

## ADULT BASKETBALL

### 1. MANAGEMENT

- a. Sponsored by the Kearney Park & Recreation Dept. (Recreation Division), 2005 1<sup>st</sup> Avenue, Kearney, NE 68847. 237-4644
- b. League Coordinators:  
Jade Brown, Recreation Superintendent, w233-3229, c440-7783  
John Klosterman, Recreation Coordinator, w233-5320, c293-1280

### 2. SEASON FORMAT

- a. The league will follow a round robin format. Teams will play the number of games as promoted on the registration flier. A post-season tournament will be conducted during the Fall League only.

### 3. ELIGIBILITY

- a. Players must be 18 years of age or older by the start of the winter season. Players must be 16 years of age or older for the fall season.
- b. All players must sign the roster/waiver prior to playing. Players can be added to the roster during the season. If a post-season tournament is conducted, players must be on the roster prior to the last regular season game in order to be eligible for the tournament.
- c. During the men's winter league, there can be no more than two "A" league players on a "B" team, and no more than two "B" league players on a "C" league team. No "A" league players can play in the "C" league.
- d. Two league maximum for any player.

### 4. PROTESTS

- a. Protests can only be made if an ineligible player participates. Protests must be made by the night of the game in question. Games will be forfeited if a team plays with an ineligible player. Teams are encouraged to make the protest prior to playing the game.

### 5. GENERAL PLAYING RULES

- a. The name and number of each player needs to be entered on the official scoresheet prior to the start of the game.
- b. If a team does not have at least 4 players by five minutes after the scheduled game time, the game is forfeited (a forfeit will be ruled as a 50-0 score). Teams can finish a game with 3 players.
- c. A game will consist of two, 20-minute, running clock halves. The clock will only stop on time-outs, injuries, technical fouls and dead ball situations during the last 2 minutes of each half and overtime.
- d. Overtime periods will be 2 minutes in length.
- e. Halftime will be approximately 3 minutes in length.
- f. Each team will have 4 time-outs per game. Teams are allowed 1 time-out if an overtime period is played.
- g. The alternation jump ball rule will be in effect.
- h. Bonus free-throws will be shot on and after the 7<sup>th</sup> team foul. Two free-throws will be awarded on and after the 10<sup>th</sup> team foul.
- i. Two free-throws and the ball will be awarded on all technical fouls. Clock will stop on all technical fouls. A personal and team foul will be awarded.
- j. Three technical fouls in a game by a team will result in a forfeit of that game and the next scheduled game. Two technical fouls by a player will result in ejection from that game and the next scheduled game.
- k. **Three technical fouls by one individual in a session will result in a one game suspension. Also, every technical foul thereafter will result in a one game suspension.**
- l. On the first flagrant technical foul, the officials have the authority to eject the player from the game and the next scheduled game. If a second flagrant technical foul is assessed to the team, the game will

be forfeited as well as the next scheduled game. In severe cases, a player or team will be suspended indefinitely from the league.

- m. Five seconds will be called on a closely guarded player.
- n. Players can substitute during dead ball situations only.
- o. If a player uses profane language, one formal warning will be issued to the team. A second use of profane language will result in a technical foul charged to the player. Normal technical foul rules will follow with regard to player and team ejections. This profanity rule is different than when profane language is directed towards an official, in which case the formal warning will not be given.
- p. On the first dunk attempt, the player will receive a technical foul and points will not be allowed.
- q. Slapping the backboard or touching the rim or net will be ruled as goal tending if it affects the shot.
- r. If a discrepancy exists between the scorebook and scoreboard, the officials will examine the situation, but will most likely rule in favor of the scoreboard. Both teams should help keep the score, time & fouls.
- s. During free-throw attempts, only 4 defensive and 2 offensive players will be permitted in the marked lane spaces leaving the bottom lane spaces open on both sides. Players in the lane spaces may enter on the release of the free-throw.
- t. On court #1 at Horizon Middle School, teams will be allowed to take the ball back to the red line (10 feet past the mid-court line) before a backcourt violation is called by an official. The mid-court line will still be considered the 10 second line when bringing the ball up court.
- u. Mercy rule – The clock will not stop on dead ball situations if a team is leading by 15 points or more during the last two minutes of the game.
- v. College rules will be in affect except for the shot clock, block/charge semi-circle and other exceptions as mentioned.

