



BASKETBALL

RULES and REGULATIONS



Macomb Township Recreation Center
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Macomb Township Parks & Recreation Department **LEAGUE BASKETBALL RULES**

Macomb Township Parks & Recreation will use the Michigan High School Basketball Rules as the governing rule book. However, in all cases during play, specific Macomb Township Parks & Recreation league rules will override the High School Rules. **The league director has the authority to modify or change rules at any time in order to ensure fair and legal play of the league.**

PLAYER ELIGIBILITY

Any team using an ineligible player in a game upon protest of the individual's eligibility by an opposing team shall forfeit the game(s) in which the individual has participated. Specific eligibility rules are listed below:

- A. All players must be eighteen (18) or older to participate.
- B. No player is allowed to participate on more than one team.
- C. No player may participate until they have signed the team roster/waiver form.
- D. Current members of high school/college basketball teams cannot participate in the Macomb Township Basketball league during their season.
- E. Players must participate in at least three (3) regular season games to be eligible for league tournament.

TEAM UNIFORMS

- A. Teams are responsible for providing their own shirts/jerseys to be worn for play.
- B. Shirts/Jerseys must match and be easily identifiable among other teams, officials, and scorekeepers.
- C. Shirts/Jerseys must have a visible/readable number by officials and scorekeepers.
- D. Teams not complying with the league uniform rule will be forced to wear yellow mesh pennies.
- E. Teams playing each other with the same color shirt/jersey will flip to see who wears the yellow mesh pennies.

ROSTER

- A. Team Rosters are to be completed and turned in at the score table week 1 before your game begins.
- B. Maximum players allowed on any roster is 12 players.
- C. Players may not be added to the team roster **after the 5th week of play has concluded.**
Exception: If an injury has occurred, the injured player can be removed and replaced by another player.

PROTESTS OF ELIGIBILITY

- A. Any protest of eligibility must be made before the conclusion of the game.
- B. In the case of an eligibility protest, rosters will be on site.
- C. Player(s) in question must present a picture I.D. at the time of the protest to verify their eligibility.
- D. If a protest of eligibility is upheld, the violating team will forfeit all games in which the ineligible player(s) participated.
- E. Any player who is judged to have played illegally shall be suspended from the league. Any team coach utilizing an illegal player will be suspended for 3 league games.
- F. All Macomb Township Parks & Recreation rulings are final. Protests of eligibility not covered in this rule shall be handled at the discretion of the League Director.
- G. Player protest fee is \$35.00 per player. If the protest is upheld, the \$35.00 fee will be returned.

GAME - FORFEIT TIME

- A. Game time is forfeit time. A five (5) minute grace period can be instituted if the opposing team agrees but the game clock must start at the scheduled game time in order to keep the night on time. If at the conclusion of the five minute grace period one of the teams is not ready to begin play, a forfeit will be declared **(this rule will be strictly enforced)**.
- B. To start a game, teams must have at least 3 players per team present.
- C. The game will be ruled a forfeit if a team cannot start or continue with at least 3 eligible players on the floor at any time.
- D. If a forfeit is determined due to lack of players, the teams scheduled to play at this time still have the rights to the court and may play a scrimmage game or stay and shoot around. **NOTE: Scrimmage games will not be officiated.**

SCOREBOOK/TEAM LINE-UP

- A. All coaches are responsible for making sure their players sign in at the score table each week.
MANDATORY: All players must check-in to the score table and be waived in by an official each time as a sub.

EJECTION'S AND SUSPENSIONS

- A. Players will be ejected from the Macomb Township Recreation Center and game for unsportsmanlike conduct, fighting, and/or conduct that is deemed unsafe or dangerous. **Fighting will not be tolerated** and will result in an **ejection from the Macomb Township Recreation program for the remainder of the season.**

CONTROL OF SPECTATORS

- A. Macomb Township Parks & Recreation reserves the right to remove any spectator(s) from the facility during basketball games for the purpose of public safety. Spectators can be removed due to disparaging language and/or unsportsmanlike behavior. **No fans are allowed to ever be on the court and are not permitted to sit on the bench for games. Only players on the team roster are permitted to sit on the bench.**
- B. All spectators and children must sit in the designated spectator area with adequate supervision.

BLOOD DURING A GAME

- A. During a game if an injury or illness occurs which results in a player losing blood or other body fluids, the official will stop the game and the player must leave the game at that point. The injured player must have the wound cleaned up, bleeding stopped, wound covered, jersey properly disinfected or replaced before being allowed to re-enter the game.

JEWELRY, HEAD BANDS AND CAST'S

- A. No jewelry may be worn by players (earrings, necklaces, watches, etc.) The only exceptions to this rule are flat wedding bands.
- B. Hard cast's are illegal and players cannot participate wearing cast material of any kind.

VALUABLES

- A. Macomb Township Parks & Recreation is not responsible for any loss or theft of personnel items.

TECHNICAL FOUL

- A. A player receiving 2 technical fouls in a game is ejected and must leave the premises immediately. The game will be delayed until the player has left the facility.
- B. A player receiving their 3rd technical foul in a season will be suspended for one game. Every technical foul after that will merit an additional game suspension.
- C. Fighting between two players will result in a technical foul and immediate ejection of both players from the game and league. A single player can also be called for a technical foul for fighting or hitting another player.
- D. Technical fouls will be issued for any vulgar or threatening language, behavior, and other unsportsmanlike conduct.

ADDITIONAL RULES

GAME LENGTH – Two (2) twenty minute halves, with a running clock except in the last two (2) minutes of the 2nd half and during time-outs. Clock stops on all whistles on or inside the last 2 minutes of the 2nd half. Whistles that occur outside 2 minutes the clock does not stop. The clock will not stop if a team is ahead by 14 points or more in the second half of the game.

HALF TIME – There will be a two-minute break at half time.

OVERTIME - Overtime will be 2 minutes in length. At the end of overtime should the game still be tied, a sudden death overtime will be played. First team to score wins. Clock stops on all whistles on or inside 1 minute of the overtime period.

TIME OUTS – Each team will receive two (1 minute) time outs per half. In the overtime period, each team will receive one (1 minute) timeout. Additional timeouts **will not be issued** for the sudden death overtime. **Time-outs do not carry over into the second half or overtime periods**

PLAYERS/TEAM FOULS – Players will be allowed five (5) personal fouls before they are disqualified from the game. Player technical fouls will also be counted as a personal foul. The bonus will occur when a team is charged with their seventh (7th) team foul of the half (1 and 1). The double bonus will occur when a team is charged with their tenth (10th) team foul of the half (2 shots).

TIE BREAKERS – If at the end of the season teams are tied with identical records, the first tie breaker will be head to head results among the teams who are tied. The second tiebreaker will be total points scored on the season. The third tiebreaker will be total points allowed on the season. *****Any team who has forfeited a game during the regular season and is tied with another team in the standings is not eligible to receive tiebreaker benefits*****

PLAYOFFS - The top 8 teams, which are determined by the league standings at the end of the regular season, are only eligible to advance and participate in the league single elimination tournament. The season will conclude at the end of the regular season for the teams finishing outside of the top 8.

TEN SECONDS / OVER & BACK – There is no over and back rule or ten second rule for the men's 4x4 basketball league. If necessary to keep the quality of play consistent, the league administrator or officials can institute the ten second rule immediately if teams are continuously wasting clock in the backcourt throughout the game when it is not warranted.

