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TEAM SPORTS PROGRAMS Ann Arbor Public Schools · 1515 S. Seventh Street, Ann Arbor, MI 48103 · 734-994-2300

2011 — 2012 Adult Basketball Rules



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⇒ *LEAGUE RULE CHANGES AND POINTS OF EMPHASIS ARE EITHER BOXED OR IN BOLD TEXT FOR YOUR CONVENIENCE.*

⇒ *ALL LEAGUE RULES ARE LISTED IN ALPHABETICAL ORDER BY SECTION.*

⇒ *DURING LEAGUE PLAY AND PLAYOFFS 2011-2012 NATIONAL FEDERATION BASKETBALL RULES WILL BE ENFORCED EXCEPT WHERE MODIFIED BY THE 2011-2012 ADULT BASKETBALL RULES.*

ADMINISTRATIVE RULES

1. ADMINISTRATIVE DATES TO REMEMBER

Wednesday, October 12 ⇨ All rosters, player contracts and fees can be turned in at Community Education and Recreation, located at 1515 S. Seventh Street, between the hours of 8:00 am and 4:30 PM. Contracts and fees turned in after December 1, 2011 will be charged a \$2.00 late fee. Late fees are due at the time of payment. Player contracts and fees will not be accepted at the gyms.

Friday, January 13, 2012 ⇨ Deadline for dropping and transferring players.

Friday, January 20, 2012 ⇨ Deadline for adding players.

T.B.A. ⇨ MRPA Men's and Women's State Tournament.

2. COURT USAGE

A. Upon completion of a game, a team may stay on the court until ten minutes before the start of the next scheduled game.

Exception: After the last scheduled game of the day, the gym must be cleared immediately following the conclusion of the game.

B. Officials cannot work pick-up games once a forfeit has been declared.

3. FORFEIT AND RE-ENTRY POLICY

A. Any team that forfeits two games in a season will forfeit all its remaining games unless a \$50.00 re-entry fee is paid.

Exception: Forfeits resulting from an ejection or injury during the game.

B. A team must pay the re-entry fee at Rec & Ed within seven days of its second forfeit. A reminder will be sent only as a courtesy measure to notify a team of its second forfeit. If a team is not sure of its number of forfeits, it will be up to the manager to contact the league statistician at 994-2300 ext. 53218 to verify the forfeit status. The Coordinator of Team Sports may waive the league re-entry fee at his/her discretion.

4. LOCKER ROOMS

A. Do not store valuables in the locker room. The Ann Arbor Public School System / Rec & Ed is not responsible for lost valuables.

B. Players, managers and spectators must observe the gender designation of the locker room and rest room facilities.

Penalty: Offenders may face suspension and/or expulsion from the league.

5. PARKING REGULATIONS

Do not park automobiles in restricted areas. Doing so could result in the ticketing and/or towing of your vehicle.

6. PLAYER ELIGIBILITY REQUIREMENTS

A. If Rec & Ed validates a protest of eligibility, the team using an ineligible player shall forfeit the game(s) in which the individual participated. Use of ineligible players will result in probation and/or suspension of the ineligible player or players and the team's manager.

B. Eligibility Stipulations:

1. Men are not permitted to participate in the women's leagues. However, women may participate in the men's leagues.

2. All players must be at least eighteen years old by February 12, 2012.

EXCEPTION: Players who are sixteen years old by February 12, 2012 may play as long as they have written parental consent and the approval of the Coordinator of Team Sports.

3. No player may participate until his/her contract and player fee is submitted.

Note: No fees will be accepted at the gym sites.

4. Rec & Ed currently offers three adult basketball programs: Men's 30 and Over, Men's BB-E and Women's B.

5. No player may play on more than one team in the same program.
Example 1: If Tom plays on a Men's CC team he may not play on a Men's D team or another Men's CC team.
Example 2: Joe may play on a Men's 30+ team and a Men's C team, because they are separate programs.
6. Any player who pays an inappropriate fee is ineligible.
7. No player may participate under an assumed name or address.
8. Members of a college, university, business school, high school varsity, junior varsity, or freshman squad are ineligible during their school season. Teams and/or players may not violate the recognized codes of the Michigan High School Athletic Association or any collegiate athletic association.
9. Any professional athlete must sit out one year from the date of his/her contract expiration or release. If no contract was signed, s/he must sit out one year from the last game participated in.
10. A player who is officially dropped from a high school roster is eligible as long as the player will be eighteen years old by February 12, 2012.
11. Players participating in the 30+ and Over league must be at least 30 years old by February 12, 2012.

