

ACWORTH ADULT BASKETBALL LEAGUE MANUAL

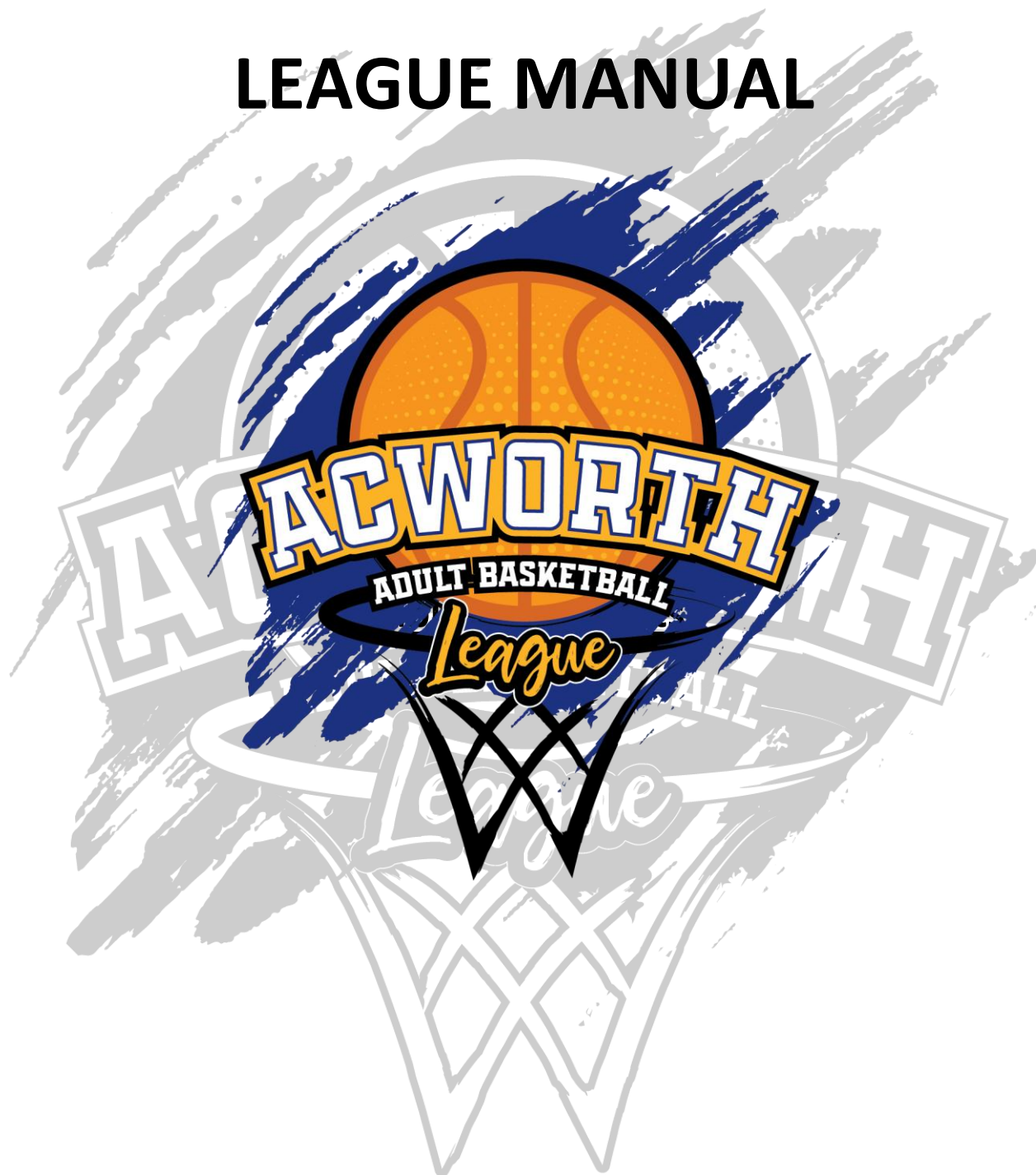


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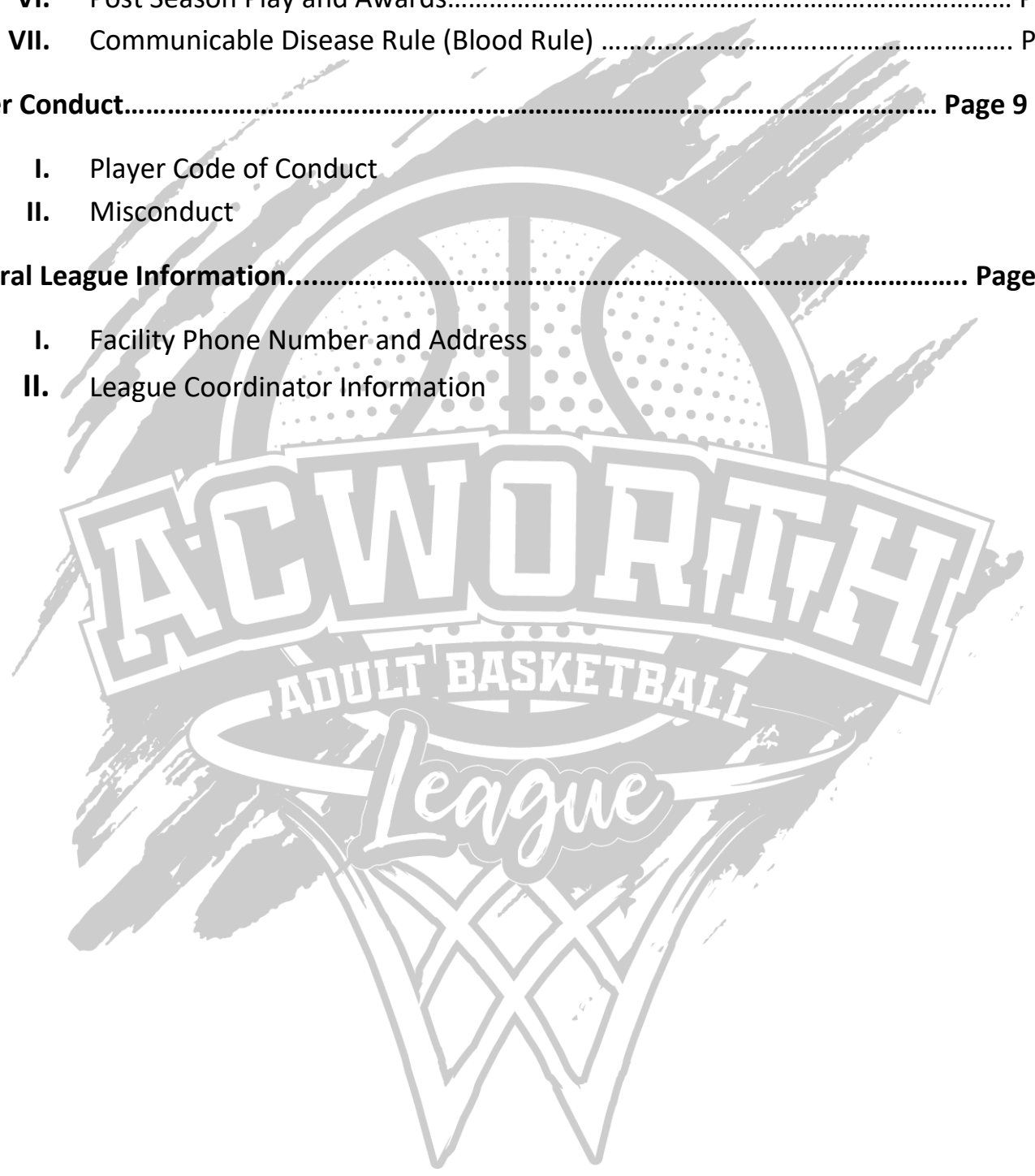
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Acworth Adult Basketball League Mission

“To offer adult participants a competitive and recreational league for personal health & leisure in a positive environment”

Acworth Parks, Recreation and Community Resource Department Mission

“Providing quality services through exceptional people”



