

City of Tallmadge Parks and Recreation Department



Adult Basketball League Rules

Revised 3/14/2022

City of Tallmadge Recreation Center
46 N. Munroe Road, Tallmadge, Ohio 44278
Phone: 330-634-2349
Fax: 330-633-7727

Mike Rorar
Public Service Director

Jessica Simons
Superintendent of Parks & Recreation

Kelly Davis
Assistant Parks and Recreation Manager

Randy Keen
Sports Program Coordinator

CITY OF TALLMADGE ADULT BASKETBALL LEAGUE RULES

Disclaimer

Any and all information in this packet, as well as any other information and/or rules distributed verbally, electronically, or by written flyer, are subject to change by the Tallmadge Parks & Recreation Department at any time, with or without notice.

Table of Contents

Section 1	Rosters
Section 2	Equipment
Section 3	Game Play
Section 4	Misconduct and Suspension
Section 5	Playoffs and Tie Breakers
Section 6	General Rules

Special Rules

Forfeit Fees

1. ROSTERS

- 1.1. Players may only be on one roster per season
- 1.2. Teams must turn in a completed roster by the end of the second game. This will be referenced for roster challenges.
- 1.3. A team may challenge whether a player is on the roster of the opposing team at any point before the end of the game.
 - 1.3.1. The challenging team must present their challenge to the referee.
 - 1.3.2. The player being challenged must present a photo ID to verify their name matches a name on the roster.
 - 1.3.3. The roster on file with the Recreation Center will be the official roster. If there is no roster on file for that team, they will automatically forfeit the game.

2. EQUIPMENT

- 2.1. Teams must have 'uniforms' consisting of shirts that are the same color with a legible number on the back. Players whose attire does not meet these criteria will not be permitted to play.
- 2.2. No dew rags or bandanas.
- 2.3. No game balls are provided. One team must provide a game ball.

3. GAME PLAY

- 3.1. Teams may start the game with as few as four (4) players
- 3.2. Games will be played in two (2), twenty (20) minute halves.
- 3.3. The clock will run continuously except in the last two (2) minutes of each half. However, if a team is winning by more than 20 points in the 4th quarter, the clock will run continuously.
- 3.4. There will be one 2-minute overtime period. If the game is still tied after overtime, the game will end in a tie. Each team will receive only one time out during overtime.
- 3.5. Each team will have two (2) full time-outs per half. Time-outs do not carry over to the next half.
- 3.6. **NO DUNKING** – Dunking the basketball is not permitted under any circumstance.
 - 3.6.1. First Offense – Technical Foul
 - 3.6.2. Second Offense – Technical Foul and Ejection
- 3.7. All other playing rules will follow the Ohio High School format.

4. SPORTSMANSHIP/DISCIPLINE

- 4.1. Team and Spectator Conduct
 - 4.1.1. Coaches are responsible for the behavior of every person on their side of the court, including players, spectators, and themselves. A coach may receive ejections from the referee without warning.
 - 4.1.2. Only coaches and rostered players are permitted on the bench or court during the game. Coaches and players not currently in the game are permitted on the sidelines.

- 4.1.3. Fighting by any persons, either in the game or on the sidelines, and/or loud verbal abuse or physical/verbal assault of the referee, shall be grounds to immediately suspend the game at the discretion of the referee and TRC management. If play is suspended due to disciplinary issues, the outcome of the game will be decided by Recreation Center Management.
- 4.1.4. Yelling and other unsportsmanlike conduct while in the bleacher area will not be tolerated and may result in a suspension
- 4.2. The Recreation Department offers this league for the benefit & enjoyment of those who participate. Individuals who display poor sportsmanship are not welcome. Any player, spectator or coach ejected from a game for unsportsmanlike conduct, abusive language, fighting, touching officials or any other reason detrimental to league play must leave the playing field and/or facility immediately. Failure to do so may result in his team's forfeiture of the game. Ejected individuals are automatically suspended from participating in the next 2 scheduled games/weeks (whichever is longer) or longer depending on each individual league rules and may not enter the Recreation Center during the suspension. Any player or coach ejected for fighting or any other reason determined by the League Director to be detrimental to the league can be subject to suspension for the remainder of the season or longer.
 - 4.2.1. All individuals ejected from the facility, including spectators, shall not be permitted to enter the Recreation Center for two (2) weeks.
 - 4.2.2. Ejected individuals may be asked to provide photo I.D. to aid management in proper identification and completion of incident reports.
 - 4.2.3. Once an individual's suspension has been finalized by Recreation Center management, a suspension letter will be issued to the coach and/or person being suspended. This letter will include the date the suspended individual will be able to return to the Recreation Center.

5. PLAYOFF SEEDING

- 5.1. Playoff seeding is determined by the overall win-loss record of the teams. If a tie occurs with the win-loss record, the following tie breaker steps will take place.
 - Head-to-head record
 - Lowest points allowed (all teams, rewards defense)
 - Point differential, maximum of 15 points per game
 - Total points scored
- 5.2. If a scenario occurs where a forfeited game determines a playoff team or a potential playoff team, the following steps will take place:
 - An average of all total points allowed will be used in the totals for points allowed.
 - An average of all total points scored will be used in the totals for points allowed.
 - Example: Team A forfeited one game during their 8-game season. Their total points allowed in the other 7 games was 280 points, giving them an average of 40 points allowed per game. This total is used as their points allowed for the 8th game and added to the 280 points allowed in the 7 games they played for a total of 320 points allowed during the season.

5.3 Playoff champions will receive ten (10) t-shirts.

6. GENERAL RULES

- 6.1. All spectators must remain in the 2nd floor bleacher area, including players watching games before and/or after their own. Players must remain in the 2nd floor bleacher area until there are 2 minutes remaining in the game prior to theirs.
- 6.2. Players are not permitted to warm up or shoot around on other courts.
- 6.3. Only rostered players are permitted on the court and the benches. Children, family members and other spectators must be seated in the bleacher area. Children ages 12 and under must be accompanied by an adult, age 18 or older.
- 6.4. No changing of clothes or shoes may be done in the concessions area. Changing of clothes must be done in the locker rooms. Shoes may be changed in the bleacher area.

SPECIAL RULES

FORFEIT FEES

- If a team is unable to play its scheduled game the coach must call the Recreation Center at least 4 hours before scheduled game time and ask to speak to the supervisor on duty. DO NOT LEAVE A MESSAGE OR SEND E-MAIL. Provide the supervisor with the following information: why you are forfeiting your game, your name, your team name and the game date/time.
- Failure to contact the Recreation Center prior to your forfeit will result in a \$30.00 forfeit fee. This fee must be paid before the team's next scheduled game or it will result in another forfeit until fee is paid.
- A forfeited game will always count as a win for the opposing team and a loss for the team who forfeited.