

## Current National Federation of State High School Association rules will be adhered to with the exceptions contained in these rules.

### RULE 1: USE OF DCRC FACILITIES

**SECTION 1:** All players, referees, and spectators must present a valid DCRC membership card, driver's license or other government-issued photo ID to enter the facility. No exceptions!

**SECTION 2:** There is to be no smoking/tobacco products or unbecoming conduct within any building or upon the grounds.

**SECTION 3:** No intoxicating beverages are allowed in any building or upon the grounds surrounding any building.

**SECTION 4:** No one is allowed on a gymnasium floor in street shoes or black soled running/tennis shoes. Playing in socks or bare feet will NOT be permitted.

**SECTION 5:** League participants are not permitted access or use of any other areas within the Dublin Community Recreation Center (DCRC) (i.e. weight room, track, pools, etc.) unless they are paid members of the DCRC or purchase a day pass. No warming up or bouncing the ball in the lobby area of the DCRC is permitted. **Players who do not have DCRC memberships or have not paid for a daily pass, may not access the facility until 30 minutes prior to their game time.**

**SECTION 5:** Profanity and inappropriate verbal abuse of staff, officials and patrons **is not tolerated**. A warning will be given followed by a technical towards the individual if the issue continues. (Two technical fouls [language technical fouls included] for an individual will result in an ejection and having to miss the next game.)

**SECTION 6:** Weather Policy: All league games will be played as scheduled unless the DCRC closes (for weather, holidays, etc.) If any league game/night gets cancelled for any reason the League Supervisor will **email and call the captains** of the teams. It will then be the captain's responsibility to relay the information to their team members.

**PENALTY:** Any individual or team found to be in violation of Sections 1 through 5 may be suspended from future league play.

### RULE 2: FORFEITS AND GRACE

**SECTION 1:** Any team that forfeits two games will be dropped from the league; once forfeited from the league all games scheduled for that team will be forfeited to the opponents. Scores for games forfeited will be determined at the end of the season and the winning team will win by an average of their overall point differential. For example, if a team averages a point differential of +10, then the final score will be 10-0. If a team has a negative point differential, then the final score will be 0-0. Point differential only plays a role for playoffs in a third tie-breaker scenario.

**SECTION 2:** Game time is forfeit time! Officials are permitted to give a **five minute** grace period **pending** the time situation of the evening. If a grace period is given, any late players must be in the gym and ready to play





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within the five-minute grace period. After the five-minute grace period if the team who was unable to fill the required number of players will be required to forfeit.

**SECTION 3:** A team that forfeits two games in one season will NOT be allowed to renew its franchise for the following season.

**SECTION 4:** For the team that gets a victory via forfeit, each member of the roster receives full attendance for that game (players must be listed on roster prior to the game).

## **RULE 3: TEAM FEES AND ELIGIBILITY ROSTER FORMS**

### **SECTION 1:** Application & Roster Forms

- A.** Roster forms are the final roster forms. These are to be filed with the Recreation office, properly filled out turned in at the first scheduled league game. If a team is scheduled and a game played without the form filed, the game is subject to protest and eventual forfeiture. In addition to score sheets the rosters will determine playoff eligibility. Teams may add players to the roster through the 4th game of the season, but cannot remove a member unless the player has been suspended from the league.
- B.** Application & Roster forms are not to include more than 12 players. All players in excess of 12 shall be ruled ineligible.
- C.** Additions and deletions to roster forms can only be made by the captain in writing (at the game or via email to [jschlarman@dublin.oh.us](mailto:jschlarman@dublin.oh.us).) Changes to roster forms will not be accepted over the phone.
- D.** Every player on the roster must complete the online waiver form prior to playing his first game. <https://dublinohio.wufoo.com/forms/city-of-dublin-adult-sports-league-waiver/>
- E.** Every player on the roster must complete the waiver of rules acknowledging they received and understand the rules for the league and season. These will be sent to the captains before the season and must be returned prior to playing his first game.
- F.** The signing of an eligibility form by a manager is regarded by the office as an acknowledgment by the signer that the players, whose names are on the form, meet the qualifications set up for that league and the regulations set up by the Dublin Recreation Services department.
- G.** Teams will be allowed to use subs during the season **ONLY IF** their team be short for a game. However, subs will NOT be eligible for playoff or championship games. Subs are also NOT permitted to play in playoff or championship games.

## **RULE 4: INDIVIDUAL ELIGIBILITY**

**SECTION 1:** A Player can be a member of only one team in the same league night.

**SECTION 2:** A Player cannot transfer from one team to another in the same league night (penalty will be forfeiture of the game that illegal player participated in)

**SECTION 3:** All players in DCRC Leagues must be 18 years of age by the **first** regular season game and out of high school. Current players on NCAA rosters are not eligible to participate.

