

Rapid City Parks and Recreation Basketball League Rules and Policies

FEES

1. The fee for the 2017 basketball league season will be \$335.00 for all leagues. The fee is payable online, or at either one of these locations:

Swim Center: 125 Waterloo St. Rapid City, SD

Parks and Rec Office: 515 West Blvd. Rapid City, SD

2. The fee is due by midnight on January 4th and space will be limited. No exceptions will be given.

ROSTERS

1. **Each player must be listed on the Team Roster waiver prior to playing the first game.** All rosters' waivers will be set after the 3rd game. Failure to have all players listed on the roster waiver will result in the forfeiture of all games in which the illegal player participated. Remember: **Purpose of the league is for fun and exercise.** Take this into consideration when you find players.

2. To play on a basketball team, you **MUST** be on the roster. **All players must sign the roster prior to participating in league play.**

3. Players can be in High School and roster must be signed by the parents if under 18.

4. Players may be rostered on more than one team, provided that those teams participate in different leagues. You may only have (1) "A" player participating on each team in the B division. You may also only play down (1) division.

5. Any roster changes must be made by the team managers by the 3rd week of play. You may call 394-5223 or 415-0226 to request roster changes after the 3rd week. Additions after the 3rd week will be granted on a case-by-case basis (Injured player, Moved etc...)

6. No current in Season High School Player can participate if they are playing at the High School Level in that sport.

LEAGUE PLAY

1. Teams will be placed in leagues for a 6-week season. League schedules will be posted online at www.allprosoftware.net/RapidCityRec. A single-elimination tournament will follow league play.

2. Makeup games: Games cancelled due to weather will be made up at the end of the season.

3. **BYE:** Teams in leagues with an odd number of teams will receive a bye(s) throughout the league season. If your team is not listed to play on any given week, you are receiving a bye. Those games will be made up the last week of the season.

LEAGUE RULES/PLAYING TIME

1. All league games will be governed by the official basketball rules as adopted by the National Federation of State High School Associations with the exception of the special league rules adopted by Rapid City Parks and Recreation.
2. **Absolutely no preference will be given for game times and/or facility requests.**
3. Official 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:
 1. All technical fouls and shooting fouls.
 2. All time-outs (injury, official, and team).
 3. All whistles in the last two minutes of the half and in all overtime periods, and for all dead ball situations.
 4. If point total is more than 20 it will not stop during the entire game.
 - b. Games will consist of two 20-minute periods and a 3-minute rest period between halves. A five-minute warm-up period between games is allowed if time allows. If not, warm-up period is negated. All games will start at designated game time.
 - c. Games ending in a tie will be decided by a two-minute overtime. If still tied, another two-minute overtime, and if still tied, sudden death. The clock will stop on all whistles during overtime.
 - d. Each team is entitled to 3 twenty-second time outs per game. Each team will receive 1 additional time out for each overtime period.

GAME RULES

1. Teams may be reclassified again after the 6th week of league play for the tournament.
2. **Forfeit Rule:** Teams should be ready to play 10 minutes before game time. At scheduled game time if one team is short the required number of players (5), the captain of the team with the required number of players has the following options:
 - A. Accept a forfeit at game time.
 - B. Let the team that is shorthanded play with a minimum of 4 players without it being a forfeit while the team with 5 will play with 5 players. So it will be 5 on 4.
3. The one on one will be in effect on the 7th team foul. Otherwise, the ball is taken out of bounds. Beginning with the team's 10th personal foul in a half, 2 free throws are awarded for each common foul, except player control fouls. **(Foul shots are played on the release)**
4. **Substitutions can be made on any dead ball!** (please check in at the scores table)
5. No dunking allowed during pre or post game (technical foul will be assessed) and all dunking is discouraged. Damage done to rims or backboards will be assessed to the guilty player and or manager if no one will admit to the damage. The player responsible will not be allowed to participate in any City Recreation programs until the damage fee is paid in full.
6. No protests will be allowed except for eligibility violations. This protest must be made to the gym supervisor before the end of the game which will be looked at by the Recreation Specialist. No protests on judgment calls will be allowed. Any questions of a rule interpretation will be settled by officials at the time of occurrence.

7. **Bleeding Player Must Leave Game:** A player who is bleeding, has an open wound, or has an excessive amount of blood on his/her uniform must leave the game and cannot return until the bleeding is stopped, an open wound is covered, and the player has a clean uniform. If the team does not have an extra game jersey, a player may go back in as a skin or put on any T-shirt as long as the wound is covered and bleeding has stopped. No penalty will be assessed for not having a similar uniform.

* The game will not be held up while player is being treated. Teams will be responsible for treatment of any injuries to their team players. **CITY RECREATION WILL SUPPLY A FIRST AID KIT BUT WILL NOT BE RESPONSIBLE FOR FIRST AID TREATMENT.**

TECHNICAL FOUL POLICY

1. Misconduct technical fouls will be assessed if the following occurs: swearing, obscene gestures, unnecessary roughness, unsportsmanlike conduct, etc... These will be at the discretion of the official.
2. Actions resulting from misconduct technical fouls are:
 - ***1st Technical:** Player sits out five minutes.
 - ***2nd Technical:** Once a player has received two technical fouls, he has 60 seconds to leave the gymnasium. If violated, his team shall forfeit immediately. Two technicals will also create a one 20 minute half-game suspension for the player. If they got their 2nd technical foul in the first half he must sit out the first half of the next scheduled game.
 - ***3rd Technical or Kicked Out:** Visit with Recreation Specialist Matt Brandhagen on further penalty.
3. Two free throws will be awarded and the ball at half court for all misconduct fouls.
4. A misconduct technical foul will be counted as a team foul and as a personal foul.
5. Officials may eject players or spectators from the gym for unsportsmanlike behavior at any time.
6. Physically assaulting an official, player, or scorekeeper, or outrageous verbal abuse will result in automatic suspension for the remainder of league and tournament play and possible a one year suspension from the Rapid City Recreation Division Basketball League. This will be at the discretion of the Recreation Specialist. (Legal action may also be taken).

UNIFORMS

-All teams must wear the same colored jersey with permanent numbers. Magic markers will be allowed if legible. Duplicate numbers are not allowed. Tape is not allowed on uniforms.

FACILITIES AND SPECTATORS

1. The scorekeeper and other league officials can and will be responsible for supervision of the league and facilities.
2. Please respect the facilities that are being used. No smoking is allowed in the buildings and alcohol is prohibited. No POP is allowed in the gymnasium.
3. We are responsible for our own clean-up. Please throw all garbage in trash cans.

4. Team managers are responsible for conduct of their spectators and players before, during, and after the games.
5. **All children must be supervised and seated in the spectator area. If a game has to be stopped due to a child running around or playing on the floor area, a time-out will be charged to the team whose player is responsible for the child.**

We do not want anyone to get hurt, so if the problem continues the game may be forfeited at the discretion of the scorekeeper or the referee. We only have the rights to the gym. The rest of the school is off limits.

Any Questions feel free to contact me:

Matt Brandhagen

Recreation Program Specialist

Rapid City Parks & Recreation

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