



**LAUREL DEPARTMENT OF PARKS AND RECREATION
OFFICIAL RULES AND REGULATIONS
MEN'S 5 ON 5 RECREATIONAL BASKETBALL**

REVISED 01/18/19

TEAM ROSTERS, PLAYER ADDITIONS AND REGISTRATION

1. Rosters and franchise fees should be turned in to: Robert J. DiPietro Community Center, 7901 Cypress Street, Laurel, Md. 20707, Attention: League Commissioner.
2. The team roster must be submitted to the League Commissioner prior to the second game.
3. After the player addition deadline, if a team roster has 15 PLAYERS whether active or inactive, none may be added for the remainder of the season.
4. The roster consists of the name, address, signature, jersey number and phone number of each player. A roster will not be accepted unless all information is complete.
5. Each team should have a designated team captain/manager. All correspondence will be handled through him/her ONLY.
6. Notices of additions OR CHANGES to a team roster must be in writing and received by the League Commissioner by 5:00 p.m. the FRIDAY prior to the game before the players are eligible to play. No verbal requests or requests on unauthorized forms will be accepted. Submit all player additions on forms provided to: Laurel Department of Parks and Recreation, 7901 Cypress Street, Laurel, Md. 20707, Attention: League Commissioner. All additions must be made prior to the player addition deadline.
7. The Laurel Department of Parks and Recreation reserves the right to review the team names and request a change in the name if the Department feels that the name reflects negatively on the team or the Laurel Department of Parks and Recreation.
8. PLAYER ADDITION DEADLINES: SUMMER LEAGUE - LAST FRIDAY IN JULY
 FALL LEAGUE - LAST FRIDAY IN OCTOBER
 WINTER LEAGUE - LAST FRIDAY IN FEBRUARY

PLAYER ELIGIBILITY

1. All basketball games will be officiated by two (2) officials.
2. All players must be 18 years of age and listed on the official team roster prior to participation. If in violation, the team in question will forfeit that game and any other games in which that player participated. Players whose age or eligibility is questionable should be prepared to provide proof of age.

3. A potential player who is a member of a Junior College, Community College, University, or Semi-pro Basketball team during the current season is ineligible.

PLAYER RELEASES

1. ONLY the team manager on record may drop or release a player, and notice of such a release must be forwarded in writing to the League Commissioner. Addition and Deletion forms included.

2. A released player may not play with any team until notice of his released and addition to the new team has been received by the League Commissioner.

3. If a team disbands, players are free agents and may sign with any team before the player addition deadline.

4. Once a player is dropped or released, he may not rejoin the same team during the current season.

5. A team manager may add and drop up to THREE players from the official team roster PRIOR TO THE PLAYER ADDITION DEADLINE. This must be in writing and signed by the team manager.

FORFEITURES AND PLAYER CONDUCT

1. Protests will only be considered under guidelines established by the International Association of Approved Basketball Officials. Protests will be considered ONLY when there is a question on the interpretation of the rules. The manager must file a protest immediately - before play resumes. A written protest accompanied by \$25.00 must then be turned in to the League Commissioner within 24 hours. The fee will be returned ONLY if the protest is valid. Protests concerning judgement calls, ejections, or related incidents will AUTOMATICALLY be ruled as invalid.

2. Boisterous conduct WILL NOT BE TOLERATED. It is the manager's responsibility to eliminate the unacceptable behavior. Should the manager be unable to do so, the League Supervisor or official may eject the person(s) from the playing area/game and/or forfeit the game. The manager is responsible for his team, coaches, and spectators.

3. Because of the inconvenience it causes the other teams and the league, A TEAM WHO FORFEITS TWO GAMES DUE TO LATENESS OR NOT ENOUGH PLAYERS MAY BE DROPPED FROM THE LEAGUE.

4. Any player, coach, or manager who has two (2) technical fouls called on them in the same game or is ejected from the game or facility for or any other reason will be suspended for the remainder of that game and from the next regularly scheduled league game.

5. Any person(s) serving game suspensions will not be permitted to attend any ongoing league games or enter the facility during the suspension period during league play. Failure to cooperate with this rule will result in further suspensions and team forfeitures.

6. Any person(s), including players, coaches, managers, or spectators ejected from a league game or facility by the League Commissioner, Supervisor or Official will be suspended for the remainder of that game and from the next regularly scheduled league game.