## **RULE 5: PLAYOFFS**





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SECTION 1: To be eligible for a league playoff game, a player must have played in at least 3 of the scheduled 8 of league games during the season. Team rosters and score sheets will be the final document to determine the amount of games played. Playoff rosters will be finalized after the 4th game and before the 5th game of the regular season.

SECTION 2: Subs are NOT permitted to play in playoff or championship games.

SECTION 3: The top 4 teams will be invited to enter the playoffs in all leagues. Seeding will be determined by the best overall record. In the event of a tie, playoff positions will be determined by head-to-head competition between the teams tied. If the head to head competition resulted in a tie, the third tie-breaker will be point differential for the teams involved in the tie breaker. NOT POINT DIFFERENTIAL FOR ENTIRE SEASON, only head-to-head point differential.

SECTION 4: Playoffs and League Championship will be held during weeks 9 & 10, respectively, on the regularly scheduled league night.

SECTION 5: Players will be required to show their IDs (driver's license, state ID, work badge, membership card-not fob) during playoff and championship games when signing in at the table.

## **RULE 6: GENERAL PLAYING RULES/HIGHLIGHTS**

**NOTE:** Rules governing general play not described in Dublin Recreation League Rules are the rules of the Ohio High School Athletic Association.

SECTION 1: The degree of enforcement of rules and resulting penalties is left up to the discretion of the Referees, League Supervisor, or if needed, the Recreation office.

SECTION 2: Length of the game: **There will be two 20 minute halves.** Clock runs continuously except during time-outs, referees' discretion, and on all whistles during the last one (1) minute of the first half and the last two (2) minutes of the second half. During regular season play, overtime will be three (3) minutes long with the clock stopping only during timeouts, referees' discretion, and during the last one (1) minute of play on dead ball situations. A tie after the first overtime will result in a one (1) minute second overtime, with the clock stopping on all dead ball situations. A tie after the second overtime will result in sudden death where the first team to score at least two points wins (points can be scored via field goal or free throws). During tournament play, every overtime period after the first overtime, will be two minutes, with the clock stopping the final (1) one minute of play.

SECTION 3: **Time-Outs: Each team will have two timeouts per half; each timeout is one-minute each. Timeouts DO NOT carry over.** The team may only call time-outs with possession of the ball or during a dead ball situation. Timeouts in excess of the allotted number may be requested and shall be granted during regulation playing time or during any overtime period at the expense of a technical foul. The technical foul must be given even if the official was unaware that the time-out was excessive. **One 30-second time-out for each overtime period will be allowed. Time outs from regulation play or overtime play do not carry over into the overtime.**

SECTION 4: Each team is responsible for checking in their line up with jersey numbers into the Scorers' table before each game. All team members are required to have same colored jerseys with different permanent



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numbers on the back to be eligible to participate. If improper uniforms are worn, the entire team will be required to wear pinnies provided by the recreation center.

SECTION 5: **Teams may start with 4 players.** Teams must always have a minimum of two players to finish a game.

SECTION 6: Hanging on rim (except to avoid injury) will result in a technical foul.

SECTION 7: **The "mercy rule" will be in effect if a team is leading by twenty (20) or more points at the two (2) minute mark of the 2<sup>nd</sup> half. The game will be considered over at this time.**

SECTION 8: Due to the court dimensions in the DCRC gymnasium, the back court violations will be explained by the officials before the game.

## RULE 7: FAMILIES/SPECTATORS

SECTION 1: Due to limited space and safety issues, we ask that you DO NOT INVITE your family to attend the game. However, if there is an occasion that you must bring your children, you are required to provide supervision for them at all times by a **NON-PLAYING** individual (A supervisor is defined as someone 16 years or older) ***If a player brings a child without a proper non-playing individual, the basketball player will NOT play and will NOT receive attendance for the game.*** NOTE: OUR SCORE KEEPERS AND STAFF ARE NOT BABYSITTERS!

SECTION 2: The gym area is not to be used as a play area for children. The Wee Folk Room is open for children 6 weeks-12 years old and are open until 8:00pm and are \$3/hour per child.

SECTION 3: Due to limited space, we ask that any spectators (family, friends, kids, other team players) who are not on a team roster sit on the side benches in the gym.

SECTION 4: Only the team currently playing in the active game should be sitting on the team/game benches during the games. Teams will **have 5 minutes after** they finish their game to get their belongings, change, and move from the bench, to allow the new team access to their bench. Please be respectful of others space and belongings.

## RULE 8: PROTESTS

SECTION 1: Protests based upon the official's judgment in calling plays will NOT be considered.

SECTION 2: Protests based on the misinterpretation of a rule or the misapplication of a rule to a given situation will be considered.