### 6. LEAGUE REQUIREMENTS

- a. Teams are required to provide a player to help with either the scoreboard or scoresheet.

### 7. UNIFORMS

- a. Gym shoes only. No black-soled shoes that mark the floor.
- b. Teams are encouraged to have identically colored shirts with numbers
- c. KPR reserves the right to not allow any team name or uniform that is discriminatory, inappropriate, or disrespectful.

### 8. SPORTSMANSHIP

- a. A high level of sportsmanship is the standard for KPR leagues. Team captains should recruit players that can display mature behavior.
- b. To encourage good sportsmanship, officials will rate each team between 0-4 at the conclusion of each game. At the end of the season, the highest rated team in each division will receive a KPR gift certificate. If a tie occurs, the team with the poorer record will be declared the sportsmanship winner. Teams with full-time KPR employees are not eligible for the award. Scoring is as follows:
  - Four: All team members demonstrate a high level of sportsmanship.
  - Three: All team members demonstrate a reasonably high level of sportsmanship, but some minor unwarranted actions, profanity, complaints, or arguments occur that possibly require a warning from an official or supervisor.
  - Two: A team member receives a technical foul for any reason. A team calls the KPR Office by 5:00pm on Friday for a forfeit.
  - One: Two technical fouls by a team, or if a team member receives a technical foul and additional unwarranted actions, profanity, complaints, or arguments occur.
  - Zero: A forfeit by a team without a call or not having enough players for a game and 3 technical fouls.



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**PLAY HARD. HAVE FUN!**

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**SPORTSMANSHIP continued**

- c. A technical foul will be called in the following instances; negative comments towards an official, continuously or harshly second guessing calls, or other unsportsmanlike actions such as slamming the ball or harming the facility. Technical fouls will be called at the officials' discretion.
- d. Unsportsmanlike actions will not be tolerated by spectators. League supervisors and officials have the authority to eject spectators from the gym.
- e. THE TEAM CAPTAIN IS RESPONSIBLE AND IS THE SPOKESPERSON FOR THE TEAM.
- f. Physical violence by a player will result in removal from the league and suspension.
- g. Alcohol is illegal on school grounds. Players who break this rule will be suspended for the entire season.

**9. COURTESY**

- a. If you bring kids to the gym, please make sure they are not in a place where they could get hurt. You are also responsible for the behavior of your child. Young children should be supervised.
- b. Please hold the basketballs while other games are in progress.
- c. Please bring a separate pair of shoes to play in so dirt is not brought in from the outside to the playing floor.
- d. Please pick up your trash prior to leaving.

**10. SAFETY**

- a. To help avoid injury, players are encouraged to adequately warm-up their body and stretch prior to playing.
- b. Players may not wear jewelry.
- c. Players are encouraged to wear shoes designed for basketball.
- d. First aid is available at the gym. Please inform a supervisor or official if you need assistance.
- e. KPR equipment and unoccupied courts can only be utilized by participants of the league.

**11. AWARDS**

- a. Teams finishing first during the season will receive championship t-shirts.
- b. During the Fall League, tournament champions will receive a KPR gift certificate.
- c. Sportsmanship winners will receive a KPR gift certificate.

**IN CASE OF BAD WEATHER,  
PLEASE CALL 4-INFO AT 234-4636 EXT. 4113 AFTER 3:00pm –OR-  
SUBSCRIBE TO “RainedOut” BY TEXTING “BBFALL17” to 84483.  
TO HEAR CANCELLATION OR POSTPONEMENT INFORMATION.**

**KEARNEY PARK AND RECREATION WEBSITE**

**[www.kearneyrec.org](http://www.kearneyrec.org)**

**Schedules, standings and league registration information.**

**Standings will be updated each week.**



# BASKETBALL

## League Rules & Regulations



CITY OF KEARNEY  
PARK & RECREATION