7. Any player(s), coach, or spectator ejected must leave the facility immediately. Failure to leave the facility in a timely fashion upon request will result in forfeiture of the game and other disciplinary action/suspensions.
8. Any player who pushes, shoves or strikes a member of the opposing team may be suspended for up to one year from the date of the incident. An appeal will not be accepted for this infraction of the rules.
9. If a player, manager, coach or spectator strikes, pushes, bumps, shoves or otherwise physically threatens an official or a member of the supervisory staff, then he may be suspended from all Laurel Adult Leagues for up to life. An appeal will not be accepted for this infraction of the rules.
10. If a team member is ejected for life, his team will be placed on probation for the remainder of that season and the following season.
11. If a team member is ejected from a game, the gym or the playing area twice during the season, that individual will be suspended both from play and from attending any games for the remainder of that league's season. This individual will also be placed on probation for the following season.
12. If a person is ejected from a game, gym or playing area while his team is under probation, that person will be suspended from play in all Laurel Adult Leagues for up to life.
13. The Use of drugs and alcohol by players, coaches, or spectators before, during and after the game is prohibited. Coaches and players violating this rule are subject to indefinite suspension. Alcoholic beverages are not permitted in City of Laurel facilities or park sites.
14. The Department reserves the right to suspend or eject any player or team for any amount of time, which it feels necessary and/or appropriate for the infraction committed.

GAME PROCEDURES

1. A team may start and play with four(4) players. A fifth player may enter the game during the next stoppage in play.
2. There will be a 10-MINUTE GRACE PERIOD for regular season games with the following rule being applied. After 10 minutes past the scheduled starting time of the first scheduled game, the team with enough players may accept a forfeit victory with game score being recorded at 50-0. Subsequent games will begin 5 minutes after the previous game has ended. If a subsequent game's start time is already delayed, no additional grace period will be provided. Playoff games do NOT get any grace period.
3. All games will consist of two (2) twenty (20) minute halves with five (5) minutes between each half.
4. The clock will stop on the referee's whistle ONLY in the last TWO (2) minutes of each half and the last ONE (1) minute of any overtime period. The clock will also stop for all technical fouls and/or intentional fouls.
5. In the event of a tie score at the end of regulation, a three (3) minute overtime period will be played.
6. All substitutes must report to the scorers table before they may enter a game. Players may substitute only when the clock stops or on a dead ball.

7. Each team will be given 2 TIME OUTS PER HALF. In the event of an overtime period, each team will be given one time out. Timeouts are to last (60) SECONDS. Any unused time outs will not be carried over to the second half or overtime.
8. Teams will shoot one and one on the seventh (7) team foul of each half. A technical foul counts as a team foul and a personal foul. Technical fouls will consist of two (2) shots per technical.
9. A player will be disqualified from further participation in the game after committing their fifth personal foul.
10. The three (3) point goal will be in effect where the gym floor is appropriately marked.
11. No dunking or grabbing on the rim is allowed at any time; this includes warm-ups. Each team will be issued a warning prior to the beginning of the first game. Any infraction by either team will result in a technical foul and that player will be suspended for the remainder of that game plus from the next regularly scheduled game. ABSOLUTELY NO DUNKING!
12. All rules not covered by the Laurel Department of Parks and Recreation Rules and Regulations will be covered by NCAA rules.
13. Tie breaking procedures will be determined by using the following steps:
(Steps 1-6 will be followed in order UNTIL the tie is broken).

- Step 1 - Head to head record between teams tied (won/loss)
- Step 2 - Total points scored less total points allowed (Head to head games only)
- Step 3 - Total points scored (Head to head games only)
- Step 4 - Total points scored less total points allowed (All games)
- Step 5 - Total points scored (All games)
- Step 6 - Coin Flip

SPECIAL LEAGUE CONSIDERATIONS

1. Game shirts must consist of the same color along with at least a four-inch number on the back. If both teams are wearing the same colored jerseys, a coin flip will be tossed to determine who will wear the pennies provided.
2. All players must wear non-marking gym shoes.
3. All accidents, regardless of severity, must be reported to the League Supervisor and an accident report filled out. PLAYERS PARTICIPATE AT THEIR OWN RISK! THE CITY OF LAUREL IS NOT LIABLE FOR ACCIDENTS OCCURRING DURING LEAGUE ACTIVITIES.
4. Call the City of Laurel Parks and Recreation's recorded information lines at (301) 725-1HIT for cancellation information.
5. NO food or drink is allowed in the gymnasium.