SECTION 3: For a protest to be valid, the manager must register his protest immediately with the officials and opposing coach before the ball becomes live after the incident. This will enable the officials and the opposing



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team to take notice of the conditions surrounding the making of the decision. The manager must clearly state to the official his precise intent to protest and must employ the word "protest" in expressing his intent.

**SECTION 4:** If a protest is sustained, the game shall be replayed from the point of the protest with the decision corrected.

**SECTION 5:** All Protests must be made in writing, complete in detail, stating the rule and section number under which the protest is made and all essential facts involved in the matter protested; the information must be accompanied by a \$10.00 protest fee (returned if protest is sustained); and must be turned in to the Recreation Division within 24 hours from the date of the contest in question. (Postmarks are accepted. City of Dublin holidays, Saturdays and Sundays, and other days when the Parks & Recreation office is closed shall not be included within the 24 hour period).

**SECTION 6:** Protests involving the eligibility of a player or team will be resolved by the Recreation Supervisor on the basis of records on file in the Recreation office.

**SECTION 7:** In case the ineligibility of a player is sustained, all games in which that player has participated will be forfeited to the opponents.

## **RULE 9: SERVICE AND DISABILITY**

**SECTION 1:** A person who has participated in 50% of the games played since his name was placed on the eligibility form may be replaced if he sustains an injury which will prevent his playing for the rest of the season. Such replacement must be made within two weeks of the injury and during regular season. Teams may not replace any players after the regular season is complete (would not be able to replace an injured player after game 8 for the new player to play in post season games). Such a player will assume the accrued number of games played. *Doctor's statement is required* in such cases. In no case will the replaced player be allowed to resume playing during the current season with any team even if the disability is no longer there.

**PLEASE NOTE:** Injured players who were not regular players may not be replaced.

**SECTION 2:** An injured player returning to play after being withdrawn becomes an ineligible player and subjects his team to penalty or forfeiture of all games participated in after withdrawal.

## **RULE 10: UNSPORTSMANLIKE CONDUCT**

**SECTION 1:** Any form of improper conduct, whether toward a referee or another player, will not be tolerated.

- A.** First technical warrants a warning to that player and his manager.
- B.** Second technical: results in ejection for that player. The player will be required to leave the premises. Ejected player is suspended for the next scheduled game (including playoff games).
- C.** Four team technical fouls warrant: 1) forfeiture of that game.
- D.** A technical foul for something other than a rule violation, e.g., grabbing the rim will count as a team foul which goes against the bonus situation but not against the player himself.
- E.** The jurisdiction of officials, scorekeepers, and timers does not end until they have left the game site. A player or manager does not have the right to abuse an official, scorekeeper, or timekeeper because the



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official "game time" has ended. Technical fouls may still be given out at the end of the game and count towards a player's or manager's ejection.

**F.** Individuals having intent or any PHYSICAL ENCOUNTERS WITH THE OFFICIALS, (i.e. shoves, chest to chest, slaps, punches, or throwing objects) will be ejected immediately and also be "suspended for life" from the Dublin Basketball League. MEANING: YOU ARE NOT WELCOME INTO OUR LEAGUE & YOUR NAME WILL BE KEPT ON FILE.

**G.** Individuals who are ejected from two games within one season due to a physical encounter with another player; will be "suspended for life". Both team members and the team managers are responsible to keep other members of their team focused on good sportsmanship.

**H.** Teams showing a consistent inability to show good sportsmanship conduct WILL NOT be invited back for the next season. Managers will be notified at the end of the current season if they are ineligible.

**I.** A sportsmanship ranking rule may be introduced into a league suffering in the area of good sportsmanship. It is our final attempt to maintain control within the league. Officials, including scorekeepers along with team managers will fill out a conduct rating sheet after each game. Teams MUST maintain an average of 2.9 or above to stay active in the league and/or playoffs. Dublin Recreation reserves the right to call the season off due to continued threatening behavior of various teams within the league.

**SECTION 2:** Officials may eject from the game any player or manager guilty of foul or obscene, profane or abusive language. Players fighting will be ejected from the game. The official shall report to the Recreation office such players or managers. Ejected player or manager is suspended for the next scheduled game (including playoffs). Supervisor reserves the right to suspend players for more than one game.

**SECTION 3:** Scorers and timekeepers are to be considered officials and are entitled to the same respect and consideration as other officials.

## **WAIVER OF RULES**

Experience has proven that it is impossible to anticipate all problems which may arise when rules are formulated and adopted. Therefore, the Dublin Recreation Services office reserves the right to waive any rule governing play in any league under the jurisdiction of Dublin Recreation Services when, in its judgment, the application of said rule will result in gross unfairness and unreasonable hardship. The Recreation office will exercise this authority only in abnormal situations upon the request of the manager or other authority and render its decision only after a full and complete review.

