 2nd half, A player gets a flagrant or unsportsmanlike technical foul in the 2nd half that player is disqualified for the remainder of that game.
5. A second unsportsmanlike or flagrant technical foul called on a player during the season, will result in player suspension for the remainder of the regular and post season.
6. Any unsportsmanlike or flagrant technical foul called on the bench is assessed to the teams' manager.
7. Anyone (player, coach, spectator) assaulting (physical or verbal) a game official, NRC representative, or another player will be banned from all adult sports immediately and local authorities will be notified.
8. Any players suspected of being under the influence of alcohol and or drugs will not be allowed to play in their game. This is to protect program participants and will be judged upon by the referees and the gym supervisor. Local authorities will be notified immediately.
9. NRC staff and personnel reserve the right to suspend any player or spectator for the remainder of the season for any unsportsmanlike conduct not listed above. A technical foul does not need to be called to grant this type of suspension.