

Official Adult 5-on-5 Basketball Rules
City of Boerne Parks and Recreation Department
1017 Adler Road, Boerne Texas 78006
830.248.1635 (OFFICE) 830.331.9652 (FAX)

DEFINITIONS and RULES

Boerne Parks & Recreation Department (BPARD) – is the organization responsible for conducting all aspects of the Adult basketball program. This includes, but is not limited to, registration, conducting meetings (with managers, scorekeepers, suspension hearings & more), league schedules & standings and awards, and providing quality service to the league.

BPARD Staff – is responsible for the conducting league registrations and the maintenance of league schedules and updating league rosters when applicable, and providing quality service to the league.

Game Time – the official time listed on the BPARD League schedule (located at (www.quickscores.com/boerne) Game time is forfeit time. BPARD reserves the right to schedule games as deemed necessary.

Team Managers – are completely responsible for registering their team. This includes but is not limited to: attending managers' meetings, receiving schedules, updating their team's rosters as needed, personal, player and fan behavior at all times including from "pre-game" through the last basket, handling protests and awards pick-up. Team managers are the teams' liaison between their players and BPARD. They are to play the game according to the rules set by the BPARD league.

Players – these are the members of the registered teams. Players are responsible for their own behavior at all times. They are to play the game according to the rules set by the BPARD league.

Blood Rule – A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. The game will not be delayed, but the player will be allowed to return to the game when the bleeding has been contained and any clothing that has blood on it has been removed or covered. Free substitution will be allowed when the player can return to the game. If the Blood Rule leaves only two players, the game may continue. Because of the Blood Rule, every player should have a change of clothing and every team should carry a first aid kit.

Jewelry - No jewelry or any other item deemed dangerous by the official may be worn during play. Any player with exposed permanent jewelry (i.e. body piercing) will not be permitted to play unless the jewelry is removed. Failure to remove any jewelry once requested by the Recreation Coordinator will result in a game forfeiture. The City WILL NOT be liable for any lost or broken jewelry.

NO DUNKING or hanging on the rim allowed before, during, or after games!! Penalty for dunking or hanging on the rim will be double technical foul, immediate EJECTION from the game (and facility), four (4) points to opposing team and possession of the ball at mid-court.

Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Basketball Rules Book and T.A.A.F. Official's Manual.

SUPERVISION AND ADMINISTRATION

- A. The BPARD Recreation Coordinator will handle all matters concerning rules, eligibility, conduct, behavior, etc., not covered in this printing.

ELIGIBILITY OF PLAYERS/TEAM ROSTERS

- B. All team registration is done by the team manager and rosters are turned in during the process. All teams must follow the proper registration procedure to be eligible for league play. An official roster is a form provided by BPARD that includes team managers, assistant managers, and all players first and last names. Rosters could also include email, phone numbers, etc. Completed rosters are due prior to the first game and will result in forfeit should it not be turned in by deadline. Rosters are kept at the BPARD office and can be updated throughout the season. It is the manager's responsibility to make sure a roster is current. In the event a player is suspended and not listed on the team roster that is on file with BPARD, the entire team could also be suspended. Roster forms may be downloaded from our website: <http://www.ci.boerne.tx.us/98/Basketball>. A roster MUST be turned in to the Athletic Coordinator on the FIRST NIGHT OF LEAGUE PLAY. Coordinators will have the rosters at the court each night. All players MUST sign the roster before they can play.
- C. City league rosters may carry a maximum of ten (10) players.
- D. All players participating must be 17 years or older. Players under 18 years of age must have parent's consent form filled out, signed and turned in to the BPARD office in addition to signing the team roster.
- E. Teams may not add players to their roster after their 5th regular season game.
- F. This is a strictly 'recreational' league so **NO FORMER/CURRENT COLLEGE OR PROFESSIONAL PLAYERS ALLOWED!!** Managers are responsible for the eligibility of all players listed on their rosters.