C. Rec & Ed reserves the right to check team rosters during league play.

D. Protests will be accepted on eligibility alone. When a team lodges a protest of eligibility the following guidelines should be followed:

1. The protest of eligibility must be made during the game or before the referee approves the final score.
2. Each manager will be issued a copy of his/her team roster that must be signed by a league Supervisor, Specialist or Coordinator.
3. The offending team may produce a signed 2011 - 2012 roster and relevant player ID to prove eligibility.
Note: If a roster and player ID cannot be produced, the game will proceed.
4. The suspect team has 48 hours to appeal the protest either in writing or in person at Rec & Ed and submit a \$25.00 appeal fee. If Rec & Ed is not contacted within 48 hours, the offending team forfeits the game. After receiving the appeal, Rec & Ed will arrange a meeting of all relevant parties to verify any offending player's eligibility.
5. All Rec & Ed rulings are final. Rec & Ed will handle protests of eligibility not specifically covered in these rules within the spirit of these rules.

E. Penalties for infractions:

1. Any player who plays ineligibly shall be suspended for a minimum of **three** games from any team that s/he is a valid member of. The manager of the offending team will also be suspended for a minimum of **three** games. All suspensions of this nature carry over to the next season if not completed during the current season.
2. If an eligibility protest is lodged and the offending team or player walks off the court (and the manager fails to appeal the protest within the 48 hour time period), the offending player will be suspended for a minimum of **four** games from any team that s/he is a valid member of. The manager of the offending team will also be suspended for a minimum of **four** games. All suspensions of this nature carry over to the next season if not completed during the current season.
Exception to 1 and 2: The league Specialist/Supervisor may override suspensions if circumstances warrant.
3. Rec & Ed will handle all eligibility disputes not specifically covered in these rules within the spirit of these rules.

7. PLAYER TRANSFERS

- A. A player may transfer from one team to another after s/he has obtained a player release form signed by his/her former manager, returned his/her uniform, submitted a new player contract signed by the manager of his/her new team, and paid the \$2.00 transfer fee.
- B. A manager may refuse to release a player if the player does not return his/her uniform. In all other cases, a manager may not refuse to release a player.
- C. A released player will be allowed to transfer back to his/her original team only once.
- D. **Player fees cannot be transferred from player to player. A participant's player fee goes with him/her when s/he transfers to another team. Consequently, no refunds can be made to the team losing the player.**

8. PLAYOFFS

- A. In leagues where two or more divisions exist, a league championship playoff tournament will be held.
- B. When a tie occurs at the conclusion of regular league play, a one game Playoff will determine the division or league champion.
- C. All teams that have registered for the playoff tournament are eligible to compete.
- D. Please see the division/league schedule for additional information about playoffs.
- E. Rec & Ed reserves the right to offer additional Playoff bids in order to round out a tournament bracket and/or replace a team that cannot play in the Playoffs.

9. POSITION PLAY AND POSITION PLAY TIE-BREAKERS

- A. What position play is...
Position play is a scheduling instrument Rec & Ed employs to round out each team's full complement of matches.
- B. What position play is not...
Position play is not an elimination tournament or playoff.

NOTE: Position play rankings do not change at any time during position play.

The items below, in the order listed, will determine positions for the position play round when two or more teams have identical records.

- 1. Head to head competition.
- 2. Total points allowed from all regular season games played to that point.
- 3. Random draw.

10. REFUND POLICY AND NSF POLICY

- A. Refund requests must be made in writing.
- B. Refund requests must be submitted to Community Education & Recreation, 1515 S. Seventh Street, Ann Arbor, MI 48103. Please include the following information: sport area, league name, team name, and manager's complete address and telephone number, plus the refund recipient's name and complete address.
- C. Sponsor Fee Refund Request Deadlines:
 - 1. Sponsor fee refund requests that are submitted to Rec & Ed more than 14 days before the league's first scheduled game are subject to a \$10.00 service fee.
 - 2. Sponsor fee refund requests submitted to Rec & Ed between 14 and seven days before the league's first scheduled game are subject to a 50% service fee.
 - 3. Sponsor fee refund requests that are submitted to Rec & Ed less than seven days before the league's first scheduled game will be denied.
- D. Player fee refund requests submitted before a player's first scheduled game are subject to a \$10.00 service fee.
- E. No player fees will be refunded after a player's first scheduled game.
- F. If a manager writes a check which is returned for non-sufficient-funds (NSF) or written on a closed account, the team in question will forfeit all of its games until a cash payment is made for the amount of the check and an additional \$50.00 league re-entry fee is paid.

