

CREC Adult Basketball League Format and Rules

League Commissioner: Chris Rodgers
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I. Facilities and Locations

- a. Haverford Community Recreation and Environmental Center (CREC) 9000 Parkview Dr. Haverford, PA 19041
 - i. Court A is on the right side of the gym when you walk in
 - ii. Court B is on the left side of the gym when you walk in

II. League Format

- a. **Regular Season:** Team schedules will be emailed out at least two days prior to the start of the season. The league commissioner will identify the number of games prior to the start of the season.
- b. **Playoffs:** Playoffs will begin the week following the regular season. We will play single-elimination playoffs.
 - i. Ties at the end of the season will be decided by:
 1. Head-to-head games
 2. Number of forfeits
 3. Point differential
 4. Coin flip

III. Equipment

- a. **Shirts:** Teams will be provided with t-shirts of the same color with numbers on the back.
 - i. *This shirt should be worn every game!*
 - ii. If you do not have your shirt:
 1. You must wear a shirt with the same color.
 2. **You should check in with the scorekeeper so he/she is aware of the change.** This will help keep league statistics accurate.

IV. Rosters and Players

- a. All teams must submit a completed roster one week prior to the first game. This roster should include player names, dates of birth, places of residency, emails, phone numbers, and a shirt size that corresponds with a number on the roster.
 - i. Rosters shall have a minimum of seven players and a maximum of 12.
 - ii. You may add a maximum of two players after the season begins. If the additional player puts the roster above 12, you must also drop a player.
 - iii. **In order to be eligible for the playoffs, you must play in at least 3 regular season games.**
- b. Guest players

- i. Guest players are allowed in the regular season, but must report to the table before the game.
 - ii. **No guest players allowed in the playoffs.**
- c. Each player must be at least 18 years of age.
- d. Teams must have five players to start a game, but can finish with less. If both captains agree to play with less than five, it will not count as a forfeit.

V. Team Captain's Role

- a. Team captain acts as the coach on the bench. Any bench technical fouls will be assessed to the team captain.
- b. Team captain serves as the liaison between the league commissioner and their team for communication.

VI. Game Time

- a. Games will begin promptly at the scheduled start time.
- b. Games will consist of two 20-minute halves.
- c. The clock will be running time except:
 - i. **The final 2 minutes of the second half** (unless a team is ahead by 25+)
 - ii. An injury occurs that requires stoppage of the game for longer than a normal stoppage
 - iii. A timeout is called
- d. If teams are tied at the end of regulation, a three-minute (3) overtime period will be played. The clock stops in overtime. **Games will end in a draw after one overtime period.**

VII. Official Score and Scorekeeper

- a. Team captain must fill out the scorebook at the score table prior to each game. Players first and last name along with the jersey number shall be entered into the scorebook.
- b. The running scorebook (kept at the scorer's table) will be the official score and foul count.
- c. Teams are encouraged to closely monitor the scoreboard
- d. The scorekeeper will keep track of individual points scored to the best of their ability.
- e. Any disrespect to scorekeepers will result in immediate ejection of that game and result in a 1 game suspension.

VIII. Timeouts

- a. Each team will be allowed two 30-second timeouts per half.
- b. Timeouts DO NOT carry over between periods.
- c. If overtime is played, each team shall be awarded one timeout per overtime period.

IX. Fouls

- a. Any participant who is assessed SIX (6) personal fouls will be removed from the game.
- b. A technical foul is considered a personal foul.
 - i. Two (2) technical fouls result in absence from the gym for the remainder of the game
 - ii. If a player is assessed two (2) technical fouls, they are required to sit the next game (1 game suspension)
- c. Players shoot the bonus (1 and 1) on the seventh (7th) team foul and double bonus (2 shots) on the tenth (10th) team foul.
- d. In the last two minutes of the game, if the bonus or double bonus doesn't apply, a player will shoot the bonus (1 and 1) after the second team foul within the last two minutes.

X. Fighting

- a. Any player who is ejected for, or found to be fighting, will be ejected from the game and may be ejected from the league for the remainder of the season.

XI. Officials

- a. The officials for the Adult Basketball League are contracted from an outside officials' organization. However, the officials are expected to treat players in a professional and respectful manner, and uphold all of the rules and policies in this manual.
- b. We will have two officials per game.
- c. In the event that one official is unavailable, a game may be officiated by one official and will be considered an official game.

XII. Rules Not Listed

- a. Any rule not listed in this manual will be governed by NFHS/PIAA rules.

XIII. Forfeits

- a. Teams must have five players to start a game, but can finish with less. If both captains agree to play with less than five (minimum 4), it will NOT count as a forfeit.
- b. Games will start no later than 15 minutes after the scheduled start time.
- c. You must give league manager at least 24 hours' notice to avoid forfeit. You should still notify the league manager if you won't be able to field a team after the 24-hour window has passed.
- d. **If you won't have enough players, please call the League Manager (484-380-2730) at least 24 hours prior to the start of your game.** Leave a voicemail if you don't get an answer.
 - i. **If you call before that allotted time, it will NOT count as a forfeit.**