



CARROLLTON

T E X A S

ADULT BASKETBALL LEAGUE

The Adult Basketball League will be governed by the playing rules of the National Collegiate Athletic Association (NCAA).

Mission: To give adult athletes the opportunity to enjoy the fundamental skills of basketball in a safe and fun environment while instilling life-lessons and values such as character, teamwork, discipline, respect, and sportsmanship.

Website: www.cityofcarrollton.com/athletics

Email: athletics@cityofcarrollton.com or carl.martin@cityofcarrollton.com

Phone: Office: 972-466-9837

Registration

- Entry Fee: \$395 for early-bird registration or \$420 for standard registration per team. Must be paid at the time of registration!
- Email reminders will be sent via TeamSideline for registration dates & times.

Deadlines

- Be aware of deadlines for registration. If league/divisions do not meet the minimum numbers required, that league/division will be cancelled.
- **Once the schedule is made, the schedule is locked & will not be adjusted or changed! Unless you are communicating to forfeit or we as a facility need to adjust, times are set in stone!**
- Special requests for game times/dates must be submitted in advance via email. Once the request comes in, it will be reviewed and decided by the league supervisor.
- **Team rosters must be online before the team's FIRST GAME! Teams will have until the 3rd week of the season before rosters are locked & cannot be changed!**
- **If players are not in the scorebook by game time, that game will not be played, or will result in a forfeit from team that is not in the book!**
- Special requests for game times must be submitted in writing during registration. Request will be reviewed & decided by the league supervisor.
- **Carrollton Athletics will NOT reschedule games after schedules have been published.**

OVERTIME

- If a game is tied at the end of regulation play, there will be a 3-minute overtime period played. There will be a running clock until the last minute of play. At that time, it will stop on dead balls & free throws.
- If a game is tied at the end of the overtime period, a sudden death overtime will be played until a team scores. (Sudden Death Overtime: First team to score wins).

TIME-OUTS

- **Teams will be allowed three (3) timeouts per game.**
- Teams will be given an additional timeout if the game goes into overtime.
- Remaining timeouts from regulation will carry over into the overtime period.

FORFEITS

- A five-minute grace period from the scheduled starting time will be given before a game is forfeited.
- **Games will not be rescheduled for a forfeit.**
- **If a team forfeits two games because they cannot field a team, that team will be suspended for the remainder of the season. If a team wishes to get back in current league play, that team must pay a \$50 (cash) forfeit fee before their next scheduled game. The fee must be paid at the Athletics office during business hours.**

DUNKING

- If a player dunks and the rim, backboard, net etc. is damaged, the player/team/manager will be held accountable and responsible for replacing it. **NO Discussion.**

Special Rules

- A technical foul will count towards individual fouls and team fouls.
- The opposite team shall be awarded **two (2) free throws and possession of the ball at halfcourt.**
- **Direct Technical Foul:** A technical foul charged directly to the head coach or a player.

Flagrant Technical Foul: Flagrant Technical Foul ("FT") Any player that accumulates two (2) "FT"s will be ejected from the game and **MUST** leave the FACILITY. Any team accumulating three (3) "FT"s will immediately forfeit the game and **MUST** leave the FACILITY. Game play will not resume until the player has left the FACILITY. NOTE: The official must notify each team and scorekeeper if the foul is a "FT", which is counted toward player ejection or forfeiture. Failure to notify will not be counted as "FT"s. 3 If uncertain of the nature of the call, the coach should ask the official before play resumes. Any bench "FT" is automatically assessed to the coach.

UNSPORTSMANLIKE CONDUCT

- A player, coach or spectator can be disqualified or ejected from a game for **fighting; disrespectfully addressing an official; using profane or inappropriate language or obscene gestures; disrespectfully addressing, baiting, or taunting an opponent; or other behavior deemed to be unsportsmanlike by the officials, scorekeeper, athletic attendant, or Carrollton Rec Center staff.**
 - The Team Manager is responsible for the actions of his/her Assistant Coach(es), players, and fans of his/her team. **IF your fans become unruly the referees, scorekeeper, & athletic attendant have the FULL AUTHORITY to eject fans, issue a technical, & forfeits.**
 - Any player or manager ejected from a game will be suspended for a minimum of one game.
- Officials will report ALL ejections to the scorekeeper. The CPARD may take more severe action as unsportsmanlike conduct **WILL NOT** be tolerated from coaches, players, or fans.
- **Remember, part of our mission is to provide a safe, fun, & respectful environment for all participants in the league.**

PROTESTS

- Official Protest cannot be made on the judgment calls of officials. All protests must be filed before the two-minute mark in the first half, to be deemed a legal protest. Officials and scorekeeper must be notified the game is being protested to log the protest properly on the score sheet. To protest, teams must pay a \$25 cash protest fee. Once the protest is officially submitted the protesting team can protest up to 3 players. Any player(s) that are being protested must provide a driver's license/identification card. If a player must get his identification from the parking lot, he/she will be given a reasonable amount of time to return. If the protest is upheld, then the money will be returned to the protesting team and the game will be ruled a forfeit. If the protest is not upheld the money will not be returned.

LEAGUE PARTICIPATION

Extra Rules

- The City of Carrollton reserves the right to have any team change their team's name on the basis that it is inappropriate, obscene, vulgar, or misleading in any way.
- N.** All players must be eighteen years or older.
- O.** Players' names must be filled out at least 10 minutes before your scheduled game time. In addition, all players must present ids to city staff at the scorer's table as well. **P.** No organized practice allowed in the city gym without a rec center membership or a day pass.

Q. **Game ball will be furnished by each team. Officials will decide which ball to use. Teams may request a Rules & Regulations Procedures Manual for T.A.A.F. if they wish to have a copy. All requests must be in writing. **

R. Awards: 1st place Individual T- Shirts. The roster is limited to 20 players: however, only 12 awards are presented for 1st place. First place teams may request a trophy. Trophies must be requested within one week of the end of the playoffs.

S. The City of Carrollton reserves the right to add, delete or amend its rules/regulations/procedures for the betterment of the program.

Jerseys

- **Players on each team must wear jerseys that are the same color and that have a six (6) inch number on the back and a four (4) inch number on the front. Teams must have the same jerseys before week 2, if not, it will result in an automatic forfeit! No duplicate numbers will be permitted. Numbers must be permanently affixed to the jersey, not taped, or pinned on. Numbers that are handwritten in pencil, marker or any other 4 types of ink pen will not be permitted. Reversible jerseys are recommended for league play.**

Recreation Center Use

- The recreation center(s) only permits athletic leagues to use the gyms during the assigned game times. This includes but is not limited to coaches/managers, team members, spectators, and family. Any person wanting to use any part of the recreation center before or after scheduled game times will need to purchase a day pass or membership to the facility. Any person found to be using the recreation center or its equipment without a day pass or membership will be asked to leave the facility. Teams will be allowed to show up 15-20 minutes before their game is scheduled to start. **NO EARLIER.** There will be no grace period. **GAME TIME IS FORFEIT TIME.**

UNIFORMS

- **Players on each team must wear jerseys that are the same color and that have a six (6) inch number on the back and a four (4) inch number on the front. Teams must have the same jerseys before week 2, if not, it will result in an automatic forfeit! No duplicate numbers will be permitted. Numbers must be permanently affixed to the jersey, not taped, or pinned on. Numbers that are handwritten in pencil, marker or any other 4 types of ink pen will not be permitted. Reversible jerseys are recommended for league play.**