GAME RULES

1. TEAMS AND PLAYERS

- a. Number of Players: A team will consist of five players on the court. Teams must have at least three (3) players to begin and continue a game.
- b. Team Roster: All players must be listed on an official BPARD roster and scorecard before they play.
- c. Substitutions: May be made by checking in with the scorekeeper. Subs will enter the court only during dead ball situations and after an official motions the substitute onto the court.

- d. **Forfeits:** A team who has not filled out the scorecard (player names and jersey #'s) and is not on the court ready to play at game time will be penalized two (2) points per minute until the team is ready to play. After ten minutes a forfeit will be declared.
- e. **Location:** All games will be played at the **Boerne Middle School North Auxiliary Gym located at 240 Johns Rd.** Teams and spectators may not enter the gym area until 15 minutes prior to the start of the first scheduled game of the night. Teams should also exit the gym area within 10 minutes of the conclusion of the last game of the night. Arrive at least 15 minutes prior to the start of your game to check in with the Athletic Coordinator.
- f. **NO food, drinks, gum, smoking, or alcohol allowed in gym facility. NO water bottles or drinks in re-capable containers will be allowed at all.**

2. LENGTH OF GAME & TIME OUTS

- a. A game will consist of two 20-minute halves with a three (3)-minute halftime. The clock will run except for the last two (2) minutes of the second half. (Clock will NOT stop during free throw situations until the last two (2) minutes of the game.) During these last two (2) minutes, the clock will stop on all dead ball situations (clock will NOT stop after a made basket)
- b. Each team will have two (2) time-outs per half. (Time-outs will not carry over) **ONLY PLAYERS ON THE COURT MAY CALL TIME OUTS DURING LIVE BALL SITUATIONS.** Coaches and players on the bench may NOT call time out during live ball situations.
- c. A 'shot clock' will NOT be in effect.

3. STARTS/POSSESSION CHANGES & EQUIPMENT/UNIFORMS

- a. **Jump Balls:** any two (2) opponents may jump the ball at center circle at the beginning of the game.
- b. Alternating possession will be used in all other jump ball/held ball situations and to determine possession for the second half.
- c. **Out of Bounds:** The front and all four sides of the backboard are in-bounds. The back of the backboard, supports, and lights are out-of-bounds. The sidelines and baseline are out of bounds
- d. Game ball will be provided by the BPARD. Teams must bring their own basketballs to warm-up before games and will not be allowed to use game ball.
- e. **Uniform requirements:** jerseys must be similar in color with a six (6) inch (minimum) number in the back and a four (4) inch number on the front. Numbers must be either one or two Arabic numerals between 0 and 99. Fractions, symbols, decimals or Roman numerals are not allowed.
- f. Mesh pinnies will be provided by BPARD for teams with no jerseys or matching color jerseys. Players must wear a shirt with sleeves when using the BPARD pinnies or they will not be allowed to play.
- g. Participants may not wear hats, caps, casts, or splints. All metal knee, leg, or elbow braces must be covered.

4. SCORING

- a. Each made basket on or in front of the 19'9" arc will count two (2) points. Each made basket behind the arc will count as three (3) points.
- b. A successful free throw counts as one (1) point.
- c. BPARD will provide a scorekeeper for each contest. The official score will be kept on the scorebook. If scoreboard and scorebook disagree, the scorebook will take precedence.
- d. **Tie Score:** If the score is tied at the end of regulation, teams will have a free throw "shootout".
 - i. Each team will designate five (5) players for the "shootout".
 - ii. Players will then alternate shooting from the free throw line until one team is "one upped" by the other.
 - iii. Once one team gains an advantage, game is over and score will be recorded as a one (1) point win. (All players DO NOT have to shoot and same player cannot shoot all free throws.)
- e. **Mercy Rule-** game will be ended before time expires:
 - i. If a team is ahead by 50 points at 10 minutes left in the second half, the game will be called.
 - ii. If a team is ahead by 30 points at 5 minutes left in the second half, the game will be called.
 - iii. If a team is ahead by 20 points with 2 minutes left in the second half, the game will be called.

