

Lapeer Parks and Recreation Department - Women's 4-on-4 Basketball Rules

League Administration

1. The Director of this league shall be the Lapeer Recreation Department.
2. The City of Lapeer, the Lapeer Community schools, and their representatives or employees are not liable for injuries sustained while participating in this league.
3. The league supervisors will be in charge at all league games.

General Policies

1. All players not living in the City of Lapeer will be charged a \$24 player fee. Players living in the City of Lapeer will be charged a \$16 player fee. Players eligible to compete must **(1)** be on the team roster, **(2)** have signed the waiver/release form and **(3)** have their player fee paid prior to participation in league play. Deviations may result in a forfeit and the team can face possible ejection from the league.
2. Players may be added up to the third league game. After the third game, players may only be added by special approval of the League Director.
3. For game cancellations due to weather, managers can listen to WMPC 1230 AM or WWGS 103 FM, or call the City of Lapeer Parks and Recreation Activity and Cancellation line at 810-667-7163.
4. A team which forfeits two games may automatically be dropped from the league and their entry fee will not be returned.
5. Teams should wear matching jerseys.
6. No smoking or alcoholic beverages are permitted on school property at any time.
7. A player must play in at least three league games during the regular season to qualify for playoffs if provided. This rule is in effect unless personal injury or extended illness prevents her participation.

Game Play

1. Time will be twenty minute running halves with each team allowed one (1), 30 second time out per half. Overtime is 2 minutes with no additional time outs.
2. 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.
3. Half time break will be 3 minutes.
4. There will be no over and back calls.
5. 3-seconds in the 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.
6. Teams will flip a coin to determine possession to start game. Alternate possession will be used throughout the remainder of the game. This includes jump balls.
7. All out-of-bounds will be taken near the top of the key except after a basket.
8. Defense may check ball anytime - except after a basket.
9. Offense may call a foul if it occurs. Disputes will be settled as follows:
 - a. Players agree
 - b. Supervisor appoints a team to shoot for possession. Free throw shot used.
 - c. Supervisor decides.
10. Fouls will not be recorded; however, flagrant fouls or continuous misconduct may result in removal from game or league. No free throws except for intentional and/or flagrant fouls as determined by the supervisor. The fouled team will then have the clock stopped, shoot one free-throw shot worth 2 points, and get the ball out-of-bounds. Player may be ejected from the game by the supervisor.
11. Note that either half cannot end with a foul. If clock is under 10 seconds, the clock will be reset at 10 seconds until the **offensive** team gets off one shot, loses possession, or time runs out without a foul.
12. Stalling is absolutely illegal and will be determined by the supervisor. A 25-second shot clock will be used as needed. Penalty - loss of possession. The shot clock resets on rebounds, possession changes, and after a foul.
13. Scoring will be 2 pts. for each basket except baskets outside the 3 point line (which will be counted as 3 points).
14. 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 9.
15. Free substitution is allowed anytime an advantage is not assumed.
16. The League supervisor will rule on any situations not covered.
17. The Lapeer Recreation Department may change rules in the best interest of the program.