

The Colony Parks and Recreation Department

Adult Basketball Rules



Revised 12/14/2022

I. Game Clock:

1. An official game shall consist of two (2) twenty (20) minute halves with a running clock for the first eighteen (18) minutes of each half.
2. A NCAA regulation clock will be used the last two (2) minutes of each half.
3. A regulation clock will stop for all whistles the last two minutes of each half and each successful field goal in the last minute of the second half or overtime period.

II. Half Time:

1. A five (5) minute half time will be observed.

III. Overtime:

1. Overtime will consist of one three (3) minute period with the clock stopping for all whistles during the entire period. Each team will be given one (1) time out in the overtime period. Timeouts will carry over from regulation. There will be no ties.
2. If the game is tied after the 3 minute period, there will be a sudden death period. First team to score wins the game.

IV. Time-Outs:

1. Each team will be allowed four (4) one (1) minute time-outs per game.

V. Lane Violation:

1. Offensive players will have to abide by the three (3) seconds in the lane rule. Players in violations of this rule will be called by the official and will be called as a turnover.

VI. Jerseys & Numbers:

1. Players on each team must wear jerseys that are identical in the base color of the jersey and must have a six (6) inch number on the back and a four (4) inch number on the front.
2. Jersey numbers may not be duplicated on the same team and must be either one (1) or two (2) digit Arabic numerals between 0 and 99. Fractions, symbols, decimals or roman numerals are not allowed.
3. Numbers must be permanently affixed to the jersey and not taped or pinned to the jersey. Numbers that are hand written in pencil, marker, or any type of ink will not be allowed.

VII. Point Spread Rule:

1. If a team is ahead by twenty (20) points the clock will not stop except for injuries and time-outs until the team ahead is ahead by less than twenty (20) points. Like the rest of the game, the clock can be stopped by a time-out.

VIII. Shot Clock/Closely Guarded Rule:

1. There will not be a shot clock. However, a five (5) second “closely guarded rule” will be in effect.

IX. Fouls:

1. Each player is able to be called for up to five (5) fouls during the duration of the game. Once a player commits their fifth foul they will be removed from the game and will not be allowed to play the remainder of the contest.
2. If a player has fouled out of a game another player is able to take their place on the court so long as they do not also have five (5) fouls.
3. If any one player receives two (2) technical fouls any time during a game, either while they are playing or sitting on the sideline, they will be disqualified from the game. Any further issues may result in the player being suspended from future games.

X. Contest:

1. Game time is forfeit time
2. Teams can start with 4 players.
3. If at least 4 players for any team are not present at game time the contest will be declared a forfeit and the team receiving the forfeit will be credited with a 15-0 win.

XI. Game Rosters:

1. This is an open adult basketball league. Anyone ages 18 and up is eligible play on a team.
2. Before the first game each team captain will submit a team roster to the officials. A roster may only consist of up to 12 players. Players may only be on one team’s roster at any given time. Players can be removed or added to the roster on a week to week basis, but once a player is removed from a team’s roster they are ineligible to be re-added to that team’s roster for the remainder of the season. Rosters are frozen after the last regular season game and may not be changed for the playoffs.
3. A technical will be issued if a player is not on the score sheet once the game begins.

XII. Fouls:

1. Personal Fouls – Each player is allowed five (5) personal fouls per game
2. Bonus – Beginning with a team’s seventh (7) personal foul in each half, the bonus free throw shooting of “one and one goes into effect.
3. Double Bonus – Beginning with a team’s tenth (10) personal foul in each half, the double bonus free throw shooting of two free throws will be awarded for each foul.

XIII. Standings:

1. These tie breakers will be used to determine team standings:
 - i. Winning percentage
 - ii. Head-to-head
 - iii. Total points differential (max credit of 15 points per game)
 - iv. Total points against
 - v. Coin toss

XIV. Uniforms

1. Jerseys are not provided by the league.
2. Jerseys Specifications
 - i. Jerseys must be reversible
 - ii. Jerseys must have a legal basketball number
 - iii. Teams must have the same color jerseys.

XV. Protest:

1. If a team would like to protest that the opposite team is playing with a person that isn't on their roster, the protesting team must pay a \$50 protest fee. The team's roster will then be checked. If there is an illegal player playing (not on the roster) then the game will be called as a forfeit and the challenging team will win by default. The team that challenges will also receive their money back for a correct challenge. If a challenge is lost then the challenging team will not receive their money back and will be charged a timeout. If no timeouts remain in the game for the protesting team then a technical foul will be assessed against the bench.

XVI. Sportsmanship:

1. Ejection of a player, coach, etc. may result from remarks to or about opposing players and officials, or anyone who commits other acts that could be considered unsportsmanlike. Penalty will be ejection from game and grounds, including parking lot. Player has 1 minute to leave the facility or the offending player's team will forfeit. Any player ejected from a game will receive an additional (1) game suspension. The additional game suspension will be the next played game by the player's team. Any players ejected for a second time during the season will receive an additional (3) game suspension, and for a third offense the player will be suspended for (1) one calendar year. Note: the aforementioned suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions decided by the recreation supervisor. A player that is ejected or suspended may not be on the field or at the softball complex under any circumstances during his/her suspension.
2. Physical assault or verbal threats of any kind by a player or spectator on a referee/scorekeeper or another player or spectator will result in immediate removal of that player or spectator from the game and grounds by police, and will be suspended from The Colony league. The referee may forfeit the game if attacked physically by any member or spectator. Members ejected for fighting will be suspended immediately from league play for a period of 1 yr. from date of incident (no exceptions). Prior to re-entry, the player(s) must contact the Recreation Supervisor/Coordinator who will make the final decision whether the player will be allowed in the league. Harassment of an employee at any time can result in being suspended from the league, as decided by the Recreation Supervisor/Coordinator. Any person that physically assaults a referee/parks and recreation staff will be charged with assault.

XVII. Miscellaneous:

1. Teams will be removed from the league if they forfeit 3 games in a row or forfeit a total of 4 games in a season. Decisions regarding removal of teams will be left up to the discretion of the Athletics Supervisor.
2. Dunking is not allowed in this league. Dunking will result in an automatic Technical.