

# KINO ADULT BASKETBALL LEAGUE RULES & REGULATIONS

1. **RULES:** High School rules will be used with the following additions.
  2. **TIME:** Four 10 minute running quarters. The clock will stop in the last 3 minutes of the game. If there is a lead of 20 points or more the clock will continue to run. Quarter breaks are 45 seconds. Half time is 4 minutes.
  3. **OVER-TIME:** One 3 minute over-time with the clock stopping in the last minute. One 20 second time-out is available for each team during the OT period. If the game is tied at the end of OT the game is ruled a tie. (Tournament games will play a 2nd 2 minute OT & Sudden Death if necessary)
  4. **TIME-OUTS:** Two 45 second time-outs per half. Time-outs do not carry over into 2nd half or overtime.
  5. **FOULS:** Six allowed personal fouls. Technical fouls count as one of the six.
  6. **ROSTERS:** All team players/coach must be signed up on the "Official Roster and Liability Form." This form must be filled out completely in order to be given a stamp to play. (No stamp no play!) Players/coach may sign up on one roster per season only. Be prepared to show Ids at each game. Players must play in 3 or more regular season games to be eligible for the tournament. No new players may be added to the team roster once there are fewer than 3 games remaining in the season schedule. Plan ahead if you need to add players.
  7. **UNIFORMS:** Players must wear permanently numbered jerseys or T-shirts. No taped numbers or blank shirts. If a player is # 0, that number must appear on the jersey. Home Team must wear alternate color (ex. numbered white t-shirts) if there is a color conflict. Players must wear shorts/athletic pants w/out pockets, belt loops, or exposed buttons/snaps.
  8. **SUBS:** Players must report to the score table to sub into the game. Players may enter the game when called in by an official. Substitutions are only allowed during dead balls (after a whistle blown by a referee).
  9. Team captains shall meet with game officials prior to tip-off for pre-game briefing.
  10. No jewelry (wedding bands accepted), hats, or head stockings.
  11. Proper shoes must be worn.
  12. No gum, food or drink other than water bottles allowed in the gym.
  13. Teams are responsible for their spectators. Spectator seating is available on the EAST sideline only. Children, friends, and non-team members are not permitted on team bench. Violation results in: 1) warning, 2) technical foul, 3) forfeit.
  14. Dunking is only allowed during the game. Dunking or pulling on the rim during warm-ups results in a technical foul.
  15. Teams must have all players signed in with a name and number prior to game time.
  16. Players must warm up on outdoor courts when games are in session, including all game breaks.
  17. All toys and balls must remain out of gym during games.
  18. Team captains are responsible for informing their teams of league rules, game schedules, and updates, including the eligibility status of ejected or suspended team members.
  19. **FORFEITS:** If a team forfeits without giving 3 days notice to the league office (740-4654), a \$15 fee will be charged. All fees will be due prior to the tournament. Two or more forfeits may result in team being dropped from the league.
  20. **DANGEROUS PLAY:** Dangerous Play includes any deliberate, injury-causing, unsportsmanlike action such as an undercut, hard/unnecessary foul, push from behind, trip, or the like. Any action deemed by league staff as "dangerous play" results in immediate technical foul and up to a 2 year suspension. (No cheap shots!)
- PLAYER CONDUCT:** (All conduct policies apply before, during, and after games.)

1. Profanity or abusive language is prohibited and could result in a technical foul.
2. 2 technical fouls on an individual player for misconduct results in ejection and possible game suspensions.
3. 4 technical fouls on a team during a game result in a forfeit.
4. Fighting (or any other serious misconduct) results in any or all of the following:
  - a) Technical foul
  - b) Ejection
  - c) 2 game suspension minimum
  - d) Review by league for eligibility status
5. Any assault on center staff or its officials will result in immediate suspension and may be followed with criminal prosecution.
6. Verbal threats of any kind are grounds league suspension and criminal charges.

Misconduct during final tournament results in disqualification from tournament and affects future season eligibility status.

**NOTE:** Players do not have the right to question or debate judgment decisions made by officials. Undue whining, complaining, or down talking to league officials, staff, or administrators shall result in suspension of individual or whole team. (Min = 1game, Max = 2 seasons)

**Ejections:** Any participant who has been ejected from a game must exit the gymnasium.

**Suspension:** Any participant who has been issued a suspension from the league may not return to the community center until his re-instatement date.

The official game clock starts promptly. If a team is late, they shall be penalized 2 points for every 60 seconds which runs off the game clock. The game will be ruled over after the first quarter runs out. Only Kino League staff may operate scoreboard/clock and designate when to officially start the clock. Teams must have 4 players present to start and end the game. If a team drops below 4 players for any reason the game will be stopped for liability purposes.

**MERCY RULE:** Shall be enforced if there is a score difference of 35 or more in the 4th quarter.