

**LAWRENCE PARK & RECREATION DEPARTMENT  
ADULT BASKETBALL  
GENERAL LEAGUE RULES**

1. Teams must have shirts of same color; each shirt must have six (6) inch permanent number on back of shirt. Shirts must be worn at your first scheduled league game.
2. Players must be on Team Roster before allowed to play legally in a game.
3. Players may participate on two teams. The teams cannot be in more than one league. The same division and the two leagues cannot be more than two divisions apart. (Example: If you play in league Men's 4 you may also play as high as Men's 2 or as low as Men's 6 but not any higher or lower.) EXCEPTION: ONLY ALLOWED TO PLAY ON ONE TEAM IN SPRING AND SUMMER LEAGUES.
4. Unsportsmanlike technical fouls: Immediate ejection, must leave the gym site; 2<sup>nd</sup> technical – 2 game suspension in any and all leagues in which you play; 3<sup>rd</sup> technical – automatically disqualified from further participation in our current year Adult Basketball programs. Technical fouls will be accumulated throughout the current year Basketball programs. (Example: FALL current year – FALL next year)  
\*\*\*Any team that received three (3) unsportsmanlike technical fouls during a game will automatically forfeit the game. In addition, the team will be placed on probation for the remainder of the season and if any player from that team is ejected from any other games, the manager will be suspended for a minimum of one game.
5. Team must have a minimum of (4) four players on the floor to play at game time or game will result in a forfeit. Forfeit penalty is a \$10.00 fee, to be paid before the next scheduled game. Teams allowed (2) forfeits then disqualified from further league play. Game time is forfeit time.
6. Teams are allowed to contact the sports office at 832-7920 a minimum of (48) hours ahead of scheduled game to notify of shortage of players, \$10.00 forfeit fee is then waived. Remember (2) two forfeit fees and teams are no longer allowed to participate.
7. The Three Point distance is utilized. A player fouled on an unsuccessful 3 point attempt will receive (3) foul shots.
8. Free throw on non-shooting fouls: 1-1 on seventh and 2 shots on tenth team foul in each half.
9. Schedule based on (7) seven game format.
10. Please read your Constitution and by-laws, and Rule Book, should you have any questions, call 832-7922. Rule Books available at the Sports Office at the Community Building, 115 West 11<sup>th</sup> Street.
11. Twenty (20) minute halves, clock runs except for last three minutes of each half, and during time-outs. Half time is a five-minute period. Time-outs will last (1) one minute. \*\*\*Two time-outs do not carry over from first half to second half. Second half time-outs may be carried over to overtime. Three minute overtime period.
12. If a team is trailing by twenty or more points in the final three minutes of the game, the clock will not stop. This rule takes effect as soon as a team is up by twenty points in the final three minutes (even if the lead drops below twenty points, the clock will continue to run).
13. No Dunking, before, during, or after any game.

### COED RULES

All regular 5 player Intramural Basketball Rules are in effect along with the following coed specialties.

#### A. Players

1. Each team will consist of five (5) players; 2 men and 3 women OR 3 men and 2 women at all times. Four players (two men and two women) are required to start the game.

2. Substitutions do not have to be on a man-for-man or woman-for-woman basis. However, a team must have a plus/minus one ratio on the court. **Note:** There is no rule concerning guarding only members of the same gender.

#### B. Scoring

1. Field goals scored by **men** shall be worth 2 points (3 points for a field goal made beyond the three point line) each. Free throws are worth 1 point each.
2. Field goals scored by **women** shall be worth 3 points (4 points for a field goal made beyond the three point line) each and free throws shall be worth 2 points each.

The teams that were represented at the League Organizational meeting are the only teams eligible to protest a game based on a rule interpretation.