

# The Colony Parks and Recreation Department

## Adult Basketball Rules

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Revised 5/9/2025

### **I. Game Clock:**

1. An official game shall consist of two (2) twenty (20) minute halves with a running clock for the first eighteen (18) minutes of each half.
2. A NCAA regulation clock will be used the last two (2) minutes of each half.
3. A regulation clock will stop for all whistles the last two minutes of each half and each successful field goal in the last minute of the second half or overtime period.

### **II. Half Time:**

1. A five (5) minute half time will be observed.

### **III. Overtime:**

1. Overtime will consist of one three (3) minute period with the clock stopping for all whistles during the entire period. Each team will be given one (1) time out in the overtime period. Timeouts will carry over from regulation. There will be no ties.
2. If the game is tied after the 3 minute period, there will be a sudden death period. First team to score wins the game.

### **IV. Time-Outs:**

1. Each team will be allowed four (4) one (1) minute time-outs per game.

### **V. Lane Violation:**

1. Offensive players will have to abide by the three (3) seconds in the lane rule. Players in violations of this rule will be called by the official and will be called as a turnover.

### **VI. Jerseys & Numbers:**

1. Players on each team must wear jerseys that are identical in the base color of the jersey and must have a number on the back or front.
2. Jersey numbers may not be duplicated on the same team and must be either one (1) or two (2) digit Arabic numerals between 0 and 99. Fractions, symbols, decimals or roman numerals are not allowed.
3. Numbers must be permanently affixed to the jersey and not taped or pinned to the jersey. Numbers that are hand written in pencil, marker, or any type of ink will not be allowed.
4. If you do not have a jersey with the required number, you will not be able to play in the game.

### **VII. Point Spread Rule:**

1. If a team is ahead by twenty (20) points the clock will not stop except for injuries and time-outs until the team ahead is ahead by less than twenty (20) points. Like the rest of the game, the clock can be stopped by a time-out.

### **VIII. Shot Clock/Closely Guarded Rule:**

1. There will not be a shot clock. However, a five (5) second "closely guarded rule" will be in effect.

### **IX. Fouls:**

1. Each player is able to be called for up to five (5) fouls during the duration of the game. Once a player commits their fifth foul they will be removed from the game and will not be allowed to play the remainder of the contest.
2. If a player has fouled out of a game another player is able to take their place on the court so long as they do not also have five (5) fouls.
3. If any one player receives two (2) technical fouls any time during a game, either while they are playing or sitting on the sideline, they will be disqualified from the game. Any further issues may result in the player being suspended from future games.

### **X. Contest:**

1. Game time is forfeit time
2. Teams can start with 4 players.
3. If at least 4 players for any team are not present at game time the contest will be declared a forfeit and the team receiving the forfeit will be credited with a 15-0 win.

### **XI. Game Rosters:**

1. This is an open adult basketball league. Anyone ages 18 and up is eligible play on a team.
2. Teams can have up to 12 players on their roster and can add and delete players up until the third (3) week of the season.
3. All players must be registered through the Amilia software system.
4. Before the game each team captain will fill out the scoresheet at the score table.
5. Players may only be on one team's roster at any given time.
6. Rosters are locked after the third (3) week of the regular season, after that players may not be added for the playoffs.
7. A technical will be issued if a player is not on the score sheet once the game begins.

### **XII. Fouls:**

1. Personal Fouls – Each player is allowed five (5) personal fouls per game
2. Bonus – Beginning with a team's seventh (7) personal foul in each half, the bonus free throw shooting of "one and one" goes into effect.
3. Double Bonus – Beginning with a team's tenth (10) personal foul in each half, the double bonus free throw shooting of two free throws will be awarded for each foul.

### **XIII. Standings:**

1. These tie breakers will be used to determine team standings:
  - i. Winning percentage
  - ii. Head-to-head
  - iii. Total points differential (max credit of 15 points per game)
  - iv. Total points against
  - v. Coin toss

### **XIV. Uniforms**

1. Jerseys are not provided by the league.
2. Jerseys Specifications
  - i. Jerseys must be reversible
  - ii. Jerseys must have a legal basketball number
  - iii. Teams must have the same color jerseys.

## **XV. Protest:**

### **GAME PROTESTS**

Game protests shall be made in writing via protest form to the Colony Parks & Recreation's Athletic Department. All protests must be accompanied with a \$50.00 cash payment. If their protest is upheld, the fee will be returned. Judgment calls by the official shall not be protested. Protests of any other type shall be made at the time of incident.

### **PROTESTS**

- Referees will work to settle all situations on the court.
- Protests will be allowed for age violations & rule interpretations only.
- Protests must be declared to the official and to the TCPARD Staff on duty immediately following the dispute.
- If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the official and the protesting team leaving the field/court of play. No protest will be allowed following the game. Officials and League Staff will rule on all protests and their decisions shall be final.
- A protest based on a play which involves an official's judgment shall not be permitted
- Any team coach or other adult leader who withdraws a team from the playing field/court under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

## **XVI. Sportsmanship:**

1. Ejection of a player, coach, etc. may result from remarks to or about opposing players and officials, or anyone who commits other acts that could be considered unsportsmanlike. Penalty will be ejection from game and grounds, including parking lot. Player has 1 minute to leave the facility or the offending player's team will forfeit. Any player ejected from a game will receive an additional (1) game suspension. The additional game suspension will be the next played game by the player's team. Any players ejected for a second time during the season will be removed from the remainder of the season. Note: the aforementioned suspensions will be the minimum penalty enforced and may be increased in each situation based on the player's attitude and actions decided by the athletics supervisor. A player that is ejected or suspended may not be on the court or at the facility under any circumstances during his/her suspension.
2. Physical assault or verbal threats of any kind by a player or spectator on a referee/scorekeeper or another player or spectator will result in immediate removal of that player or spectator from the game and grounds by police, and will be suspended from The Colony league. The referee may forfeit the game if attacked physically by any member or spectator. Members ejected for fighting will be suspended immediately from league play for a period of 1 yr. from date of incident (no exceptions). Prior to re-entry, the player(s) must contact the Athletics Supervisor/Coordinator who will make the final decision whether the player will be allowed in the league. Harassment of an employee at any time can result in being suspended from the league, as decided by the Athletics Supervisor/Coordinator. Any person that physically assaults a referee/parks and recreation staff will be charged with assault.

## **XVII. Miscellaneous:**

1. Teams will be removed from the league if they forfeit 3 games in a row or forfeit a total of 4 games in a season. Decisions regarding removal of teams will be left up to the discretion of the Athletics Supervisor.
2. Dunking is not allowed in this league. Dunking will result in an automatic ejection. Dunking multiple times in a season will result in suspension.