11. ROSTER LIMITS

- A. A team may not consist of less than five or more than fifteen players at any point in the season.
- B. Teams participating in the MRPA State Tournament will only be allowed to carry a twelve- person roster for MRPA district and state tournament play.

12. SMOKING, ALCOHOLIC BEVERAGES, ILLICIT DRUGS, AND FOOD AND DRINK

- A. Smoking cigarettes and the use of or possession of alcoholic beverages and/or illicit drugs is not permitted on school grounds. All violators will be removed from the building.
- B. Food and drink are not allowed in the school gymnasiums. Violators will be asked to leave the gymnasium.

13. STATE TOURNAMENTS
- A. For the 2011 – 2012 season, the Men's BB League Champion (B League if there is no BB league), an unspecified number of Women's teams, and tentatively three Men's 30 and Over teams will represent Ann Arbor in the MRPA State Tournament.
 - B. Teams advancing to MRPA State Tournament play must abide by MRPA tournament rules.
14. TEAM CLASSIFICATION POLICY
- A. Rec & Ed reserves the right to classify the level of play for any team registering in its basketball programs based upon a team's previous year performance (see B & C below) and/or its current team roster.
 - B. Teams with an .800 won-lost percentage in regular league play are classified up one level.
 - C. Teams with a .200 won-lost percentage in regular league play are classified down one level.
 - D. **Classification appeals must be made by October 10, 2011.**
15. TROPHIES AND AWARDS
- A. A sponsor trophy is awarded to division and league championship teams.
 - B. Individual awards are awarded to players on division and league championship teams. Individual awards will be determined by request of the league majority.
16. WEATHER POLICY
- A. For information regarding the cancellation of games Monday through Thursday call the Rec & Ed Weather Hotline at 994-2300 ext. 53115 before 5:00 p.m., or check the Rec & Ed web site, aareced.com. Cancellation information also may be announced on WAAM (1600 AM) radio station.
 - B. For information regarding the cancellation of games on Sundays call the Rec & Ed Weather Hotline at 994-2300 ext. 53115. Cancellation information also may be announced on WAAM (1600 AM) radio station.

PLAYING RULES

17. AFTER THE GAME CONDUCT
- A. Any player or manager who displays unsportsmanlike conduct, whether verbal or non-verbal, toward a referee or Rec & Ed staff member after the conclusion of a game may be issued a **post-game, flagrant foul**.
 - B. Any player or manager previously charged with a flagrant foul that returns to the gym at any point after being removed from the gym may be issued a second flagrant foul.
- Notes for A and B:** See EJECTIONS AND SUSPENSIONS for penalties. **The calling official or staff member is not required to notify the player or team of the post-game flagrant foul(s) at the time of the incident.**
18. BENCH PERSONNEL
- Only eligible players, one manager (or assistant coach if the manager is also a player), and one scorer are allowed to sit on the team bench
- Note:** Children must sit in the spectator area with adequate supervision.
Penalty: Failure to comply with this rule will result in a bench technical foul.
19. CONTROL OF SPECTATORS
- A. Rec & Ed reserves the right to remove any spectator from school facilities during Rec & Ed sponsored basketball games for the purpose of public safety.
 - B. Spectators may also be removed because of disparaging language and/or unsportsmanlike conduct that interferes with normal and efficient game management.
20. DUNKING OR HANGING FROM BASKETBALL RIMS
- A. Dunking is only allowed in games played at Pioneer High School. However, any dunk that in the referee's opinion threatens the safe upkeep of the rim and/or backboard constitutes a technical foul. No dunking will be allowed during warm-up, post-game or any pick up games that take place as a result of a forfeit.

- B. At any gym other than Pioneer high School, any player who dunks or hangs from the basketball rim before the game, in warm-up, during the game, or following the game will be assessed a flagrant foul.
Note: See EJECTIONS AND SUSPENSIONS for penalty.

