



ADULT MEN'S BASKETBALL LEAGUE RULES

Revised November 2023

LEAGUE AUTHORITY

1. The Town of Berthoud Parks and Recreation, its staff, and its agents will not be responsible for any injuries or accidents by players or spectators, nor will they be responsible for lost or stolen items.
2. The Town of Berthoud Parks and Recreation reserves the right to cancel and reschedule games as is necessary to accommodate gym space, field space, other programs, and for inclement weather. Team managers will be contacted with any cancellation and rescheduling information. It is the team manager's responsibility to notify all other team members.
3. The operation of this league will be fully governed by the policies and regulations set forth by the Town of Berthoud Parks and Recreation Department.
4. The Town of Berthoud Parks and Recreation Department reserves the right to forfeit any game or match in which an infraction of league rules has been committed.
5. The Town of Berthoud Parks and Recreation Commission reserves the right to remove any player from competition for directing harmful and abusive language or other inappropriate action towards officials, facility supervisors, Town of Berthoud Parks and Recreation Department staff, and/or individuals of the opposing teams. All Town of Berthoud Parks and Recreation Department personnel have the authority to evict players from the game and/or bench.
6. Zero Tolerance Rule: Profanity, abusive language, taunting, obscene gestures, and physical violence will not be tolerated. Any player, coach, or spectator using any type of foul language or taunting of any kind will be ejected from the game and, if necessary, from the league.
7. Teams must have the registration form and fee turned in by the registration deadline in order to be placed in the league. Failure to comply will result in being removed from the schedule
8. Once the schedule is made, teams may ask to reschedule a game due to conflict. However, once the league games start, the schedule is final. The Town of Berthoud Parks and Recreation will TRY and accommodate your request however we might not be able to due to circumstances.
9. Records will be based on games won. League tiebreakers will be as follows:
 - a) Head-to-Head record
 - b) Points Allowed
 - c) Points Scored
 - d) Coin Flip

FACILITY RULES

1. No alcohol beverages, tobacco or drugs will be allowed at any of the facilities the Town of Berthoud Parks and Recreation Department may use for its programs.
2. The supervision of children at the park will be the responsibility of the parents. If children are interfering with the game, the parents will be asked to remove the children from the area.
3. Any team or individual of a team misusing the facilities will result in that team being dropped from the league with no refund of fees.

ROSTERS

1. All players must be 16 years or older. Players under 18 must have parent signature on the roster form to play.
2. Teams need to have an equal ratio of men to women. If you have an uneven roster, majority of the roster needs to be women.



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3. To become eligible for participation, each player must sign the official team roster provided by the Sports & Programs Coordinator(s). Additional players must be added to the roster before they play in a league game.
4. Players must have played in at least three (3) matches to play in the tournament at the end of the year.
5. Players may only be signed up on one (1) team roster for the league. A player playing for more than one team will be declared as ineligible and could subject the team to forfeit games in which he or she has participated.
 - a. Teams may use a substitute from another team ONLY ONCE per season.
6. Any player, coach or manager who is ejected from a game is automatically ineligible for that team's next game. Any player, manager or coach who is ejected from two (2) games will be suspended from all league play.
7. Eligibility problems will be addressed from time of discovery.

FORMAT

- Men's 5 vs 5 Basketball League will consist of an 8-game season that will seed a single elimination tournament. Games are played on Thursday nights between 6:30 and 9:30 p.m. at Berthoud Recreation Center at Waggener Farm Park.
- At the end of the season, teams will be ranked according to their season record, tiebreakers will be used as needed. Changes/alterations to the schedule can be made as needed and will be announced to team captains when they are made.

LEAGUE RULES WILL ABIDE BY CURRENT HIGH SCHOOL RULES EXCEPT FOR THE FOLLOWING AMENDMENTS BELOW:

NUMBER OF PLAYERS

1. Each team must have five or more players on their roster and be registered as a team by the registration deadline. 10 players are the maximum number of players on a roster.
2. Teams must field at least 4 players to be able to play the game.
3. Player substitution is permitted during any dead ball situation.
 - a. The substitution must come from the score table and referee must be aware of the substitution to allow enough stoppage to allow a substitution. Failure to do so could result in a technical foul.

EQUIPMENT

1. Berthoud Recreation will provide a game ball and facility for the games. However, teams may use their own ball if both teams agree.
2. **Teams are responsible for furnishing their own individual jerseys with numbers on them.**
3. Teams must have same-colored jerseys. Please refrain from duplicate numbers.
4. No jewelry allowed (watches, earrings, facial piercings, necklaces, etc.)
5. Exception: Medical alert tags are not considered jewelry and may be worn, provided all of the chain, necklace, band, etc., is taped to the body with the tag visible.
6. No pants or shorts with belt loops or pockets allowed.
7. Sweatbands and soft caps on the head are allowed. No hats with a hard bill, bandanas, or other headgear is allowed.
8. Players are allowed to wear braces, soft casts, and protective coverings provided they are covered with ½ inch high density padding or wrapped with similar material.

