



## ADULT BASKETBALL RULES

---

### ARTICLE I - Roster Requirements

---

**SECTION 1** The minimum age for all players is 18 years of age.

**SECTION 2** The minimum number of players on a roster is five.

**SECTION 3** Individuals may not be added to rosters for league or tournament play after March 1.

**SECTION 4** College basketball participants under 35 years of age must be identified on team rosters for WRBF classifications.

---

### ARTICLE II - League Classification

---

**SECTION 1** Teams will be classified for league play and also for Washington Recreation Basketball Federation competition. College basketball participants under 35 years of age will determine a team's WRBF classification, but not for league play.

**SECTION 2** Teams may not change classification after March 1. A team's obligation to the Washington Recreation Basketball Federation ends when its post-season tournament commitment is fulfilled. Teams may register a classification higher than the one for which they are qualified.

**SECTION 3 Open:** Teams entering this division will be ranked according to skill level and placed into leagues accordingly.

**SECTION 4 B Veterans:** No players under the age of 30.

**SECTION 5 Masters:** No players under the age of 35.

**SECTION 6 Company Teams:** Team members must be full-time employees/members of the firm, company or union they represent.

**SECTION 7 Church :** All players must be active, year-round members of, the church represented by the team.

a. The pastor of the church which the team represents must validate the team roster. Two churches may combine to form one team.

**SECTION 8 Six Foot & Under :**

No player may be taller than six feet (72 inches).

a. **6' & Under Open:** Teams entering this division will be ranked according to skill level and placed into leagues accordingly.

b. **6' & Under 30+:** No players under the age of 30.

c. Players participating in the 6' & under leagues who are 5'10" or taller must be measured at the Athletics Office prior to the start of league play. All players measured will be issued a **6' & Under I.D. Card**.

1. Proper Identification (driver's license or other suitable ID with picture) must be presented at the time of measurement.

2. Players added to rosters after the start of league play must be measured at the Athletics Office. They must be issued a 6' & Under Identification Card before they are eligible to participate.

3. 6'U Player I.D. Cards expire two years from the date of issue.

---

## **ARTICLE III Eligibility Protests**

---

### **SECTION 1 Height / Age / Identity Eligibility Protests:**

The coach (head or assistant) must lodge the protest to the gym supervisor prior to the end of the game.

1. Any player whose eligibility is protested by the opposing coach must present a drivers license or valid photo I.D. (*also a 6' & Under Player I.D. card for height protest*) to the gym supervisor prior to the end of the game. Any player in question without required identification card(s) will not be allowed to play.
2. If the player in question has played in the game, he may not continue to participate until the required identification is verified by the gym supervisor/scorer. Failure to present the required identification cards to the gym supervisor/scorer prior to the conclusion of the game will result in the game being forfeited.
3. Eligibility protests must be filed with the league office within 48 hours. See the Adult Sports Rule Book, Article V, Section 1 for proper procedures to follow.

---

## **ARTICLE IV - League Rules**

---

The National Federation of State High School rules book will govern all league play with the exception of those rules specifically stated in the Metro Parks league and general rules.

**SECTION 1 Short Handed Rule:** A team must have a minimum of four players present at the scheduled game time to start the game. If 4 players are not present at game time, or if the team is reduced to 3 or fewer players, for any reason, a forfeit will be declared.

**SECTION 2** No dunking is permitted at any time in any recreation basketball league or during tournament play. (includes pre-game warm-up and any post game activities.)

**SECTION 3** Games ending in a tie:

1. One regulation overtime period will be played. (Running time except last 2 minutes)
2. If still tied, one 3-minute sudden death period will be played. The first team to score two points (or the team ahead by one at the end of the period) will be declared the winner.

For league championships, playoffs and post-season tournaments, regulation three-minute overtime periods will be played.

**SECTION 4** There will be a playoff for the top 4 of each league. Single elimination, winner takes all. No players may be added after the end of the regular season schedule.

**SECTION 5** All members of a team shall wear shirts of the same color with numbers on the front and back. If both teams have the same color, the visiting team must change.

**SECTION 6** The official ball shall be any that is specified by the National Federation of State High School Associations Rule Book. The decision of the referee shall be final as to the ball used.

**SECTION 7** A bonus free throw will be awarded beginning with the 7<sup>th</sup> team foul each half, and two free throws will be awarded with the 10<sup>th</sup> team foul of each half. (*double bonus*)

**SECTION 8** Games shall consist of two 20 minute halves with a running clock. The clock will stop only for time outs. *Exception:* The clock will be stopped for all fouls, violations, and time outs in the final two minutes of each half.

---

## **ARTICLE V - Game Conduct**

---

There shall be no tolerance for individuals conducting themselves in an unsportsmanlike manner, or using inappropriate language.

### **SECTION 1 Technical Fouls**

- a. Two misconduct technical fouls assessed against any individual player or coach, will result in an ejection of the individual from the game, and an automatic suspension from the team's next scheduled game.
- b. A third misconduct technical foul against a team will result in the forfeiture of the game with the player who received the technical foul suspended indefinitely from further participation in any Metro Parks sports leagues. (*Refer to Adult General Rule Book*)
- c. Non-Misconduct technical fouls that do not accumulate toward game forfeiture are:
  1. Requesting excess time outs
  2. Illegal substitutions or adding player(s) to line up
  3. Too many players on the court
  4. Unintentional delay of game
  5. Illegal uniform numbers or no numbers
- d. Free throws will not be awarded for technical fouls. The offended team will be awarded as follows:  
Misconduct Technical - two points plus possession of the ball  
Non-misconduct Technical- one point plus possession of ball

---

## **ARTICLE VI – Officials / Rescheduling Games**

---

**SECTION 1** Two officials shall be used in all league/tournament games. If only one official appears for a game, teams are encouraged to play, but are not required to play. Should the game be played with one official, the teams will be considered to have agreed to play, and no protests will be accepted.

**SECTION 2** If games are canceled due to inclement weather or gym closures, they will be automatically rescheduled by MPT.

A team request to reschedule a game may or may not be granted depending on the availability of gym space and officials. The fee for a reschedule request is \$10 plus the cost of one official's fee of \$24. Total \$34.