Dunking or stuffing is defined as the driving, forcing, pushing or attempting to force a ball through the basket with the hand(s).

21. **EJECTIONS AND SUSPENSIONS**

- A. **Any player or manager who commits a flagrant foul will be ejected from the game.** A player or manager who commits a flagrant foul will receive an automatic suspension for the next game. A player who commits a second flagrant foul in a season will receive an automatic suspension for the next two games. A player who commits a third flagrant foul in a season will receive an automatic suspension for the next three games and possible **expulsion from the league. (Should Rec & Ed deem the circumstances of any incident severe enough, a player and/or team may be removed from the league at any time.)**
Exception: A manager who receives a flagrant foul as a result of two indirect technical fouls and one direct technical foul or three indirect technical fouls is ejected from the game, but s/he is not suspended for the next game. (See exception under TECHNICAL FOULS)
- B. A manager may also be a player. A manager remains the manager whether or not s/he is on the bench or a player on the floor. **It is the manager's responsibility to assist the officials in maintaining team sportsmanship.**
- C. For the purposes of this rule, the manager may only designate a team member to act as manager if s/he is unable to attend a game.
Note: A "designated" manager must notify the Site Supervisor and Scorer of his/her managerial status prior to the start of the game, or the manager's status does not apply.
- D. Any player or manager who is ejected from a game must leave the building for the remainder of the day.
- E. If a player or manager refuses to leave the building within three minutes after a flagrant foul or s/he returns to the gym, a second flagrant foul may be issued by the referee or a Rec & Ed Supervisor or Specialist.
- F. **Automatic suspensions cannot be appealed.** Suspensions in excess of an automatic suspension may be imposed if deemed appropriate by the program Specialist or Supervisor. Appeals of suspensions in excess of automatic suspensions will be taken in accordance with the Team Sports "POLICY ON PROBATION, SUSPENSION AND HEARING PROCEDURES." A copy of this policy is included in the manager's packet.
- G. Any manager found with a banned player either on the team roster, or in the game, shall be assessed a 4 game suspension.

BANNED PLAYERS

Lee Dameron

22. **FORFEIT TIME**

- A. The scheduled game time is forfeit time in all leagues. **If games are behind schedule and the official game time has passed, a forfeit will only be declared following the mandatory five-minute pregame warm-up. (See PREGAME WARM-UP.)**
Exception: If either team does not have the minimum number of players to start a game, the beginning of the game may be postponed up to five minutes provided the team with enough players agrees or if both teams agree. However, both teams must be on the court and in position for the jump ball five minutes after the scheduled game time or a forfeit will be declared.
- B. The five-minute waiting period may not be used if four players are present. The game must begin.

23. **FREE THROWS**

- A. In accordance with the National Federation free throw rule, no player may enter the free throw lane or any other restricted area prior to the moment the ball hits the rim or **backboard** or the free throw ends.
Exception: Men's A – In accordance with NCAA guidelines, players may enter the free throw lane or any other restricted area upon the shooter's release of the ball.

- B. During multiple free-throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.
Exception: When a player is required by rule to be replaced (disqualification, injury, bleeding) prior to free throw(s) being administered, all other substitutes who have legally reported may also enter the game.

24. LINE-UPS

- A. Managers must submit a roster of all eligible players to the Site Supervisor prior to the start of the game.
- B. Starting players must check in at the Scorer/Timer table prior to the jump ball.
Penalty for A and B: One bench technical foul.

25. MERCY RULE

If a team has a forty point or more lead any time during the fourth quarter, the game will be stopped and a victory will be awarded to the leading team. The actual score at the end of play will be recorded as the final score.
Note: The National Federation running clock rule will not be used.

26. PLAYER MINIMUM

- A. A team must have at least four players to start a game.
- B. The number of players needed to complete a game is in accordance with the National Federation rule.

27. PREGAME WARM-UP

- A. If games are running behind schedule, oncoming teams may have their warm-up reduced to no less than five minutes by the Referee.
- B. Teams must supply their own basketballs during the warm-up period and at halftime.

