

## **2022 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 the 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 submitted before the first game each team plays. The team captain is responsible for the accuracy of the team roster. No players can be added to the roster after the 3<sup>rd</sup> played game of the season. Any exceptions to the rule will have to be approved by the sports supervisor.
4. A maximum of 15 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 league
5. Teams must have same color shirts or jerseys with numbers on the front or back by the **SECOND** game of the season. Teams will forfeit games if they do not have five players in uniform that meet the requirements. 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.
6. 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 and <https://www.playkettering.org/adult-basketball/> routinely to get the latest scheduling updates.
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. Referee calls will not be overturned.
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, will 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.** A player who is ejected is automatically suspended for a full 7 days. Player may face additional suspension based on referee recommendation to gym supervisor and after review by league supervisor.

11. If a player receives four technical fouls during the season they will be removed from the league without refund.

11. Any aggressive act against a game official including verbal threats will result in immediate suspension of the offending player from all sport programs sponsored by the City of Kettering.

12. In case of ties-winner will be decided by

1. Head to Head Record
2. Most Wins against top four teams
3. Point Differential
4. Coin Flip

13. The top eight seeds will make the postseason tournament.

## **2022 Adult Basketball Rules**

. 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 overtime. Sudden death will occur if score is still tied after first overtime.
2. Each team will be permitted two time outs per half. Time outs are 30 seconds in length. Time outs for injuries will not count.
3. **5 minute grace period.** Teams are expected to arrive 10 minutes prior to the scheduled game time. If a team does not have 5 registered players signed in and in uniform on the court 5 minutes past the scheduled game time, the game will be ruled a forfeit. Teams that forfeit two consecutive games or three games total will be removed from the league without refund.
4. **NO DUNKING AT ANY TIME!** Dunking will result in a progressive disciplinary action
  - 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 without refund.
5. A player must sign in on the team roster sheet before they enter the game. ID can be requested by KRC staff, Officials or Scorekeeper. A team captain can request to ID an opposing player prior to the start of the game. Any teams found to be using an unregistered player will forfeit the game.
6. Two player/coach conduct technical fouls will result in player being ejected. Three (3) total unsportsmanlike fouls in a game may cause the game to be terminated. Unsportsmanlike conduct is not tolerated in the Kettering Adult Basketball league.
7. No facial, neck, or wrist jewelry permitted (earrings, nose rings, necklaces, watches, etc.) A player will 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, the game will be forfeited.** Captains are responsible for getting ejected player to leave. Please contact KRC Coordinator/Supervisor, if player refuses to leave.