

5 on 5 ADULT BASKETBALL BY-LAWS

1. **All Participants Are Expected To Conduct Themselves In A Sportsmanlike Manner At All Times.**
 2. All participants must call in and register and pay the appropriate player fee during business hours, (8:00am-5:00pm: Monday-Friday), prior to participating in a game. Roster & player fees will **NOT** be accepted at the gym. The Marshall Recreation Department office is located at 900 S Marshall.
 3. The current edition of the State High School Association Basketball rulebook will be the source for rules with the following exceptions:
 - A. Games will consist of Two Twenty-Minute Halves with the clock stopping in the final 2 minutes of each half on all dead balls. If a team is leading by 15 or more points in the 2nd half, the clock will not stop in the final 2 minutes unless the difference drops below 15 points.
 - B. Three-minute intermission maximum between halves, if time permits.
 - C. The BONUS FREE THROW will be awarded beginning with the offending team's 7th personal foul in each half. The offended player will be awarded 2 free throws beginning with the offending team's 10th personal foul.
 - D. Three time-outs will be permitted PER GAME with an additional time out allotted for each overtime period. Unused time outs may accumulate and be carried into overtime.
 - E. UNSPORTSMANLIKE TECHNICAL FOUL RULE: Examples of an unsportsmanlike technical foul include but are not limited to:
 - threatening, striking or shoving an official
 - refusing to abide by the official's decision
 - arguing an official's decision - only the manager of record or, in the absence of the manager, a "team representative" may have verbal contact with the "official" in a peaceful and non-threatening manner. The "team representative" must be determined at the pre-game manager's meeting.
 - physically reacting to an official's decision by slamming the ball down, punching the wall, kicking the bleachers, etc.
 - verbally threatening or abusing another player or anyone else in the facility
 - intentionally fouling a player that could have caused an injury
 1. The first unsportsmanlike technical foul received by a player on a team will result in an automatic 2 points being awarded to the opponent's score and the opponents receive the ball out-of-bounds. The offending player must sit out for 5 minutes per the game clock or the rest of the game, whichever occurs first. Penalty time begins when the player sits down on the team bench. In Addition, a personal foul will be charged to the offending player.
 2. If a 2nd unsportsmanlike tech. foul is called against another player on the same team then Rule E.1. applies.
 3. If a team receives a 3rd unsportsmanlike technical foul in a game then that team will forfeit the game! If this happens again in the same season then that team will be dropped from league play!
 4. If a player receives a 2nd unsportsmanlike technical foul in a game then that player must be removed for the remainder of the game and will receive an automatic two game suspension to be followed by probation for one calendar year, as specified in item VI. E., of this department's Code of Conduct. Said player may remain on the bench as long as that player is not disruptive to the game. If the player becomes disruptive to the game then the player will be ejected from the facility. Failure for the ejected player to leave the gym immediately may cause his/her team to forfeit the game.
 5. If one player receives 3 or more unsportsmanlike technical fouls during a season, that player will be suspended for the remainder of the season (minimum 4 games). This suspension will be carried over until the next 5 on 5 basketball season, if needed.
 6. Any team who has a player who is suspended for unsportsmanlike conduct will be assessed a \$25 fee that will be taken out of the team's \$50 conduct fee. The team will be assessed the remaining \$25 if there is another player suspension and then that team will be ineligible to win the league title. If a team has no suspensions during the season, then the \$50 conduct fee will be refunded at the conclusion of the season.
 - F. EJECTED FROM THE FACILITY RULE: In Basketball, if a player, coach or fan is EJECTED FROM THE PLAYING FACILITY for conduct unbecoming an athlete then said participant would be recommended for suspension for the remainder of the season. This player must gather his/her stuff immediately and leave the facility or the game will be declared a forfeit. This rule supersedes the 2nd sentence only of Item 7.E. of this department's Code of Conduct!
 - G. If a participant is on suspension, then that participant cannot be present in the facility for any 5 on 5 League games.
 - H. All players must check in and wait by the official scorer until official signals players to enter the game.
 - I. If a game ends in a tie, one, THREE-MINUTE overtime period will be played. If the game is still tied a "sudden death" playoff will be played. The first team to score at least 1 point wins. The clock will stop on all dead balls. A jump ball will begin all overtimes!
 - J. ALL teams are required to have like colored jerseys with a number prominently displayed on the back. If a team member DOES NOT have a like colored, numbered jersey he or she WILL NOT be permitted to participate. If an entire team fails to have like colored, numbered jerseys a forfeit will be declared. NO TWO TEAM MEMBERS MAY WEAR THE SAME NUMBER whether in the game individually or at the same time. Jewelry, Ball Caps or Bandannas may not be worn during any contest.
 - K. Scheduled Game time is forfeit time. A team with one rostered player or less will forfeit the game. Rostered players must check-in and report shirt number to the scorekeeper before entering the game. The game will start with 2 or more rostered players present. If there are less than 5, additional rostered players must be added during a dead ball, as players arrive.
 - L. DUNKING IS NOT PERMITTED AT ANY TIME! Dunking or hanging on the rim is absolutely prohibited before, during and after any game! ANY PLAYER DUNKING OR HANGING ON THE RIM will automatically award the opposing team 2 points and that player must sit out the next 5 minutes per the game clock. A basket will not be counted if it is dunked and the opposing team gets the ball out-of-bounds. [Penalty carried over if necessary] This alone is not an unsportsmanlike technical foul and does not count as a personal foul, unless the dunk is done in an attempt to intimidate the official, opposing team or supervisor in an unsportsmanlike manner.
4. There will be NO SMOKING, DRINKING OF ANY ALCOHOL OR CHEWING TOBACCO at the Gym.
5. Due to a shortage of gym time a maximum of 5 minutes will be allowed for warm-up unless games are ahead of schedule. Managers must report to the official scorekeeper table 5 minutes before scheduled game time, to put team roster and numbers on scoresheet. (Please note: a player who arrives late must report to the official scorer with name and number before that player can enter the game. Players can only enter the game during a dead ball.)
6. Food and Beverages are not allowed in the gym.
7. Park in designated parking spaces only!
8. This Department and the Marshall Activity Center are in no way responsible for lost or stolen valuables.
9. A Player may play on one and only one team in this department's 5 on 5 Basketball program.
10. Overall won/loss records shall determine league champions. Ties will be broken based on record within league play and then head-to-head competition between teams tied. If this fails to determine a winner, a single game playoff will be held with team(s) tied. If three or more teams are tied then a draw will be held for a single elimination tournament.