

## **I. Team Registration**

- A. All teams which compete in Auburn Basketball Leagues must be registered with the Auburn Parks, Arts & Recreation. Roster forms must be turned in when entry fee and player fees are paid.
- B. Number of Players - Players on a team shall not exceed 12 registered on the official roster at one time.

## **II. Player Registration and Eligibility**

- A. All teams in Auburn's Basketball Leagues must register all players on their roster with the Auburn Parks, Arts & Recreation before they play. Violation of this rule is cause for forfeit of the game in which the ineligible person plays.
- B. All roster changes must be handled through the Auburn Parks, Arts & Recreation. Department hours are 8:00 a.m. to 5:00 p.m., Monday through Friday.
- C. All participants must be 18 years old and have graduated from high school, or their class must have graduated, to be eligible to participate.
- D. No players may be added to a team after the second Friday of February.
- E. No player may participate with any Auburn team other than the one with which he/she is registered.
- F. The following governs Team eligibility for State Playoff play only.
  - 1. Open: Any member of a team who has participated at a four year college or university and is under 35 years of age.
  - 2. Rec: No member of a team who has participated at a two or four year college or university and is under 35 years of age.

## **III. Player Suspension**

- A. Any ejected player or any team member who confronts an official, opposing player, fan or city staff person in any part of the facility during or following a game and physically or verbally threatens them shall be suspended until a hearing is held to determine appropriate suspension(s) to be imposed.
- B. Ejected player/coach must leave the gym area immediately. The game will not continue until ejected player leaves the grounds. The ejected player will have One (1) minute to be out of the building or the game will be forfeited. Failure to supply umpire/scorekeeper with name of ejected player (s) will result in a forfeit.
- C. A suspended player will not be allowed on the court as a player or coach and will not be allowed to sit on his/her team's bench.
- D. Coaches are responsible for the conduct of their fans and may be ejected if, after being requested to help resolve a problem, they fail to make an effort to do so.

- E. A team playing a suspended or ineligible player will forfeit all games that player participated in. Any team using an illegal player during playoffs will forfeit all remaining playoff games.
- F. A player will be ejected from the game after two technical fouls. Any ejected player will face a minimum suspension from league activities of two games. NOTE: A player may be ejected from the game after only one technical foul if it is considered flagrant by the officials.
- G. If a player is ejected twice in one season, he/she will be suspended from participating in all department-sponsored activities for one year.
- H. Any player or coach caught drinking or smoking on school property may be suspended from the league and all department-sponsored activities for one year. This rule is in effect whether the player is there as a fan or spectator.
- I. Any player found to be participating on more than one Auburn Parks team during the same sport season will be ruled ineligible for that season. All games that player participated in will be forfeited by the teams that player played on.

#### IV. Technical Fouls

- A. A technical foul will be recorded as a personal foul.
- B. A technical foul will result in an automatic two points and retention of the ball by the opposing team.
- C. A player ejected from the game will have 1 minute to exit the building. If that player confronts the referee after the game he will be suspended a minimum of 3 games with a mandatory hearing required prior to them be allowed to continue to participate in the league
- D. A player who receives three technical fouls in a season will be suspended a minimum of two games and placed on probation. Three **misconduct** technical fouls will result in a one-year suspension.
- E. Spectators are a privilege and are not covered in the team fee. They must abide by the same standards as the players
- F. A team accumulating six (6) technical fouls (Misconduct) during the season may be suspended a minimum of one game.
- G. **Each team will be allowed two misconduct technical fouls per game. If a third technical is given that game will stop and the opposing team will win by forfeit.**
- H. Casual Profanity pertains to expletives and verbal unsportsmanlike language not necessarily directed at officials, scorekeepers or other players, but most likely a player uttering them out of frustration. This type of behavior is penalized by a technical foul (**Not a Misconduct Technical**) being declared against the offending player (resulting in two (2) points and retention of the ball the opposing team). If the violation occurs at the end of the game the ejection rule will applied, resulting in a one game suspension. Profanity directed at officials, scorekeepers or others will result in ejection. A team accumulating four (4) in one game will result in the forfeiture of the game.

**Purpose:** The "Casual Profanity Rule" provides a lesser penalty for the gray area between accepted conduct and those situations where the offender must be ejected. This rule is to discourage the ball players from saying things which may feel are offensive. It has been discovered that the players will police themselves when this rule is applied. The purpose of this rule is to clean up the problems which exist at the gym today. The spirit of the rule is to bring the fans and families back to the gym by providing a controlling tool. The guidelines will be that if a player expresses frustration through profanity so that it can only be heard by that player and the other players near by on the court and has no influence on others when there is not a problem. If the profanity is loud enough to be heard by the scorekeeper and fan or players on the bench then we are to expect that is loud enough to have offended someone and the penalty "technical foul" should be imposed.