5. FOULS & FREE THROWS

- a. A player will be disqualified (foul out) when he has accumulated five (5) fouls (any combination of personal and or technical).
- b. Bonus free throws (one-and-one) for each common foul (except player control) will be awarded beginning with the offending team's 7th personal foul during each half. Two (2) free throws will be awarded for every foul (except player control) on or after the 10th team foul during each half.
- c. On all free throw attempts (not the first of a two-shot sequence), offensive (excluding the shooter) and defensive players may enter the lane when the free throw attempt has been released.
- d. During a free throw, marked lane spaces may be occupied by a maximum of four (4) defensive and two (2) offensive players. The low block shall not be occupied. The top spaces nearest the free throw line shall not be

occupied. Any player who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.

- f. No free throws for will be awarded for the following:
 - i. Each common foul before the bonus rule is in effect
 - ii. A double foul
 - iii. A player control foul
 - iv. A double technical foul

6. VIOLATIONS

- a. Back-court: Teams may not be in continuous control of a ball in their backcourt for 10 seconds. Once the ball has been established across the half-court line (both feet and the ball), it is a violation to cross back over into the back-court. Penalty: Turnover.
- b. Three Seconds: An offensive player cannot be inside of or in contact with the free throw lane (known as the key) for more than three seconds while the ball is in his/her team's front-court. Penalty: Turnover.
- c. Five Seconds: If a player is closely guarded (within six feet) in the front-court and holds the ball for more than five seconds, or dribbles the ball for more than five seconds, then a violation will be called. Penalty: Turnover.
- d. Kicking: Kicking the ball is a violation only when it is an intentional act; accidentally striking the ball with the foot or leg is not a violation.
- e. Elbowing: Swinging of the elbows while in possession of the ball without pivoting either foot will result in a turnover.
- f. Throw-In:
 - i. The thrower shall not leave the designated throw-in spot until the ball has crossed the plane of the boundary. Penalty: Turnover.
 - ii. The thrower must pass the ball into the court within five seconds of the start of a throw-in. Penalty: Turnover.
 - iii. The thrower may step on but not over the sideline.
 - iv. The opponent of the thrower cannot cross the end line or its imaginary plane. This is a delay of game. The team should be warned on the first offense and then penalized with a technical foul on each subsequent offense.
 - v. The opponent of the thrower cannot reach through the throw-in boundary plane and touch or dislodge the ball Penalty: Technical foul.
 - vi. The opponent of the thrower cannot reach through the throw-in boundary plane and foul the thrower. Penalty: Intentional foul.

PLAYER CONDUCT

A. ABUSIVE BEHAVIOR:

1. Managers are held responsible for the conduct of their players, coaches and spectators. Unsportsmanlike conduct will not be tolerated. *Zero Tolerance Policy* for profanity, taunting, and "trash talking". Any player, coach, and/or spectator will be ejected for the use of such.
2. If the disruptive person(s) is a spectator, the official will give ONE (1) WARNING to the disruptive person(s) and the team manager. Should the situation continue, the official has the right to forfeit the game and take other appropriate action deemed necessary. Such as, evict the person(s) from the gym or call the police and press charges.
3. Should the disruptive person(s) be a player(s), no warning is required before taking appropriate action. Abusive behavior will not be tolerated.

B. In the event a player is ejected, the official may:

1. Determine that no further action needs to be taken against the player/team.
2. Take necessary immediate action i.e. forfeit the game; require the offending player(s) to leave the gym, etc.
3. Request the Athletic Coordinator to suspend the offending player(s) for one (1) game or more.

