

Hutch Rec

Adult Basketball Rules



Eligibility Requirements:

1. The official representative of each team shall submit a roster of all players. Signature and correct address of each player whose name appears on the roster must be submitted to the Hutch Rec Offices at 17 E. 1st, prior to your first game.
2. Additions to team roster must be made in person by the player at Hutch Rec offices. No players may be added to a roster after the 5th game of the season.
3. All individuals playing basketball in this HRC basketball league must be at least 16 years of age.
4. Any player who receives compensation in any form for playing basketball in any Hutch Rec league, disqualifies the entire team for the remainder of the season.
5. 6'2" and Under league participants will be measured with their shoes off, to determine correct height.
6. Individuals who are currently playing High School or Collegiate Basketball are Ineligible to play in the Hutch Rec basketball program. No Red shirts allowed!

GENERAL INFORMATION AND SPECIAL RULES:

1. Dunking is allowed on goals with breakaway rims. Hanging on the rim is not allowed unless the player is in danger of being hurt by falling on another player.
***Any damage to the rim, net or backboard that occurs during an attempted dunk is the responsibility of that individual. A bill will be issued and damages must be paid to Hutch Rec before that individual is allowed to play again.**
2. No dunking on side goals or goals without breakaway rims, a non-flagrant technical foul will be assessed.
3. A team Dunking during warm-ups will be assessed a non-flagrant technical foul and the other team will shoot free throws to start the game or half.
4. All games will be governed by the latest official rules of the Kansas State High School Activities Association basketball rules, except when local rules are specified.
5. Game time is forfeit time. Line-up cards must be turned in to the scorer at least 5 minutes prior to game time. A minimum of 4 players must be present to start or finish a game.
6. All team members must wear similarly colored shirts or jerseys, with large permanent easily seen numbers on the front and back.
ALL PLAYERS MUST HAVE NUMBERS ON SHIRTS TO PLAY!
7. A game will consist of 2 twenty-minute halves with a running clock. Half-time will be 5 minutes in length.

GENERAL INFORMATION AND SPECIAL RULES (cont.):

8. The official clock will stop only for time outs, or upon the request of an official.
9. The clock will stop on all whistles the last 2 minutes of the second half. The clock will run through technical foul shots (except the last 2 minutes of the game.)
10. If a team is trailing by twenty or more points in the final 2 minutes of the game, the clock will not stop on a foul.
11. Each team is allowed 3 time outs per game and they can be taken at any time during the game.
12. In the event of a tie game at the end of regulation time, overtime periods will be 2 minutes in length (regulation clock). There will be a one-minute intermission before starting the overtime period. (One additional time-out per overtime, no carry-overs.)
13. The Recreation Commission will provide the game ball and different colored jerseys for teams who play each other and have the same color jersey. Each team must provide its own warm-up balls.
14. Hutch Rec will investigate protest only if it involves the use of an ineligible player. Managers suspecting teams of using an ineligible player must notify one or both officials and the scorekeeper while that game is being played, that the remainder of the game is being played under protest, that the protest should then be made in writing to the Superintendent of Recreation by 5:00 p.m. the day following the protested game.
15. In case of a tie in leagues the following tie breaker system will be used: (only games between tied teams will be used to break ties) 1. head to head, or margin of victory.
16. The second team listed on the schedule will be the home team and will have the choice of jersey color if needed.
17. The coach/manager shall be responsible for his team members and spectators before, during and after the game in relation to other persons, facilities and equipment.
18. TWO forfeits in a season will result in a team being dropped from the league.
19. No jewelry will be worn (exception, wedding bands that cannot be removed.)

FACILITY USE:

1. The school administration reserves the right to use their gymnasiums for school activities. Ample advance notice will be given to HRC and will be passed on to managers as soon as possible if this happens.
2. SMOKING AND THE CONSUMPTION OF ALCOHOLIC BEVERAGES ARE STRICTLY PROHIBITED ON OR IN HUTCHINSON SCHOOL DISTRICT #308 FACILITIES. It is also against Hutch Rec policy to allow consumption of alcoholic beverages during HRC programs.
3. Participants are asked to leave children at home if possible. If children are brought to the facility, they must be supervised at all times.
4. In our agreement for use of public school facilities, school administrators have designated certain times that we will be allowed inside the facility. Players are asked that they report no earlier than that designated time and demand to be let into the building. At no time is any participant to act disrespectful in any manner to school personnel. We need your full cooperation on this matter, as school administrators have indicated that if this type of behavior occurs they will withdraw our privilege of using the facility.

SPECIAL INFORMATION FOR PLAYERS:

1. Profanity, verbal abuse, or any threats toward Hutch Rec game officials, scorers, administrators, or representatives before, during or after games will not be tolerated and will be grounds for suspension from the program.
2. Any player receiving an unsportsmanlike or flagrant technical foul must leave the gym immediately. **Player has 2 minutes to leave the gym or the game will be forfeited. The game will not restart until the player leaves the gym. Team manager it is your responsibility to see that this happens.**
3. Any player acting in a disruptive manner or displaying antagonizing behavior will be charged with a technical foul and the matter referred to the manager of the team. If the manager does not rectify the matter to the satisfaction of one or both of the officials, the game will be forfeited by the team causing the disturbance.
4. One flagrant or unsportsmanlike technical foul called on a player, will cause that player to be ejected from the game and the player must sit out that teams next game.
5. A second unsportsmanlike or flagrant technical foul called on a player, will result in that player being ejected for the remainder of the season.
6. Any unsportsmanlike or flagrant technical foul called on the bench is assessed to the teams' manager with the same consequences as in rule #4.
7. Anyone assaulting an official or HRC representative will be banned from all adult athletics for the rest of that season plus the next year, and will be prosecuted to the fullest through all legal channels. The basketball advisory committee will make a recommendation on further banishment, ranging from 1 year to life.
8. Any appeal must go through the advisory committee first. Further appeals must go through the Hutchinson Recreation Commission Board of Commissioners.