



CITY OF DALLAS

Dallas Park and Recreation Department  
Adult Basketball Rules and Regulations  
2013-2014

All League Games will be played in accordance with the current NCAA rules, with the addition of the following:

### I. Eligibility

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1. Players in Adult Basketball Leagues must be eighteen (18) years of age or older prior to the start of league play.
2. All players must carry a valid Dallas Park and Recreation Department (DPARD) card and current picture identification with them at all times during all league games. No DPARD card, No Play, No Exceptions
3. Players will not be allowed to play on more than one team in the same league during a season. If a player's name appears on more than one roster, he shall belong to the team he plays for first.

### II. Rosters

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1. Each team will be allowed a maximum of 12 players.
2. **Final rosters must be turned in by the team's first game.** Rosters may be turned in at the Recreation Center Office or to the scorekeeper prior to the first game. Rosters **must** be completed with players legal names, current information and signature. **Note: If rosters are not turned in by the first game, the result will be a forfeit.**
3. There will be no roster changes allowed **for any reason** after the final roster has been submitted.
4. Players must play in 50% of regular games to be eligible for the playoffs

### III. Equipment/Uniforms

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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.
2. Players must wear tennis shoes with non-marking soles
3. Referees may ban any equipment that they deem as unsafe or illegal.
4. No jewelry may be worn at any time during the game with the exception of a medical emergency necklace or bracelet
5. If there is a conflict with same color jerseys, the visiting team must change their jerseys. Pinnies will be provided by recreation center in the event that the visiting team cannot furnish different colored jerseys.

### IV. General Playing Rules

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1. Line-ups must be turned in to the Official Scorekeeper at least ten (10) minutes prior to game time. Line-ups must include last name, first name, and jersey number.
2. Each Coach/Captain should initial the scorekeeper's score sheet after each game. This will insure that all records are correct and have been accepted by both Coaches/Captains. Failure to initial the score sheet will be an indication that the Coach/Captain has accepted the score sheet and has forfeited his/her right to review. **League standings will be based on the score sheets.**
3. Time-Out Allocations are as follows:
  - a) Regular Play - Two (2) one-minute time-outs per half. Timeouts will not be carried over.
  - b) Overtime – One (1) one-minute time out.
4. There will be a 10 minute grace period only for the first game of the day, if teams do not have enough players start.
5. **Teams must start a game with at least four (4) players, but must have five (5) players to begin the second half or the result will be a forfeit.**

6. **No** dunking during warm-ups! Dunking will be permitted during games.
7. **No** hanging on the rim at any time! Players guilty of hanging on the rim before the game, during the game, or during half time will be assessed a flagrant technical foul.

#### 8. **Technical Fouls**

- a) "Flagrant" Technical - Examples: Unsportsmanlike conduct, unsportsmanlike language, hanging on the rim, etc. Penalty: Two shots and the ball out of bounds. Three (3) flagrant technicals on a team during a game will result in forfeit of the game. Two (2) flagrant technicals by a player during a game will result in ejection of the player from the game. If a team reaches seven (7) technical fouls during the season, the team will forfeit the remainder of the season and will not be able to participate in any Dallas Park and Recreation Leagues or tournaments indefinitely.
- b) "Regular" Technical - Examples: Jewelry, name not in scorebook, dunking during warm-ups, etc. Penalty: opposing team gets Two shots and the ball out of bounds. Regular technicals will not count against team forfeiture or player ejection.

### V. Special Playing Rules

1. An official game shall consist of two 20-minute halves with a running clock. The running clock stops only for time outs, and during the final two (2) minutes of second half for all whistles.
2. A three (3) minute half time will be observed.
3. All substitutes must be entered into the official score book before entering the game. All substitutes must check in at the scorer's table and wait for an official to allow them to enter the game.
4. **Overtime** - Any game ending in a tie will be continued with a three (3) minute overtime, the clock stopping on every whistle during the last minute. One (1) time-out will be awarded per team, per overtime.

### VI. Tie-Breaker Procedure

1. In case of a tie at the conclusion of the regular season/play-offs, the following tiebreaker procedure will be used to determine places:
  - a) Head-to-head result(s) between teams tied.
  - b) If teams split in head-to-head games, point differential in those games will be used.
  - c) If teams are still tied, point differential in **all** league games for the teams tied will be used.

### VII. PROTESTS

MUST be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the League Commissioner and give details of protest.
3. League commissioner will have final say on which team is in favor of the protest.

### VIII. FEES

1. Fees must be paid two (2) weeks prior to the first scheduled game, no exceptions.
2. If league is "Players Pay Officials" each team is responsible for paying the official \$20 prior to each game. If fees are not paid, officials fee will double the following week. If team fails to pay again, team will be released from league with no refunds.
3. Refunds will not be honored once the league has started. Refund requests must be made five (5) business days prior to first scheduled league game.