



MPC

Adult & Sr. High Basketball Rules as of 2021-2022

All on-court rules are played by the K.S.H.S.A.A regulations. In addition, the following rules have been established by the McPherson Recreation Commission.

- All leagues are recreational and planned to be good family entertainment. Fighting, excessive use of foul language, or other inappropriate behavior will result in immediate ejection from the game and the situation will be assessed to determine what further action is necessary.
- Players are encouraged to bring their families and friends. However, an adult other than a player must directly supervise children. Only participants are allowed on the bench. Inappropriate language and behavior will not be tolerated from spectators, and they will be asked to leave the gymnasium. It is likely that young children will be present.
- Two officials, a scorekeeper and a gym supervisor will be scheduled for all games.
- Players will respect all supervisors, officials, and scorekeepers at all times because of their position and responsibility.

ROSTER GUIDELINES:

- Players can be added to the roster by having the captain submit the request to the McPherson Recreation Commission Program Director by 4:30 p.m. the day the player is to play his/her first game, and no additions can be made after the third game of the season. Rosters for all teams are due by the captains meetings. **Nobody is allowed to play if their name is not on the roster with their signature, and teams that have not submitted a roster will be forced to forfeit.**
- **Players may only be listed on one roster per league.**
- **All team fees are due before a team is eligible to play. They will be forced to forfeit until their fees have collected.**
- Protests are allowed regarding ineligible players *only*, and must be submitted in writing to the MRC Program Director, accompanied by \$25.00, within 24 hours of the game. The fee will be refunded if the protest is upheld. A player or team may not protest a call made by the referee(s).
- **Senior High League ONLY:** A parent representatives name and signature must also be on the teams roster as well. If a parent representatives name and signature is not on the roster, the roster will not be accepted.

Industrial

- A player or player's spouse must be an employee of the sponsoring company.
- If a player has been laid-off, they may continue to play during the regular season, but will only be permitted to play in the postseason if they haven't found other employment.
- If a new employee has been hired during season, he/she may play on the team as long as the name is submitted by 4:30 p.m. the day of his/her first game.
- You must be out of high school to play in any adult basketball league.

Open

- This league is open for anyone beyond high school.
- You must be out of high school to play in any adult basketball league.

Senior High

- You must be in high school to play in the senior high league.
- You may not be a current player on a high school team that is in season.
- A parent representative must be on the bench for all games. If the parent representative is not on the bench during games, that team will forfeit for that game.

GAME TIME RULES:

Time Limit

- Games will consist of two 20-minute halves with a continuous running clock, and all games will be played for the full 40 minutes.
- Only if the point difference is **less than 10 points** within the 2-minute mark of each half, will the clock stop at violations and dead balls. **The clock will not stop for made baskets.**
- Each team is permitted three 30-second timeouts per game. No additional timeouts will be granted for overtime play, but they may be carried over from regulation.
- Teams may not full court press if they are leading by 10 points or more at any point during the game.
- If a player is at the free throw line when the clock is running down to 0, the clock will be stopped before the buzzer sounds to not distract the shooter. However, after the shot it becomes a dead ball and the half/game is over.

Players

- Four players must be present to start or continue a game. No subs can be used if they haven't registered their name on the roster by 4:30 PM that day and/or after the third game of the season.
- Captains will report their lineup to the site supervisor at least 5 minutes prior to game time.

Overtime

- If the score is tied at the end of regulation overtime will be played to determine a winner. The time limit for overtime is as followed:
 - The first overtime will be played for 2 minutes
 - Any further overtimes required will only be played for 1 minute
- The clock will stop at violations and dead balls throughout the entirety of overtime play.

Uniforms

- All teams must wear team shirts that are of the same color with visible numbers on the back. This must be in place by the first game. Teams who do not have this in place will be required to purchase a jersey from the MRC for \$8.
- Jerseys cannot be shared, and will result in forfeiture of the game if caught doing so.
- Shirts/jerseys must be appropriate and have a visible number on the back. Non duct tape or athletic taped numbers. Any player wearing a shirt or jersey without a number or with derogatory or foul language will not be allowed to play.
- Shoes should be specific for gym use. Street shoes are not permitted.

Fouls, Technicals, and Other Penalties

ALL PLAYERS WILL RESPECT THE DECISIONS OF THE STAFF MEMBER(S) ENFORCING THE RULES

- After a player commits 5 personal fouls, they will be forced to sit on the bench for the remainder of the game.
- If a team that commits a foul has 6 or fewer team fouls, the other team will get possession of the ball; with the exception of blocking fouls. If there are 7 to 9 team fouls, the player goes to the line for "one-and-one." When there are 10 or more team fouls the player who gets fouled will have two shots from the free throw line.
- A TECHNICAL FOUL will result from any profanity or verbal misconduct, emotional outburst, and any unsportsmanlike conduct, i.e. taunting, fighting, or flagrant fouls.
- All technical fouls called by a staff member (official, supervisor, scorekeeper, or program director) will result in an automatic ejection from the game.
- If a technical foul is called for profanity or verbal misconduct, the player will watch the rest of the game from the bench and pay a \$10 fine before they are allowed to play in the next game.
- If the technical foul is called for unsportsmanlike conduct, the player has 2 minutes to leave the gym and must pay a \$10 fine before they can play or even enter the premises again.
- Fighting or laying a hand on an official is at the very least an automatic 1 year suspension.
- A second technical foul called on a player during the season will result in a 1-game suspension and a \$20 fine that must be paid before they can play following the suspension.
- A third technical foul will result in suspension for the remainder of the season. The player will not be allowed on the premises, and if the incident during the postseason, the player's suspension will be in effect throughout the following year.
- The program director reserves the right to suspend players depending on the nature of their actions regardless of how many technical fouls they have received.
- Suspensions and unpaid fines will be carried over to the following season. Permanent suspension may be determined by the league director and staff, or the league committee. Team captains are automatically on the committee.

FACILITY RULES:

- No outside food or drink is permitted in McPherson Middle School. This includes disposable water bottles. There are drinking fountains in the hallway where water bottles can be refilled.
- While inside McPherson Middle School all participants and spectators are required to wear a mask while entering/exiting, and spectating a game. If a person does not have a mask with them, one will be provided by the MRC.
- Dunking or hanging on the rim is strictly prohibited. A \$20 fine will be issued regardless of whether there was any damage, and the player will not be able to play again until the fine is paid. The team will be forced to forfeit that game. Any damage to the rim, net or backboard, as determined by USD 418, is the responsibility of that individual. A bill will be issued and fees for damages must be paid before that individual is allowed to play again.
- All players and spectators are expected to act as adults and demonstrate good sportsmanship. Each team is responsible for their players AND spectators. Teams not demonstrating good sportsmanship or disrupting the league will be subject to suspension from the league.