

ERC MEN'S BASKETBALL RULES

ALL GAMES WILL BE PLAYED AT THE EMPORIA RECREATION GYMNASIUM UNLESS OTHERWISE NOTED. POSITIVELY NO SMOKING OR DRINKING IS PERMITTED ANYWHERE IN THE BUILDING. FEES INCLUDE OFFICIALS, GYM SUPERVISION AND GYM RENTAL. NFHS RULES WILL BE USED WITH THE FOLLOWING MODIFICATIONS:

- **Clock/Time-Outs**

The game shall be played in two 20-minute halves with a running clock. Overtime periods will be three minutes in length. Normal clock stoppage during last two minutes of each half and any overtime periods. During running clock, clock stops for timeouts, injuries, or at the official's discretion. Each team will receive three time-outs per game and will receive one additional time-out for any subsequent overtime period. A five-minute intermission will be allowed between halves.

- **Jerseys**

Each team must have shirts/uniforms. All players on same team must have same color uniforms. Uniforms must have a number on the back. Any player entering the court without proper uniform or number will not be eligible to participate. Taped on numbers will not be accepted.

- **Forfeited Games**

Game time is forfeit time. Games shall be forfeited at scheduled starting time, providing one team is on the floor ready to begin. In case of both teams failing to report for the scheduled starting time, the referee is empowered to start the game with shortened playing periods in order that the game is credited with a double forfeit. A line-up of all players must be submitted to the scorer prior to game time. A team must have four (4) players to begin a game.

- **Scorer & Timer**

The Recreation Commission will furnish an Official Scorer and Timer for the game.

- **VALUABLES**

Because of the necessity of so many players using the facilities, VALUABLES SHOULD NOT BE LEFT IN THE DRESSING ROOM AT ANY TIME, but should be left with someone connected to your team. **THE RECREATION COMMISSION IS NOT RESPONSIBLE FOR LOSSES.**

- **DRINKING AND SMOKING**

The school officials and the Recreation Commission strictly prohibit smoking and drinking in any of the school and Recreation Center buildings and facilities.

- **ELIGIBILITY**

A player SHALL NOT be eligible to play on more than one team in the Recreation Commission leagues. A player may change from one team before the deadline for adding players; however, he/she will be frozen on the second team for the duration of the season. All participants must be at least 18 years of age.

- **ROSTERS**

All team managers shall file a list of players' first and last names in the **MAIN OFFICE** of the Recreation Commission upon paying fees. At no time shall the roster exceed twenty (20) names. Players may be removed from lists and others substituted through the **MAIN OFFICE** before 5:00pm, M-F, before the start of the 4th game. If a player has played on 2 teams in the Recreation Basketball League without authority to change, then he will be suspended for the duration of the season, and those particular games will be forfeits.

- **NO PROTESTS**

Calls in question shall be settled immediately. Only one (1) representative of each team will be allowed in the settlement of rule in question. **NO QUESTIONING OF A JUDGEMENT CALL.**

- **PLAYERS MAY NOT WEAR JEWELRY WHEN PLAYING**

- **SPORTSMANSHIP**

The ERC Basketball Leagues are organized to provide a fine recreational sport for all concerned. Sponsors, coaches, players, and spectators all play an important part in the results obtained. Fighting, disrespect and other gestures of poor sportsmanship that are directed towards another player, official, or spectator will not be tolerated. Anyone violating the rules in this last statement will receive a technical foul. This is a YOUTH and PUBLIC facility and **profanity will not be tolerated!**

- **FLAGRANT TECHNICAL / TECHNICAL FOULS**

Any player, who receives a flagrant technical foul, will be removed for the remainder of the game. This means removal from the gym within 2 minutes or a forfeit will be awarded to the opposing team. After 2 flagrant technical you will automatically be dismissed from the league for the remainder of the season. If expulsion is serious enough, it could lead to dismissal from the league **INDEFINATELY**. Any single player who commits two technical fouls will be disqualified from the remainder of the game. Any team that commits three (3) unsportsmanlike technical fouls in one game will automatically result in a forfeit.

If a player receives a total of four (4) technical fouls at any point in the season they will be suspended for the remainder of that game and the next game. Any player who receives a total of six (6) technical fouls at any point in the season will be dismissed from the league **IMMEDIATELY**.

- **OVERTIME**

Overtime periods will be played in compliance with OFFICIAL BASKETBALL RULES regarding 3-minute overtime periods. This rule doesn't have a "SUDDEN DEATH" provision. One time out per overtime period. Regulation game time outs MAY NOT BE USED in overtime periods. The clock will stop in overtime on all regular stoppages.

- **DUNKING**

Dunking, attempted dunking, or hanging on the rim in warm-up will be considered a TECHNICAL. In the judgment of the official, anyone hanging on the rim after dunking the ball during the course of the game will be considered a technical foul. (EXCEPTION: to prevent injury)

- **SUBSTITUTES**

You may not substitute into a game before the horn has sounded. Officials will signal substitutes into the game.

- **JUMP BALL**

The game will start with a jump ball. Alternate possession of the ball will then be used for the remainder of the game.

*/*Revised 10/7/21*