



BASKETBALL LEAGUE GUIDELINES

Olympia Parks, Arts and Recreation Department
360-753-8380

Revised: May/2018

The rules and guidelines below have been developed in order to establish an orderly and organized league with a recreational perspective. All players and coaches should familiarize themselves with these guidelines. Players, coaches, fans, and officials are expected to conduct themselves in a manner appropriate for recreational activities. Players, coaches, or fans that verbally abuse or threaten opponents, spectators, or league officials are subject to suspension or expulsion at the discretion of the League Supervisor whether or not a technical is issued. All such sanctions may be appealed through the office of the Recreation Associate Director, Olympia Parks, Arts, and Recreation.

All game situations not specifically or generally covered in these directions will be ruled on at the discretion of the game officials using local boys high school rules as a general guideline.

I. Rosters/Eligibility

- a. Team managers should print the names of their players on the roster form. Players must add their signatures etc. Turn your roster in at your first game. Players do not need to come to the Olympia Center to sign! They can sign the roster at the gym before their games!
- b. Players may be added to the roster through the last regular season game. In cases where playoffs are involved, players are required to play in a minimum of one regular season game to be eligible for playoffs. Players may remove themselves from one roster and join another **1 time** (must be prior to deadline).
- c. This is an adult league. Players must be 18 years or older to play.
- d. **Players may be on a maximum of two rosters per season.** *All players, including 35+ year olds included in this rule.
 - e. Players must be listed and signed on the roster to be eligible to play. Information must be accurate and complete. Additionally, **a team may only have a MAXIMUM of three (3) players on its roster who are also on another roster.**
- f. Players must bring picture I.D. (driver's license, etc.) to each game. If necessary, the officials or supervisor may request I.D. from a player to clarify eligibility.
- g. Use of an ineligible player is automatic forfeit of that game and any preceding game the player has participated in.

II. Uniforms / Equipment

- a. Team members must wear **matching colored jerseys/shirts with numbers visible on back**, and preferably on front as well. Additionally, in the case of two teams with similar jersey colors, the home team chooses "light or dark" so the visiting teams should be prepared to go with light or dark jerseys/shirts.
- b. One player may participate with a numberless jersey - this player will be designated "O" in the scorebook. Other players without legible inked-on / ironed-on numbers, or with a duplicate number are ineligible to play. No "00" or "000", only ONE numberless jersey allowed.

**The above two guidelines for jerseys/shirts are strictly enforced.*
- c. Players must wear non-marking gym shoes (no dark-colored soles).
- d. All braces (knee, ankle, etc.) must meet safety standards to protect other players from injury.

- e. Players may not wear ANY jewelry. Due to safety concerns, this includes all piercings.
- f. Home team will provide a regulation-sized leather basketball for each game, subject to the approval of the official.

III. Game Rules

- a. All situations not specifically covered in these regulations will be ruled on at the discretion of the officials using standard high school rules as a general guideline.
- b. Teams must field five eligible, uniformed players to start a game. Five-minute grace period from listed game time. **A timeout will be charged to teams needing the grace period.**
- c. Team captains are responsible for checking that their player's names and uniform numbers are correctly listed in the scorebook before the start of the game.
- d. The player listed as manager (or co-manager if the manager is not present) on your roster is considered the game captain. If neither the manager nor co-manager is present, another player must be designated as game captain.
- e. Two, twenty minute halves with running clock except final 2 minutes of each half. Maximum 5 minute halftime. **Halftime may be shorter in the event we're behind schedule and trying to get back on track.** Each team receives a total of **FIVE 30 second** timeouts during regulation.
***e2. Clock WILL NOT STOP** in final 2 minutes of the game when score differential is **15+ pts.**
- f. Three point line in effect for all games.
- g. Bonus on seventh team foul each half. Double bonus is awarded after the tenth team foul (2 shots).
- h. **OVERTIME:** Games ending in a tie will be broken by a **two-minute (stop clock last ONE minute)** overtime period. If the score is still deadlocked after overtime, the game will be decided by a sudden-death period, ending when one team scores. *During playoffs, the championship game will play 1 minute stop clock in place of sudden death for extra overtime periods.* Each team is awarded one timeout (30sec) per overtime. **(No accumulation of timeouts for overtime use).**
- i. To protect school equipment and other players, no dunking before, during, or after the game. Result will be an unsportsmanlike technical foul and **automatic 1 game suspension.**

IV. Officials

- a. All league games are scheduled to be officiated by two members of the South Sound Basketball Officials Association and two OPARD employees (parks & recreation department staff act as scorekeeper, timer and gym supervisors).
- b. If both association officials are not present at game time, teams may wait for five minutes. After five minutes, the game will be started if one official is present.
- c. If no officials show, the teams may use the court time for practice; the game will be rescheduled.
- d. Only game captains can address the official for clarification of a call or of a rule. Captains must approach the official in an appropriate manner and may only ask for clarification, they may not argue a judgment call.
- e. When they deem it necessary, league officials and staff have the right to ask any player, manager, or fan to leave the premises immediately.
- f. The official does not automatically end the game if three technicals have been assessed to a team. However, an official can end a game at any point they feel a team's unsportsmanlike actions are not in line with the purpose and intent of city league play.

g. Any player or manager may express their opinion of an official's capabilities by calling the League Coordinator (Jeff Johnson, 753-8051, emailing: jjohnson@ci.olympia.wa.us or by sending written comments to Olympia Parks and Recreation, 222 Columbia Street NW, 98501. Calling or writing is the only acceptable method of complaining about an official. Verbal insults, harassment, or threats to (or about) an official before, during, or after a game is subject to sanction (see PENALTIES). The League Supervisor will relay complaints and/or compliments about officials to the South Sound Basketball Officials Association.

