

Sports Plus Adult League Rules & Code of Conduct

NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS (NFHS)

RULES APPLY UNLESS IDENTIFIED BELOW:

The person(s) (ie... head coach/manager/captain) whom registers a team for the league is responsible for the conduct of their players before, during, and after the game, until they leave the premises. Failure to comply with the rules, will subject the offender, his head coach, manager, or captain to disciplinary action.

All games will be played in accordance with league schedule. It is the team captains' responsibility to ensure teams have the most up to date schedule. Captains should check their email or the league schedule at www.spbasketball.com routinely to get the latest scheduling updates.

League Fees:

All League Fees must be paid in full before the start of the team's first game. Deposits must be paid when registering your team and prior to the schedule being posted. No refunds will be given once the schedule for the current session has been posted.

Rosters:

A maximum of 12 players may be carried on any roster. Players must be 18 years old and not currently enrolled in high school. No player can play on more than one (1) team in the same division. A complete team roster must be submitted prior to the second weekend of games in which a team plays. If a roster is not submitted prior to week 2 of the season, teams will still be allowed to play, however each game will result in an automatic forfeit until the roster has been submitted. The team captain is responsible for the accuracy of the team roster. No players can be added to the roster after the third weekend of games of the season. Any exceptions to the rule will have to be approved by the league supervisor. During tournament games, rosters will be present on each court and players will be required to sign in while being observed by a league representative or official.

Uniforms:

All players on a team must have matching uniforms or t-shirts identical in color with numbers on the back by the SECOND weekend of games. Teams will forfeit games if they do not have five players in uniform that meet the requirements. An alternate jersey or t-shirt must be worn if teams playing are in the same color jersey or t-shirts. It is the responsibility of the away team to change jersey color. Only ONE player per team may have a jersey with no number. This player will be 00. If any player removes their shirt they shall be disqualified from the contest and the opposing team shall be awarded two free throws as well as the possession of the ball.

Team fouls:

Team fouls will be kept by the officials. One official shall keep track of the home team fouls and the other official shall keep track of the away team fouls.

Bonus:

Single bonus free throw(s) shall be shot on the 5th team foul of the half (1 and 1). Double bonus shall be on the 8th team foul of the half (2 shots). The final two minutes of the game shall be automatic bonus situation (1 and 1) if team fouls are under 5 for the half. Team fouls will continue to be counted and double bonus shall only be awarded on 8th foul in any circumstance for the half.

Intentional fouls:

Intentional fouls shall be called when a player intentionally fouls the opposing player with no clear intent to make a basketball play, not necessarily a play on the ball just a non-basketball type play that is intended to stop the game and gain an advantage. This shall be penalized with the player who was intentionally fouled being awarded 2 free throws and the team getting the ball as well.

Clear path foul:

Clear path fouls shall be enforced. A clear-path foul is committed when a defender fouls their opponent while in possession of the ball and does not have a defender between themselves and the basket, typically on a [fast break](#) in order to prevent an easy basket. The player who is fouled gets two [free throws](#), in addition to possession of the ball after the free throws have been shot.

Length of Games:

Games will consist of two (2) 20-minute halves, running time until the last two minutes of the 2nd half. The clock will start at the jump ball.

Time Outs:

Teams are permitted 3 full (45 second) timeouts per game. They can be used at any time during the game.

Overtime:

If teams are tied at the end of the regulation time. One overtime period lasting two minutes will be played. The first minute will be running clock and the last minute shall be stopped on every whistle of the official. Each team will be granted 1 full (45 sec) timeout for each overtime period. Sudden death will occur if the score is still tied after the first overtime. The first team that scores a point(s) in Sudden death will be declared the winner.

Mercy Rule:

If there is a 20 point or greater margin in score within the last two minutes of the game, the game will be stopped.

Jewelry:

No jewelry is permitted to be worn during the game with the exception to flat wedding bands. Rings with diamonds or other stones are not permitted.

Unsportsmanlike Behavior and Fighting:

Player and Spectators are asked to remain calm. The use of profanity, vulgarity, taunting and the verbal abuse towards players and or officials will not be tolerated. Any such incidents will be penalized with a technical foul. Any repeated conduct of this type will result in an immediate ejection of the player(s) or spectator(s) involved from the facility. **Any person(s) ejected from the game must leave the building within five minutes or else the game will be forfeited.** Players and or spectators involved will be subject to disciplinary action. Fighting will not be tolerated. Anyone involved in a fight will be suspended a minimum of one game and or be banned from the league. Any type of disciplinary action, including but not limited to suspensions and ejections will be at the sole discretion of Sports Plus. If a player receives four technical fouls during the season they will be removed from the league.

Games & Forfeits:

Teams are expected to arrive 10 minutes prior to the scheduled game time. Teams can start and finish a game with 4 players. If a team does not have 4 players by the scheduled start, teams will be allotted a 5 minute grace period. If a team still does not have 4 players after the 5 minute grace period has ended, the game clock will be started and the team will be down 10-0. If a team still does not have 4 players after 10 minutes have run off the game clock, this team will forfeit the game. Any team that forfeits a game must pay a \$100.00 forfeit penalty before their next scheduled game. Failure to pay this fee prior to the teams next scheduled will result in removal from the league and a forfeiture of all league fees for the current session. **All rescheduling conflicts and request must be made 72 hours before scheduled games for that week.** Failure to make this request prior to this timeframe, the scheduled game will be a forfeit and team will be responsible for the forfeit fee. Teams that forfeit two consecutive games or three games total will be removed from the league without refund.

Playoffs:

The top 8 teams from each division qualify for the end of season tournament unless otherwise notified by the team they do not want to participate. Due to scheduling conflicts, playoffs may not be scheduled on the league's usual night. Seeding for playoffs will be determined by overall team records. If teams have an identical record at the end of the season, the following tiebreaker rules will be applied.

- Head to head
- Point Differential (+/-)