28. TECHNICAL FOULS

- A. Any player or manager who receives an unsportsmanlike technical foul or intentional foul will be assessed a two-minute penalty equal to two minutes of game-clock time. The penalized player must then report to his/her team bench and be seated in a sportsmanlike fashion.
Note: Unserved penalty time from the two-minute penalty will not carry over to the next game.
- B. Another player may be substituted for the penalized player. If a substitute is not available, the team must play short.
- C. The second unsportsmanlike technical foul or intentional foul charged to a player or directly to a manager is automatically considered flagrant.
Note: See EJECTIONS AND SUSPENSIONS for penalty.
- D. Technical fouls will not be assessed for changes in designated starting line-up and additions or changes to line-up less than ten minutes prior to the start of the game.
- E. A technical foul penalty summary is outlined on page 72 of the National Federation rules.
Exception: All unsportsmanlike fouls [except his/her own acts] are also charged **indirectly** to the manager.

29. TIME GUIDELINES

- A. Quarters are eight minutes, and the stop clock is used for all leagues.
Exception: Men's A - two twenty (20) minute halves.
- B. **Each team receives four time outs per game and one additional time out for each overtime period.**
Note: All time outs are one minute in length and must be called by a player on the floor.
- C. There is one minute between quarters/overtime periods and a three-minute halftime.
- D. Each overtime period is four minutes in length.

30. UNIFORM AND EQUIPMENT REQUIREMENTS

- A. Team jerseys must be the same solid color.
- B. All jerseys must have a unique one or two digit Arabic numeral on both the **front and back**. These numbers must be four to six inches in size. All one or two digit Arabic numerals are legal; i.e. 0, 00, 1, 2, etc.
Exception: One player on each team may play in a jersey with no number (designated 0 or 00) as long as the jersey is the same color as the team jerseys and no other jersey number is 0 or 00.
- C. Each player must have his/her own jersey. Players may not share jerseys.

- D. Taped on numbers are not allowed. Numbers must be permanent.

Penalties for A – D: Starting January 9, 2012, infractions of sections A, B, C, and D result in "a technical foul for each designated starter and substitute who enters the game" with an illegal jersey. (National Federation, p. 23)

- E. Undershirts are permitted provided that in the judgment of the referee there is no color conflict. Players who are asked to remove their undershirts must leave the game, but there is no technical foul penalty.
- F. Teams that intend to play in MRPA tournaments must abide by National Federation guidelines for legal uniforms and uniform numbers.

Note: If competing teams have uniforms similar in color, a coin toss will determine which team will wear mesh pennies.

- G. "The referee shall not permit any player to wear equipment [jewelry] which, in his/her judgment, is dangerous or confusing to other players or is not appropriate." (National Federation, p. 24)

Exceptions: A flat-banned ring may be worn at a player's own risk provided it is completely taped. Medical alert jewelry may also be worn provided it is securely taped to the body or secured under the uniform.

Note: Any player who is discovered wearing illegal equipment while playing must leave the game to remove it, but there is no technical foul penalty.

2011 – 2012 ADULT BASKETBALL STAFF

Larry Dishman, Coordinator for Team Sports, 994-2300 ext. 53226
Glenn Jones, Statistician and Equipment Supervisor, 994-2300 ext. 53218
Sean Williams, Specialist for Adult Basketball, 994-2300 ext. 53214
Rick Mull, Supervisor of Officials, 994-2300 ext. 53209

NOTIFICATION OF ASBESTOS CONTAINING BUILDING MATERIALS PER 40 CFR
PART 763 OF THE ENVIRONMENTAL PROTECTION AGENCY

The buildings operated by the Ann Arbor Public School System may have asbestos containing building materials present in them. Each facility has a copy of the approved Asbestos Hazard Emergency Response Act (A.H.E.R.A.) management plan for your review on file in the main office. A copy of the Management Plan is also available for review at the school district's main administrative building in the Project Crew Chief's office. The Projects Crew Chief is the Ann Arbor Public School District representative for asbestos issues. The Projects Crew Chief can be contacted at 2555 S. State Street, Ann Arbor, Michigan 48104, 994-2263/2226.

ANN ARBOR PUBLIC SCHOOLS RESIDENCY STATUS

To receive resident fee rates one must reside within the boundaries of the Ann Arbor Public School District. Note: Some persons with an Ann Arbor mailing address may not reside, necessarily, within the Ann Arbor Public School District; consequently, they must pay non-resident fee rates.