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# LAFAYETTE RECREATION DEPARTMENT

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## ADULT BASKETBALL RULES AND INFORMATION

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2017 SEASON

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Bob L. Burger Recreation Center  
111 West Baseline Road  
Lafayette, CO 80026  
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**LAFAYETTE RECREATION DEPARTMENT  
ADULT BASKETBALL LEAGUE  
RULES AND INFORMATION**

**PURPOSE OF ACTIVITY**

An adult recreational program for the enjoyment of the spectators and for the participants who display an interest in the game of basketball at a recreation and leisure level and who will compete for a team in strict accordance to amateur rules and regulations.

**LEAGUE INFORMATION**

There will be two classifications for adult basketball: Recreational "C" and Leisure "C". Each classification will consist of five to eight teams and will plan an eight game schedule that may include a post season tournament or positional round game.

**FACILITIES**

The recreational league will play games at the Bob L. Burger Recreation Center (111 W. Baseline Rd., Lafayette). All facility rules and policies will be enforced with no exceptions.

Game that take place after regular facility hours, players must enter the gym through the northeast gym entrance. The rest of the facility will be closed, including locker rooms. Only the family changing rooms are available for restroom facilities. Players are also asked to limit spectators for these games as there will be limited staff available to supervise.

**GENERAL POLICY STATEMENT**

The Lafayette Recreation Department reserves the right to change any and all rules, regulations and policies whenever due cause warrants a change. If and when a change is made, all managers of teams affected by such change will be notified immediately. The regulations stated under General Policies will govern all adult athletic leagues.

## **GENERAL LEAGUE RULES**

The current rules of the Colorado High School Association shall govern play with the following exceptions and modifications:

1. Games will consist of two 20 minute halves with four minutes for halftime. Halftime may be ended early if both teams and officials are ready to commence play.
2. The clock will run continuously from opening tip until the end of the half with the following exceptions, during which the clock will stop on all dead ball situations:
  - a. Final 30 seconds of the first half
  - b. Final two minutes of the second half.
  - c. The clock will continue to run during the last two minutes of the second half if one team is ahead by more than 10 points.
3. In case of ties:
  - a. First overtime period will be three minutes; two minutes will be a running clock and the last one minute will be regulation stop clock.
  - b. If the score is tied after three overtime minutes, there will be a second overtime.
  - c. If the score is tied after the additional overtime, there will be a sudden death playoff. First team to score wins.
  - d. Team fouls in the second half will carry over into the overtime period.
4. Two timeouts are allotted to each time during each game half with one minute (or less if teams agree) allowed for each timeout. Time outs are not cumulative.
  - a. One additional timeout is allowed during overtime.
5. Each player is allowed five personal fouls before fouling out.
6. CHSAA rules apply to all foul shot situations, except:
  - a. All players lined up on the lane to rebound (with the exception of the shooter) may enter the lane on the release of the ball by shooter.
7. Technical fouls are an automatic 2 points (no free throws) and possession of the ball out of bounds. The clock will continue to run during a technical foul until a stop-clock situation.
  - a. Players that are assessed a technical/flagrant foul must sit for five game minutes before re-entry to allow for a "cooling off" period.

8. All intentional fouls will be two shots and possession of the ball out of bounds. Free throws are attempted on intentional foul situations.
  - a. Intentional fouls are not subject to the five minute cooling off rule.
9. Dunking is allowed during the course of the game, but not during warm-ups. A warning will be issued for the first violation, technical foul for any subsequent violations. Excessive hanging on the rim constitutes a technical foul at the official's discretion.
10. Forfeiture – each team must have four properly dressed and eligible team members before a game can begin. If at game time, either team not meeting this requirement will be penalized as follows:
  - a. Time will begin on the scoreboard. If adequate player(s) show during the first ten minutes, the game will begin at the point on the clock. A technical foul (not counting towards team or in-game total) will be issued to the late team. Ten minutes will be allowed before game will be called as a forfeit.
  - b. Exceptions may be made in the event of inclement weather and will be left to the discretion of the league supervisor.
11. Team managers are responsible for reporting names and numbers of all players to the scoring table prior to the start of the game.
  - a. Substitutions must report to the scoring table and be recognized by the official before entering the game.
12. All players will be required to have like-colored jerseys which have a permanent number. No duplicated numbers are allowed. Players not in acceptable uniforms will not be allowed to play. Teams must be in uniform by the second game of the season or face possible forfeit.
  - a. Extra reversible jerseys (navy/white) are available if needed.
13. Team managers are responsible for the conduct of the team. No player is to harass the officials, opposing team, spectators or recreation staff in any way including verbal and physical attack or abuse.
  - a. The degree of infraction will result in the automatic minimum penalty of one game suspension from league play.
  - b. Any player removed from game play, regardless of reason, must leave gym immediately.