General Rules

I. Player Eligibility

- a. Age: Players must have reached the age of 18 before the start of the season.
 - 1. Players whom are currently enrolled in High School are NOT eligible to play.
 - 2. 30+ League: Any player turning 30 during the calendar year.
- b. Game Lineup: Each team manager must turn into the scorekeeper a lineup with each player's first and last name and a jersey number a minimum of five (5) minutes prior to each game.
- c. Roster: To be considered eligible, a player's name, age, phone number and signature must appear on the official team roster.
 - 1. All eligible players must be added to the team's roster prior to the start of the game.
 - 1. After the start of the final game, additional players may not be added to the team's roster.
 - 2. Players cannot play simultaneously in both the recreational and competitive divisions.
 - 3. A player may change teams by having the team manager report to the League Coordinator requesting his/her release. A player may be granted release to play with another team; however, he/she must request to be added to the new team's roster pending the new team manager's approval.
- d. Roster Limit: Rosters are limited to 12 players per team.
- e. Playoffs: Any player on the official team roster is eligible
- f. Ineligible Player(s): A team that has an ineligible player(s) on its roster or plays a game with a player that does not appear on their roster will forfeit all games during the time that said player(s) appears in the official scorebook.
 - 1. The illegal player will also be subject to a two (2) game suspension from the league/division they are legally participating in.
- g. Player Protest: When a player's eligibility is in doubt, the league representative must be given notice prior to the start of the game in which the questionable player is participating.
 - 1. All players must be able to produce picture identification if asked.
 - 2. Random ID checks will take place throughout the season.

3. Playoffs will also have ID checks before the start of all games.
4. If a team has an ineligible player, the team will forfeit and the captain and ineligible player will be suspended at least one game.

II. Time Factors

- a. Regulation: All games will consist of two (2) halves, each 20 minutes long, and a three (3) minute halftime.
 1. The clock will run continuously for the first 18 minutes of the last half, with the exceptions of official timeouts and team timeouts.
 2. During the final two minutes of the game, the clock will stop at each dead ball if the score is within 10.
- b. Overtime: In the event of a tied score at the end of regulation, there will be an overtime period of three (3) minutes. The clock will operate as a standard game clock during this period until the last minute.
 1. During the final minute, the clock will stop at each dead ball.
 2. All fouls committed in the regulation time will carry over.
 3. If the score remains tied following this period, there will be additional two (2) minute overtime periods, with a running clock only, until a winner is determined.
- c. Timeouts: Each team will be granted four (4) full timeouts per game. If a timeout is not used in the first half, your team will lose one timeout.
 1. In the event of an overtime period, each team will be granted a half time-out per overtime period. All unused timeouts from regulation do not carry over.
- d. Grace Period: There will be a 10-minute grace period given for each game. Once it is game time, the clock will start running. The remaining time will be evenly split into two halves (ex: 4 minutes of grace period taken is 36 total minutes left. The game will now be two 18-minute halves)
 1. Teams will start a game once four (4) players are available to play. A fifth (5th) player can be added at any time, but the fifth player must wait for a time out or dead ball to enter.
- e. Forfeits: In the event of a forfeit or an early conclusion to a game, one or both teams may continue to use the court for the remainder of their allotted time with two exceptions: (1) Please yield to players in the next game at 10 minutes prior to

the next game and (2) if it is the final game of the night, the gym will close immediately.

1. Forfeits will result in a 20 – 0 score for the winning team.

III. Playing Rules

- a. Governing Body: The governing body of the league is the Acworth Parks, Recreation and Community Resource Department and its appointed representatives.
- b. GHSA Rules: The current edition of the National Federation of Georgia High School Association (GHSA) rules will govern league play, unless contrary to local rules established herein.
- c. Goal Height: All games will be played at the goal height of 10 feet.
- d. Ball Size:
 1. Men's Division: 29.5/regulation ball size
 2. Women's Division: 28.5/intermediate ball size
 3. Co-ed/Open Division: 29.5/regulation ball size
- e. Lane Violation: Lane violation is three (3) seconds.
- f. Defense/Backcourt Pressure: Both man-to-man defense and zone defense is allowed.
- g. Full Court Pressing: Full court pressing is allowed except if there is a lead of 20 points or greater at any time during the game.
 1. The first time a team is found in violation of the full court press rule during the game, it will be given a verbal warning by the referee.
 2. Each time after the first offense, the team in violation will be given a bench technical foul (delay of game) and the opposing team will be awarded two free throws and possession of the ball following the free throws.
- h. Mercy Rule: When a team is leading by 35 or more points with five (5) minutes or less in the game, or by 20 or more points with two (2) minutes or less remaining in the game, the game will be terminated with the team in the lead declared as the winner.
- i. Dunking: Dunking will be permitted in all divisions; however, hanging on the rim for any reason other than to prevent injury to oneself or others will result in a technical foul. This is the sole judgement of the officials.