## V. Protests

- A. All protests must be filed, in writing, with the Auburn Parks, Arts & Recreation within 24 hours. A \$25.00 protest fee is to be paid at the time of the protest. Inform the referee and the scorekeeper of the reason for protest so it can be noted for league records.

If the protest is granted or declared valid, the \$25.00 protest fee will be refunded. Should the protest be rejected, the \$25.00 is automatically forfeited. The protest committee will consist of the league director and a member of the Basketball Officials Association.

- B. Protest of an ineligible player(s) must be made with the gym supervisor prior to the start of the second half of the game. If the player in question does not have identification, he/she is ineligible to play and he will be given 24 hours to produce ID at the Parks, Arts & Recreation Department. The player's signature will be verified with signature score sheet.

## VI. Forfeits

A forfeited game shall be declared by the referee in the following cases:

- A. If the team appears with less than four players at the time scheduled.
- B. Violation of rules as set forth by the Auburn Parks, Arts & Recreation.
- C. Other cases subject to forfeit are stated in the official rule book.
- D. A team which forfeits two games **may be suspended from league** play and **will not** be eligible for playoffs. **No refund will be given for suspended teams.**
- E. **A team accumulating three misconduct technical fouls in one game.**
- F. **On Free Throws, players may enter the lane on the release of the ball from the shooters' hands.**

## VII. Miscellaneous

- A. If there is any doubt as to whether or not a game will be played because of snow, road conditions, etc., call the Parks, Arts & Recreation Department Rain Out Line after 4:00 p.m. on the day of the game at (253) 931-3095 ext. 1.
- B. If a game is canceled because of inclement weather, it shall be rescheduled by the Auburn Parks, Arts & Recreation. Teams will be given at least 24-hour notice.
- C. Each team will be required to have all players outfitted in shirts of the same color with numbers. If there are players without same color shirts or without numbers, two (2) points will be awarded to the opposing team for each player who does not comply with this rule.
- D. No dunking allowed during warm-up or games. A player dunking the ball will be ejected from game and one additional game.
- E. National Federation High School Rules shall govern league games in conjunction with supplemental league rules.
- F. No food or drink is allowed in any school gymnasium. WATER ONLY.
- G. All players must be able to produce identification at games if required by gym supervisor. If a player is unable to produce ID, he/she will not be allowed to participate.
- H. The game ball will be produced by the teams and must be agreed upon prior to game time. If there is a disagreement home team will choose the ball for the first half and the visiting team for the second half.

- I. League director has the right to reclassify teams based on current information.
- J. Three point shot will be in effect.
- K. Each team will have 1 full time out per half no carry over. No additional time outs for overtime.
- L. Games will be 22 minute running clock, stop clock last 2 minutes of second half. Stopped clock defined- The clock stops only during the last 2 minutes of the game, if at the two-minute mark, a team is leading by 12 or more points the clock will continue on running time if the margin shrinks to within 6pts, time will then again reverts to stop time. Restated- If the game margin is 12 points or more at the 2-minute mark, the game will be in "running time" the rest of the game, with one exception. If in "running time" the margin is cut to 6 points, the clock will then go to a permanent "stop time" to finish the game.
- M. The First Overtime is 2 minutes long, stopped time. Any additional overtime will be 1 minute long. It is within the officials' discretion to call a game after the first overtime if the official deems it necessary. This will be recorded as a double win (most gyms have time constraints that we must abide by).
- N. If there is no referee (one referee) or no scorekeepers you do not have to play the game and it will be rescheduled. You may choose to play the game, if so, that game becomes a legal game and will count in the standings.

### **VIII. Ties in League Standings**

- A. Teams with the best league record will advance to playoffs.
- B. If teams are tied; the following criteria will be used:
  - 1. Least number of Forfeits.
  - 2. Head-to-head competition in league play.
  - 3. Point differential between tied teams.

### **IX. Moving Down A League**

Your team must have finished in last place in your division/league the previous season or if your team finished below .500 the previous season and has no more than three (3) roster changes from the previous year's roster.

### **X. Moving Up A League**

If your team finished in first place in division/league play and/or tournament playoff play the previous season, you **MUST** move up one league level.

To petition the upward league movement, you must have a minimum of seven (7) new players from the previous year's roster.