The following DISCIPLINARY ACTIONS will also be followed:

1. Any player, coach, or manager ejected from a game will be required to leave the court, including the gym and the facility. Only players currently listed on the game scoresheet and on the bench will be allowed to enter the game as a replacement for the ejected player. If bench players are not available, teams will have to continue the game shorthanded. Suspension shall be for a minimum of one (1) game (not counting game in which player was ejected). Suspensions may be longer if the League Administrator deems it necessary.
2. Suspensions will carry over from season to season. EXAMPLE: A player ejected from the final game of the season will be suspended for the first game of the next season.
3. Any player, coach or spectator threatening or handling an official or city employee will be liable to charges being filed with the local police department. Behavior deemed inappropriate may result in suspensions from all future city and state athletics for an indefinite period of time. Suspensions will be reviewed after one year.
4. Physical violence, especially attacks on a game official before, during, or after a game or fights, confrontations between players will result in an immediate one (1) year suspension and/or banishment from any or all City of Boerne leagues or tournament play.
5. Certain suspensions will remain indefinite and will require the player in question to set-up a meeting with the BPARD Director to address/discuss the issue at hand. Length of suspension will be determined after this time and player and team captain will be notified.

- C. For safety reasons, only players listed on current game scoresheet will be allowed in the score table and bench area.
- D. Teams are responsible for clearing out the bench area after their games. Don't forget your warm-ups, jackets, shoes, basketballs, etc.

Players, managers and/or teams will be held responsible and accountable for any property damages incurred at gymnasium/facility!!

TECHNICAL FOULS (counts as personal foul as well as team foul)

Any action resulting in a technical foul will be penalized by: a) 1st offense/two free throws to opposing team and possession of ball, b) 2nd offense/ejection, two free throws to opposing team and possession of ball.

All players receiving a second technical foul during the same game will be ejected from the game and asked to leave the court area. Three (3) unsportsmanlike technical fouls on a team will result in a forfeit of the game.

The referees and athletic coordinator or their designee have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during, or after the game), any intoxicated condition detected by the referees before or during the game, or any flagrant foul as determined by the referee.

EJECTIONS

Depending on the seriousness of the violation, a player may be suspended for the entire season or year. The League Administrator reserves the right to suspend a player or players for discourtesy towards another player, game official, or any city official for a period of games to be determined by the seriousness of the action. The League Administrator reserves the right to increase or decrease the severity of penalties based on previous history, unusual or special circumstances, or to protect the integrity of the league. If a player is ejected from a game twice in one season, he will be suspended for the duration of the season.

Suspensions will be in effect until fully completed. Any byes, rainouts, holidays, and/or other acts of nature that prevent a team from playing their normal schedule could result in a longer suspension for the player. This will be determined by the BPARD.

PROTESTS

1. Protests that will be considered are those involving the following:
 - a) Misinterpretation of a playing rule.
 - b) Failure of an official to apply the correct rule.
 - c) Failure of an official to impose the correct penalty for a violation.

Notification of the intent to protest must be made immediately before the next legal play, except on player eligibility protests. **The manager of the protesting team must immediately notify the official that the game is being played under protest. The official will notify the opposing manager and will log the situation to indicate the score, time remaining, foul situations, and any other information regarding the protest. The game will be continued and the protest will be ruled on later by the League Administrator.** Protests will not be allowed after the game is over and both teams and/or officials have left the court.

All protests regarding player eligibility must be brought to the attention of the official before the game has begun or at the time eligibility comes to question. No protests of eligibility may be made after the game is over and the protesting team has lost.

Protests on player eligibility or rules must be filed in writing at the scorer's table or Athletic Office. The time limit is twenty- four (24) hours, however weekends and holidays will not count in the time limit. A \$25.00 administrative fee must accompany each protest. The fee will be returned if the protest is approved by the League Administrator.

Protests will not be allowed on any judgment calls.

DETERMINATION OF CITY DIVISION WINNER

The team with the best overall record will win first place. The team with the next best record will be second place. Exceptions:

In case of a tie for the league winner, the following tie-breaker procedure will be used to determine the order: 1) Head-to-Head results between teams, 2) Head-to-head point differential, 3) Average point differential for season, 4) Total points for season.