

4-MAN BASKETBALL RULES

2011/2012



General

1. The best record will determine the league champion.
2. All games will be played at the City of Lapeer Community Center.
3. Game time is forfeit time.
4. Players are required to sign in with scorekeeper before each game.
5. Teams must start and finish a game with 4 players to avoid a forfeit.
6. No drugs, including alcohol and tobacco, are allowed in the gym or on the grounds. No players are permitted to participate when under the influence of drugs/alcohol.
7. The team manager will represent the team, and be responsible for all player conduct.
8. The court supervisor and building supervisor represent the Recreation Department and have authority to enforce league rules and regulations.
9. Any deviations from the Recreation Department/Community Center rules and regulations may result in a forfeit and the player(s) and or team(s) can face possible suspension or ejection from the league.
10. Managers will try to be contacted if games are cancelled due to severe weather. Managers may also contact the Sports and Information Line at 810-667-7163 for game day cancellations. Managers are responsible for contacting all team members with cancellation information.

Team Rosters

1. Players must be at least 18 years old. The deadline for adding players is prior to the team's third game. After that time - by special approval of the League Director.
2. Players must have turned in player fees and signed player waiver to the Recreation Department prior to participating. No substitute players are permitted.

Court/Scoring/Time

1. Purple lines will be used for out of bounds.
2. Time will be two, 18 minute running halves with each team allowed one, thirty-second time out/half. Overtime 2 minutes - no time outs.
3. The clock will be stopped the last 30 seconds of the first half and the last minute of the game according to regular basketball rules.
4. Half time break will be 3 minutes.
5. There will be no over-and-back calls.
6. Absolutely **no dunking in warm-ups or game**. Any dunking will be automatic ejection from that game plus a minimum of one game to follow. There will be no warnings issued.
7. 3-seconds in key rule will not be formally enforced. (Supervisor will not allow a team to take advantage of this and camp under the basket) Penalty - turnover.

Game Play

1. Teams will flip a coin to determine out-of-bounds to start the game. After the coin flip, alternate possession will be used to determine possession throughout the game including overtime.
2. All out-of-bounds will be taken near half-court except after a basket. **Exception:** In the final 30 seconds of the first half and final minute of second half and overtime, the ball will be taken out at the closest spot of the infraction or where the ball was when a timeout was called (if timeout occurs in the front court the ball will be taken out at the top of the key).
3. After a basket, the ball cannot be entered unless the inbound player has both feet out-of-bounds.
4. Defense may check ball anytime-except after a basket. The defense must be 3 feet away on inbounds from the baseline along the gym wall.
5. Any player **in the game** may call infractions of regular playing rules (i.e. double dribble, traveling, etc.) Penalty: loss of possession.
6. Only the player fouled may call a foul. Disputes will be settled as follows:
 - a. Players agree.
 - b. Supervisor decides obvious infractions.
7. Fouls will not be recorded; however, flagrant fouls or continuous misconduct may result in removal from the game or league. No free throws except for intentional and/or flagrant fouls **determined by the supervisor**. The fouled team will then have the clock stopped, shoot one free-throw shot worth 2 points, and the ball out-of-bounds. Player may be ejected from the game by the supervisor.
8. Note that either half cannot end with a foul. If under 10 seconds, the clock will be reset at 10 seconds and the **offensive** team has the entire 10 seconds to score unless they lose possession or time runs out (offensive team can get offensive rebound and put it back up), but once possession changes the half is over.
9. Stalling is absolutely illegal and will be determined by the supervisor. A 20-second shot clock will be used as needed. The ball must hit the rim. Penalty - loss of possession. The shot clock is reset on rebounds, possession changes, and after a foul. The shot clock will only be in effect during these situations:
 - a. During the last four minutes of the game.
 - b. If it is determined by the supervisor that deliberate stalling occurs.
10. Scoring will be 2 pts. for each basket except baskets outside the 3-pt. line (3 pts.)
11. Fouls by a defensive player against an offensive player going in for a breakaway lay-up will be an automatic two points (you must be even or better). Flagrant Fouls - see rule 7.
12. Free substitution is allowed anytime an advantage is not assumed.
13. The League supervisor will rule on any situations not covered.
14. The City of Lapeer Recreation Department may change rules in the best interest of the program.

HIGH SCHOOL/ADULT DROP-IN BASKETBALL

M	12:00 p.m. – 1:15 p.m.; 2:00 p.m. - 9:00 p.m.
T	2:00 p.m. - 7:00 p.m.
W	12:00 p.m. – 1:15 p.m.; 2:00 p.m. - 6:30 p.m.
TH	2:00 p.m. - 7:00 p.m.
F	12:00 p.m. – 1:15 p.m.; 2:00 p.m. - 6:30 p.m.
Sat. & Sun.	2:00 p.m. - 6:00 p.m.

30 AND OVER DROP-IN BASKETBALL

T & TH 7:00 p.m. - 9:00 p.m.
Ages 30+ only