IV. Uniforms and Equipment

- a. Uniforms: All players must wear shirts and shoes at all times. All players must wear jerseys that are alike in style and color. All jerseys MUST have a number on the back. All jerseys MUST have a legal basketball number (00, 1, 2, 3, 4, 5, 10- 15, 20- 25, 30- 35, 40- 45, and 50- 55).
 - 1. Shirts must be tucked in and shorts must be without exposed pockets, belt loops or exposed drawstrings.
- b. Game Balls: A ball will be provided for all games. This ball must be used.
- c. Pinnies: If both teams are wearing similar colored jerseys, the team not wearing the correct color will wear pinnies.
 - 1. The home team would if they wear dark jerseys and the away team would if they wear light jerseys.
 - 2. It is the sole judgement of the officials whether the pennies are needed.

V. Standings

- a. Standings: Team standings will be determined by win-loss records.
- b. Tie-Breakers: In the event of a final regular season record tie, the following procedures will be used:

Two Teams Tied

- 1. Head-to-head record
- 2. Point Differential
- 3. Least number of points allowed in the regular season
- 4. Fewest Forfeits
- 5. Coin Toss

Three or More Teams Tied

- 1. Head-to-head record (best winning %)
- 2. Point Differential
- 3. Least number of points allowed in the regular season
- 4. Fewest forfeits
- 5. Coin Toss

VI. Post Season Play and Awards

- a. Tournament: Every registered team will compete in a single elimination tournament that will be held at the conclusion of the season.
- b. Awards: Tournament champions will receive \$50 league credit for the following season and swag items. Tournament runner-up will receive a \$25 league credit for the following season.

VII. Communicable Disease Rule (Blood Rule)

Procedures to deal with bleeding participants:

1. Whenever a player suffers a laceration or wound, where bleeding or oozing occurs, the game will be stopped immediately.
2. The player will be removed from the game until the bleeding is stopped and the wound is adequately covered.
3. If a legal substitute is available, he/she will replace the injured player and play will continue.
4. If no substitute is available, the game clock will be stopped for a reasonable length of time (three to five minutes) to enable the injured player time to dress the wound.
5. The player may re-enter the game only with an official's approval. This means: bleeding has stopped and/or wound is covered, any article of clothing that is saturated with blood must be removed and replaced (replacement jerseys are not required to have numbers but it must be of similar color).

Player Conduct

I. Player Code of Conduct

- a. All players will respect the officials, City of Acworth staff and spectators.
- b. Players must refrain from the use of profanity, obscene gestures or rude comments before, during and after any league game.
- c. Players should encourage sportsmanship by demonstrating positive support for all players, coaches and officials at every game.
- d. Players should abide by all rules and expectations.

II. Misconduct

- a. The Acworth Adult Basketball League and the Acworth Parks, Recreation and Community Resource Department reserves the right to suspend any player, coach or team manager for unsportsmanlike conduct, either both, during or after the game.
- b. A player or coach drawing two (2) technical fouls or one flagrant foul during a game will be automatically ejected for the remainder of the current game and must leave the premises immediately. He/she will also be suspended for the team's next game.
- c. If a player accumulates four (4) technical fouls for unsportsmanlike conduct during the season, that player will be suspended for the remainder of the season.
- d. Any team that receives three technical fouls for unsportsmanlike conduct during a game will forfeit that game.
- e. Any player(s) involved in any physical altercations before, during or after a game while on City of Acworth property will result in automatic suspension from the league, police involvement and a minimum six-month trespassing order at the Acworth Community Center.
- f. Any player or coach found to be under the influence of alcohol or illegal drugs shall be removed from the game and facility. Failure to do so will result in the forfeiture of the game, player suspension, and team suspension if necessary.

**Rules are subject to change at the discretion of the League Coordinator. The Acworth Parks, Recreation and Community Resource Department reserves the right to drop any team that forfeits two games during the regular season without refunding their registration fee.*

General League Information

I. Facility Address and Phone Number

- a. Acworth Community Center
(Acworth Parks, Recreation and Community Resource Department)
4361 Cherokee Street
Acworth, GA 30101
- b. Phone Number: (770) 917-1234
- c. Fax Number: (770) 966-7891

II. League Coordinator Information

- a. Edwin Lacher- Recreation Coordinator of Athletics
- b. Email: elacher@acworth-ga.gov
- c. Phone Number: (770) 917-1234
- d. 4361 Cherokee Street
Acworth, GA 30101