



City of Deer Park

Adult Basketball Rules

(June 2024)



Overview

- Two 20-minute halves
- Each team is allowed (2) time-outs per half – unused time-outs do not carry over to 2nd half.
- Running clock except for final 2 minutes of the 2nd half (unless a team is up by 15 points or more)
- In case of a tie at the end of regulation (in playoffs) there will be a 2:00 minute overtime with each team being awarded one time-out for the overtime period.

Team Size

- Each team shall field no more than 5 players on the court at one time. Teams may have 10 players on their roster as they choose.
- Each player must play a minimum of three (3) regular season games to play in the playoffs.
- Teams are required to pick a team color. Each player must have a shade of that color in order to participate
- In order to participate in the league, each participant must sign a team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not participating the first week of play will still be required to sign a waiver with our staff before participating. All players must have signed a waiver by the second week of the season in order to be eligible for playoffs.

Play

- The beginning of the game starts with a jump ball. Possession for all following jump balls will alternate possessions. The start of all overtimes begins with a jump ball.
- Teams will have until 5 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a minimum of 4 players. Teams fielding less than 4 players will receive a forfeit.
- There is no limit on the amount of substitutions per team. Substitutions will only occur during stoppages of play. During the course of the regular season, teams are allowed to pick up players that are not on their roster in order to field a full team. In playoffs, no non-roster players will be allowed to play.



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- Play is divided into (2) 20 minute halves separated by a brief halftime break. There will be a running clock except for the final 2 minutes of play. During the final 2 minutes the clock will stop on all whistles and timeouts. The clock will not stop in the last two minutes of the second half when on team is ahead by 15 or more points. The clock will be maintained by a scorekeeper or one of the referees.
- Each team is granted 2 timeouts per half; unused time outs do not carry over to the second half.
- Normal rules and penalties of the NCAA apply unless exceptions have been made herein.
 1. The 3-point field goal is in effect.
 2. Backcourt violations will be in effect unless otherwise noted.
 3. Dunking may or may not be allowed based on the facility. Check with your league monitor.
 4. Movement on free throw attempt can be made on the release

Overtime

- Each overtime period is 2 minutes. The clock runs continuously during the first minute and stops in the last minute on whistles and timeouts.
- Each team is awarded 1 timeout per overtime period. Time-outs do not carry over from regulation to the overtime period.
- In the playoffs, 2 minute overtimes will continue until there is a winner

Fouls

- Personal fouls will be recorded for all leagues. Players will foul-out after being awarded their 5th personal foul. All technical fouls will be recorded as personal fouls.
- Each team will have ten (10) team fouls per half before going into bonus. Bonus is 2 shots If the foul is an intentional foul, the player will receive 2 shots and the ball.
- Technical fouls are counted as personal fouls. Any individual that is assessed two technical fouls will be ejected from the game. (Depending on the severity of the technical foul a player



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can be ejected after being assessed 1 technical under the discretion of the referee.)

- All technical fouls result in 2 free throws and ball possession.

League Policy

- During the regular season, one game will be played within time allotted. Each team will be guaranteed at least 5 minutes of warm up before game.
- 5 minute half time for each game
- The City of Deer Park will provide paid referees for each game. Refs have the power to remove any player from a game or facility if deemed necessary. The league is run by the City of Deer Park staff and a representative will be on-site to interpret rules and (together with the refs) will have final say in all rulings made by the on-court officials.
- Standings will be posted weekly online at our website www.teamsideline.com/deerpark. The standings will display each division and team.

Sportsmanship

- The purpose of this league is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of officials, referees and other staff will not be tolerated. The City of Deer Park reserved the right to remove a player from a game or the league if they are considered to bringing down the quality of the league. The City of Deer Park will not tolerate fighting. Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

Prizes

- The team that wins in the playoffs will receive championship Trophy

These policies are designed to make the league run as smoothly and safely as possible. Each player is responsible for this information; Please advise your team of these rules,