

## **2021 ADULT BASKETBALL CODE OF CONDUCT**

1. The Manager or Captain of a team is responsible for the conduct of their players before, during, and after the game, until they leave the premises. Failure to comply with these rules, will subject the offender, his manager or captain to disciplinary action.
2. All games will be played on the property of the KRC or the Kettering City School District. All rules and regulations for those facilities will be observed and enforced.
3. A complete team roster, printed or typed, must be filed at the game site on the night of the first game. Penalty: May forfeit games until completed roster is received. The team manager is responsible for the accuracy of the team roster. **ALL SUBSTITUTES MUST BE ADDED TO THE ROSTER BEFORE PLAYING IN A GAME. NO ADDITIONAL SUBSTITUTES MAY BE ADDED AFTER THE LAST REGULAR SEASON GAME.**
4. A maximum of 15 players may be carried on any roster. Players must be 18 years out and not currently enrolled in high school. No player can play on more than one (1) team in the same league
5. Teams must have shirts/jerseys, with numbers by **SECOND** game. **No Exceptions!** The rule does not apply to both teams with same color jerseys. Reversible Jerseys or a back-up set of shirts are encouraged. Only **ONE** player per team may have a jersey with no number. This player will be 00. Markers and tape will be on site to put numbers on as needed.
6. All games will be played in accordance with league schedule. No exceptions!
7. The League Supervisor will remain the final authority on all matters pertaining to this program. Referees are in charge 10 minutes before and after a game.
8. Absolutely NO tobacco or alcoholic beverages will be permitted in any building. Offenders will be prohibited from playing in the next regularly scheduled game and may be removed from the roster. Spectators will not be allowed back the rest of the season.
9. Protests must be announced at the time of infraction of the rule (before next live ball) and must be turned in to the Kettering Recreation Center in writing within 24 hours. All protests must be accompanied by a \$50.00 protest fee which will be returned if protest is granted. Any protest which does not follow the above rules will not be granted.
10. Any act of unsportsmanlike conduct, including the use of profane, abusive, or insulting language, may cause the removal of the offending player by order of officials or supervisor. Continuing abuse will result in suspension and may cause removal from the league. **A player ejected from the game must leave the building within five minutes or else game will be forfeited.** Player may face additional suspension based on referee recommendation to gym supervisor and after review by league supervisor.
11. Any aggressive act against a game official may result in immediate suspension of the offending player from all sport programs sponsored by the City of Kettering.

12. T-shirts will be awarded to regular season champions. In case of ties-winner will be decided by record against teams tied. Points given up will decide teams still tied.
13. The top four to six teams will make the postseason tournament. The number of teams that make the playoffs varies based on the size of the league. The remaining teams will play one consolation game.
14. Teams forfeiting two games or more in league play may cause suspension for the following season. Call 296-2587 if you are not going to show as a courtesy and it will not count toward suspension.

## **2021 Adult Basketball Rules**

All games will follow Ohio High School Rules with the following exceptions:

1. A game will consist of two 20 minute halves with a running clock. Regulation clock will prevail the last two minutes of the first and second half, unless a team is ahead by 15 or more points. Clock will not be stopped at any other time except emergency and timeouts. Overtime will be two minutes. Clock stops in the last minute. Sudden death will occur if score is still tied after first overtime. One and one is in effect on 7<sup>th</sup> foul in each half.
2. Each team will be permitted two time outs per half. Time outs for injuries will not count. Games start at listed time. However, if a team does not have 5 players present at game time, they will be given a 10 minute grace period before a forfeit is called. A team will be allowed TWO 10 minute grace periods per season. That team will lose one timeout per half for the first offense and ALL timeouts the second offense. After a team has been late twice, they will automatically forfeit if not present at game time.
3. **NO DUNKING AT ANY TIME!** Technical foul, ejection, and suspension from games. A player is responsible for payment for replacement of equipment.
  - ½ game suspension for first attempt (If dunking occurs in the first half of play, player is ejected rest of game. If dunking occurs in second half, player is ejected for remainder of game as well as first half of next game)
  - Full game suspension for second attempt.
  - After third attempt, player will be removed from the league.
4. A player's name on the team roster may be added to the score book any time before he enters the game without a technical foul. Example: arrives late and manager doesn't have his name entered in the score book.
5. Two player/coach conduct technical fouls will result in player being ejected. Three (3) unsportsmanlike fouls may cause game to be terminated. Unsportsmanlike conduct is not tolerated in the Kettering Adult Basketball league.
6. No facial, neck, or wrist jewelry permitted (earrings, nose rings, necklaces, watches, etc.) A player may not play until the jewelry has been removed. Technical(s) will be given, if necessary.

### **\*\*PLAYER EJECTION RULE:**

If a player is disqualified from the game, that player must vacate the facility (leave the Gym and KRC facility) immediately. **If a player does not willingly vacate the premises, immediately following their ejection (within 5-Minutes), the game will be forfeited.** Captains are responsible for getting ejected player to leave. Please contact KRC Coordinator/Supervisor, if player refuses to leave.