START OF GAME

1. All games may start and be completed with at least four players.
2. Both teams will warm-up at the same time before the game.



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3. Only those teams scheduled to play are allowed to occupy the court and on the bench at the scheduled time, as well as during the game.
4. Teams **MUST** be at their court at their scheduled time. If a team is not on the court by the start of their scheduled game, they will have a 5-minute grace period however the clock will begin to run. After the 5-minute grace period 1 point will be given to the opposing team for every minute that passes. After 10 points are given (15-minute after a grace period) the team will be given a forfeit.

GAME PLAY

1. Gameplay will consist of four (4) ten-minute running quarters.
2. There will be a 2-minute break between halves.
3. Each team is allowed (2) 30 second time-outs per half and one in overtime.
4. The clock will stop in the last 2 minutes of the second half if point differential is 10 points or less.
5. If the game is tied after regulation, there will be a 3-minute overtime, and the clock will stop on all dead balls.
6. 2nd overtime will be sudden death
7. The start of the game, as well as any overtime period, will begin with a jump ball to determine possession.

SCORING

1. A field goal is worth 2 points.
2. A shot past 3-point arch is worth 3-points. If any part of foot is on the line, it will count as 2-points.
3. A shooting foul is always penalized with 2 free throws, except on a missed 3-point shot, which is awarded 3 free throws.
4. If a player is fouled, in the act of shooting, behind the three-point line, and makes the shot, one shot will be awarded.
5. Players will be allowed two free throws and possession of the ball for all technical and flagrant fouls.

LIVE BALL / DEAD BALL / POSSESSION

1. The ball will change possession after a scored basket.
2. The clock will stop on every dead ball during the last 2 minutes of each game with a point differential of 10 or less.
3. After the jump ball, the possession arrow will alternate with every jump ball.

FOULS & VIOLATIONS

1. An official will be supplied by the recreation department for every game.
2. Officials will follow high school rules.
3. Players are allowed 5 (five) personal fouls per game before being disqualified from the game.
4. After the 7th team foul, players will shoot 1 free throw; if the free throw is made, there will be a second free throw awarded. (1-and-1)
5. On the tenth foul and thereafter the opposing team will shoot two free throws for all fouls except offensive fouls.
6. If the court official determines there is ANY misconduct or flagrant fouling, it will result in shooting 2 free throws and possession of the ball, and/or immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of the Court Official and League Supervisor.
7. Fighting and/or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal of players involved without refund of registration fees.
8. **Technical Fouls:** Any player receiving an unsportsmanlike technical foul will be required to sit out the remaining minutes of the half they received the technical in.
 - a. Unsportsmanlike Technicals are counted throughout the season



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- b. If any player(s) receive a second unsportsmanlike technical foul in the season, they will be automatically ejected from the current game they are participating in and will be suspended for the following game.
 - c. If any player(s) receive three unsportsmanlike technical fouls in the season, they will be suspended for the remainder of the season.
- 9. **Back Court:** Teams will have ten seconds to cross the half court line. Once the ball has been established across the half court line (both feet and the ball), it is a violation to cross back over into the back court.
 - a. **Penalty: Turnover.**
- 10. **Three Seconds:** An offensive player cannot be inside of or in contact with the free throw lane for more than three seconds while the ball is in his/her team's front court.
 - a. **Penalty: Turnover.**
- 11. **Five Seconds:** If a player is closely guarded (within six feet) in the front court and holds the ball for more than five seconds or dribbles the ball for more than five seconds then a violation will be called.
 - a. **Penalty: Turnover.**
- 12. **Kicking:** Kicking the ball is a violation **only** when it is an **intentional** act; **accidentally** striking the ball with the foot or leg is **not** a violation.
- 13. **Dunking:** No dunking or hanging on the rim or net.
 - a. First Offense of the game: Warning and no basket/points
 - b. Second Offense of the game: Technical foul on the player

COURT OFFICIAL & COURT MONITOR DUTIES

- 1) The team captain is the sole spokesperson for his/her team.
- 2) Any questions, complaints, or comments shall be taken up with the Court Official.
- 3) Only questions concerning rule interpretation or eligibility are appealable.
- 4) Once play resumes after a disagreement or appeal, the decision is final. No further appeals will be allowed on that incident.