V. Schedules, Standings, and Gyms

a. OPARD will make every effort to schedule games on the weeknight(s) designated for your league. However, due to school activities and other variables, it may be necessary to cancel, postpone, or reschedule your game. Make-up games may have to be played on an alternate night or at a different facility.

b. Revised schedules, if necessary, will be emailed to team managers. Please notify the League Coord. if there's a change of your email address, home address or phone number; or if the manager will be unavailable for an amount of time and a different person (co-captain) needs to be notified of updates

c. If, at the end of the regular season, teams are tied the following criteria will be used for the tiebreaker:

1. Head to Head results
2. Points allowed (Forfeited games won or lost will be thrown out. We will use Average Points Allowed per game in this case)
3. League Coordinator decision based on standings/opponents/stats/RPI etc.

Note: point differential is not used so teams are not encouraged to "run up the score" Winning by large margins does not help you in the standings.

d. Smoking and alcohol are prohibited at gym sites and grounds. Players and/or fans that disregard these rules are subject to discipline.

e. *Food or drink is not allowed inside the gyms. Only water bottles are allowed.*

VI. Game Conduct, Penalties, and Sanctions



a. Players and managers are expected to know the league rules.

b. Players, managers, and fans do not have the right to verbally harass, insult, or threaten opponents or officials.

c. All **technical / flagrant / intentional** fouls result in the opposing team being awarded two points and possession of the ball.

d. Players who receive 2 technicals for unsportsmanlike conduct in a single game or 1 flagrant foul in a single game are automatically ejected from that game and their next game. Dunking is a technical foul. *Appeals must be turned in to the League Coordinator the next day.*

d-1. : Dunking, attempted dunking, or grabbing the rim before, during or after a game is an AUTOMATIC 1 game suspension from your next scheduled game!

e. Players who accumulate 2 technicals for unsportsmanlike conduct over the course of 2 or more games are automatically suspended from their next game. *Dunking is included! Appeals must be turned in to the League Coordinator the next day.*

f. Players who accumulate 3 technical fouls for unsportsmanlike conduct are suspended for the remainder of the season and must apply to the League Coordinator for reinstatement the following season.

g. A team whose players accumulate FIVE technical fouls for unsportsmanlike conduct is suspended for one game and placed on probation for the remainder of the season. *Dunking is included.*

h. A team whose players accumulate SIX technical fouls for unsportsmanlike conduct is suspended for the remainder of the season (with no refund). *Dunking is included.*

i. Technical fouls can be awarded for conduct before, during, or after a game. Points are not awarded to the opposing team for technicals given after the game is over.

j. Officials and gym supervisors have the right to eject anyone for inappropriate behavior.

k. Ejected persons have **2 minutes** to leave school grounds. Failure to leave results in the player's team immediately forfeiting the game.

l. Any player, manager, or fan is subject to league suspension, at the discretion of the League Supervisor, for the following infractions: 1) Verbal/Physical abuse of any league official, employee, or player 2) Threatening a league official, employee, or player 3) Fighting during or after a league game 4) Possession of alcohol or illegal drugs on school property 5) Abuse of equipment 6) Giving false information to league officials 7) Failure to follow the direction of a league official.

m. All sanctions and suspensions for unsportsmanlike conduct may be appealed to the Recreation Manager, 753-8380.

n. Infractions/Incidents/Suspensions will be handled as follows: League Supervisor may discuss matter with player(s) involved, team managers, other players, gym supervisors, referees, and Referee Assignor. Assignor may contact officials who worked the game in question. The Assignor may ultimately take matter to the Associations Board of Directors and make suggestions to League Supervisor on appropriate actions to be taken. League Supervisor will make final decision on disciplinary measures.



VII. Children at Games

Children brought to the gym must be accompanied by a non-playing adult who supervises the child's activity. On a first offense, team captain will be given a warning. On a second offense, team captain is issued a technical. A third interruption may cause your team to forfeit the game. Sorry to be so strict, but we have seen too many kids get hurt from falling off bleachers or getting run over by players. Too many games have been interrupted by kids running on the court. Also, our use of the gyms is dependent on keeping kids (and players) in the gym and out of the rest of the building. In the event fines or damages are a result of a player's child, the player will be held responsible. We want families there to watch you play, but they should be there to watch...while sitting in the bleachers. Thanks for your cooperation.

VIII. Team Standings and Awards

League standings are available from your league supervisor each week and also posted on our website: www.olympiawa.gov/sports. Division champions are typically awarded t-shirts at end of season.

Olympia Gym Locations:

Jefferson Middle School	2200 Conger Ave NW	360-596-3200
Marshall Middle School	3939 20th Ave NW	360-596-7600
Reeves Middle School	2200 N. Quince St NE	360-596-3400
Washington Middle School	3100 Cain Rd SE	360-596-3000
The Olympia Center (TOC)	222 Columbia ST NW	360-753-8380

Phone Numbers:

Jeff Johnson, League Supervisor/Coordinator: 360-753-8051. Email: jjohnson@ci.olympia.wa.us

Good Luck this Season!