



TOWN OF WEST SENECA

TOWN SUPERVISOR
SHEILA M. MEEGAN
TOWN COUNCIL
EUGENE P. HART
WILLIAM P. HANLEY, JR.

TO: Honorable Town Board / Town of West Seneca
FROM: Lauren Masset
Youth Service Coordinator
DATE: September 17, 2015
RE: Adult Basketball Rules

Dear Honorable Town Board,

West Seneca Youth & Recreation has developed the following rules for Adult Basketball. They are for the safety and general well being of our program participants. These rules will help us maintain a fun and safe environment.

Please kindly move to accept the attached rules.

Respectfully Submitted,

Lauren Masset
Youth Service Coordinator



Town of West Seneca Youth & Recreation
ADULT BASKETBALL RULES

1. The Town of West Seneca Youth & Recreation Adult Men's Basketball Leagues shall be governed by the current year's National Federation of State High School Associations Rule Book (<https://www.nfhs.org/activities-sports/basketball/>) except as specified herein:
 - A. The Town of West Seneca Youth & Recreation and the League Director reserve the right to make any changes including rules that are deemed necessary for fair competition, safety and the efficient operation of the league.
2. **GAMES**
 - A. All games will be played at West Seneca East Middle School.
 - B. All games will be played at the time, date and location specified on the league schedule.
 - C. Games are subject to be canceled due to weather, West Seneca Central School district events, closings, etc... or for any other reason at anytime. Canceled games are not required to be rescheduled. No refund will be given.
 - D. Each team must pay the referee fee at the start of the game. Failure to do so will result in forfeit of the game.
 - E. If a team forfeits for any reason they must still pay the referee fee (To be determined) and the forfeit fee of \$10. The referee fee shall be paid directly to the referee at the start of the game. The forfeit fee shall be paid to the West Seneca Youth & Recreation Department within 48 hours of the forfeit.
 - F. Official starting time is forfeit time. Teams must have four (4) rostered players to start a game. Teams cannot play with less than (4) four players. If eligible players is less than four (4) during the game, the game will be ruled a forfeit.
 - G. Following a forfeit game, the teams may play a practice game. Officials and scorekeepers will not work the practice game. Teams forfeiting game must still pay their referee fee to the Referee at the start of the game. Teams not paying forfeit fee will be removed from league and cannot register for Adult Basketball league for two additional seasons. No refund for the current season will be given.
 - H. The game shall consist of two twenty (20) minutes halves, with the last two minutes of second half stopped time. If one team leads by more than 12 points, the clock will not stop.
 - I. The half time break shall be three (3) minutes.

- J. Teams will be allowed two time outs per half. Each timeout will be one (1) minute in length
- K. OVERTIME - If the score is tied at the conclusion of the second half, play shall be extended with a three (3) minute overtime period, following a one (1) minute intermission. If the score is still tied at the end of the (3) minute overtime period, a "sudden death" period will be played. The first team to score a point will be declared the winner. Each team is permitted only one time out during an overtime period. No other time outs carry over from regulation play.
- L. Players Code of Conduct will be strictly enforced.

3. ROSTERS

- A. All teams must have a completed roster (page 3) signed by each player and page 6 of the registration packet.
- B. Roster limit is 12 players. Rosters are due with registration fees.
- C. All additions and deletions of players must be submitted in writing to West Seneca Youth & Recreation. With league director's approval, a copy must be delivered to scorekeeper prior to game time.
- D. No roster additions will be accepted after 5 (five) games.
- E. Player Eligibility - All players must be 18 years of age or older as of the first game of the current season. No Exceptions.
- F. Any player dropped from a team roster during the season is not eligible to be added by another team.
- G. Only roster players are eligible. A roster check will be done before every game. Every player must present a valid picture I.D. NO I.D. NO PLAY. NOT ON THE ROSTER NO PLAY. Teams caught allowing an individual(s) who are not on the roster to play will forfeit the game. Teams caught doing this two or more times will be ejected from the league with no refund.

4. EQUIPMENT

- A. Team uniforms are required. Teams must have jerseys or shirts all the same color. Player without proper uniform cannot play that evening.
- B. Only basketball or tennis shoes will be allowed on the basketball court at all times. Any player wearing shoes that mark the floor will not be allowed to participate!!!!
- C. No jewelry (i.e. earrings, necklaces, bracelets, rings, etc.) will be allowed to be worn by players during the game. **NO EXCEPTIONS!!!**

5. PROTESTS

- A. Protest will be allowed on ineligible players only. They must be filed before the game. All protests must be filed in writing with a \$25 protest fee to the Recreation Director within 24 hours.
- B. Protest fees returned only if protest is upheld.

6. DETERMINATION OF LEAGUE CHAMPION (If applicable)

- A. The team with the best overall league record will be determined the league champion.
- B. Should a tie exist at the conclusion of league play, the following method will determine the league champion and runner up.
 - 1. Head-to-head competition between teams involved.
 - 2. Point differential between tying teams.

7. PLAYERS CODE OF CONDUCT

- A. Smoking, liquor or food and beverages will not be permitted in the gym by players or spectators. Players violating this rule will be suspended for two (2) games. Players will be allowed to have a bottle of water with them.
- B. It is the duty of the team manager to supply the officials with the correct name of any player that is requested. Failure to comply will result in the manager being suspended indefinitely.
- C. Any player ejected from a game (for any reason other than personal fouls) is automatically suspended from the team's next two scheduled games.
- D. Players ejected from any two games will be suspended for the remainder of the season and may not be replaced on official team roster.
- E. Two (2) technical fouls on a player will result in the ejection of that player from the game.
 - 1. In an attempt to have games completed, the official's will implement the following procedures when dealing with "indifferent" situations:
 - 2. When dealing with an irate player, the Manager will be approached to control the player. If the Manager fails to handle the situation or the player ignores the Manager and continues the behavior, the player will be ejected from the game and be requested to leave the premises. The referee will make every attempt to continue game play.
 - 3. If the player refuses to leave within a reasonable amount of time, the game will be declared a forfeit and the team forfeiting will be subject to the forfeit fee (\$10), due in the Recreation offices and the team will still have to pay the Referee fee for the games.
- F. Team Managers are responsible for informing their players of all rules and seeing

that they conform to them.

G. Fighting, baiting of players or verbal abuse of officials will not be tolerated. Players guilty of these infractions will be suspended indefinitely.

1. Leaving the bench during an altercation will result in disqualification from the game.
2. Using profane or inappropriate language or obscene gestures will result in a technical foul minimum/maximum ejection from game.
3. Disrespectfully addressing or baiting or taunting an opponent will result in a technical foul minimum/maximum ejection from game.

H. All judgments on rules and player eligibility will be made by the League Director and are final.

I. Blood Rule

A player, coach, or official, who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be allowed to participate unless:

- 1) All bleeding has stopped.
- 2) Any exposed cut/scrape, which has bled, is completely covered.
- 3) Bloody clothing is removed.

Teams are recommended to have spare clothing/jerseys available at the game site to be used, if necessary.

J. There is no dunking permitted during anytime.