14. All protests must be made in writing no later than 2 business days from game time and must include a \$50 check (payable to City of Lafayette). Protests will be evaluated by Recreation Supervisor with input provided by scorekeeper, gym supervisor, officials and any other applicable parties. If the protest is decided in favor of the protesting team, the \$50 check will be returned.
15. Team managers will be contacted in the event of inclement weather. Players may contact the Recreation Center at 303-665-0469 for updated information.
  - a. Managers will be contacted only in the event of a cancellation. If there is no update, assume game is on as schedule.
  - b. Make-ups will attempted to be rescheduled if possible with no guarantee that game will be played in the event of a cancellation.

### **PLAYER EJECTION**

1. A player that intentionally undercuts another player will be automatically ejected from the game.
2. A player that receives two technical fouls or one flagrant foul will be ejected from the game.
3. Any player ejected, regardless of reason, must sit at minimum the team's next game. The ejected player must pay a \$50 fine before they are allowed to participate.
4. If a player is ejected from two games during the season will be suspended form further league play and not allowed to participate until approval is granted from Recreation Supervisor.

### **TEAM FORFEITURE**

1. Teams receiving three technical fouls during game, the game will be declared a forfeit at that point.
  - a. Technical fouls for illegal substitution, too few players to start game, or illegal participation do not count towards team forfeiture. Only personal conduct technical fouls apply.
2. All team forfeitures, regardless of reason, are subject to a \$50 fine and must be paid before the next contest. Exceptions, inclement weather and Recreation Supervisor's discretion.

3. The Lafayette Recreation Department reserves the right to refuse participation to any individual or team if they do not obey and respect the rules and intent of the league.

### **PLAYER ELIGIBILITY**

1. All players must be 18 years of age at time of participation.
2. Players must be on the official team roster before being allowed to play.
3. An individual can play on only one team within the basketball league unless otherwise authorized by the Recreation Supervisor.
  - a. Substitute players may be added to a team under the following conditions:
    - i. The team would be forced to forfeit the game without the additional player.
    - ii. The substitute player is officially recognized on a team roster.
    - iii. Both team managers agree in advance of the contest to allow the substitute player.
    - iv. Substitute players may not be added after the start of the game.
    - v. Substitute players are not permitted in postseason games.

### **ROSTERS**

1. Rosters are due before the start of the first game. All players must be on the roster before allowed to participate.
2. Additions may be made to the roster up until the mid-point of the season. At that point, the roster freezes with no additions allowed.
  - a. The Recreation Supervisor reserves the right to approve or deny any roster additions, including those that may be made after the mid-point roster freeze under extreme circumstances.
  - b. If both teams agree, players may be added to a roster to prevent forfeit (see above rule regarding substitute players).

### **GENERAL GUIDELINES**

1. All players must wear gym shoes with non-marking soles.

2. Anyone bringing a basketball into the gym is asked not to bounce or shoot the ball will the game is in progress. Those not following this request will be asked to leave.
3. All kids must be supervised by a responsible adult. Anyone playing in the game does not constitute as a responsible adult.

### **LEAGUE FORMAT**

1. League will consist of eight game regular season with either a postseason tournament or positional round games.
2. Awards will be given to top team in regular season standings and top two teams in postseason games. Standings are based on the following:
  - a. Best won/loss record
    - i. Teams with forfeit loss automatically eliminated from tiebreaker process
  - b. Head to head result in event of tie
  - c. Point differential head to head
  - d. Head to head results against common opponents (excluding forfeits if possible)
  - e. Fewest total points allowed against common opponents (excluding forfeits if possible)
  - f. Coin flip or multiple awards
3. Deposit of 50% of the league fee is due prior to the first game. Remainder of the league fee is due prior to third game of the season. Teams not paying league fee will forfeit games until fee is paid.
4. Lafayette Recreation Department reserves the right to alter the game schedule as needed and add or remove teams based on conduct or payment received.
  - a. Any player or team action or ruling not covered by the above rules will be addressed in the Lafayette Recreation Department "Player Code of Conduct" and enforced to the degree deemed suitable by the Recreation Supervisor.
5. Lafayette Recreation Department reserves the right to re-classify teams should a team be determined to be playing in the wrong classification. The intent is to maintain evenly-matched competition, ensuring for the most balanced and competitive games possible. Teams will be reclassified no later than the second week of the season if needed.

- a. It is recommended that if two options are available for leagues, that the returning league champion in the leisure league move up the recreation league while the returning team that finished last in the recreation league considers moving down.