

## STRONGSVILLE RECREATION

2024 - 2025

### MEN'S 5-on-5 BASKETBALL SUPPLEMENTAL RULES – 35 & OVER

#### PLAYER ELIGIBILITY

1. Each player must turn 35 years of age at any time during the season in order to play in the 35 & Over League.
2. Each player must complete his current information on the indoor sports roster prior to playing in a game. Any player that has falsely filled out his information or has not paid a non-resident fee will be considered in-eligible. Any games that player has played in will be considered a forfeit. This rule will be in effect for all regular season and tournament games.
3. Once a player signs an indoor sports roster, he is in-eligible from joining another team for the remainder of that season. Players may not switch teams in the same league and/or different leagues. Violation of this rule will result in forfeitures for all of the teams involved.

#### TEAM ROSTERS/FORFEIT FEES

1. There is no limit on the number of players a team may carry. Players may be added until **JANUARY 25th**. After **then**, only by permission from the league director due to unforeseen circumstances will a team be permitted to add a player(s) to their roster.
2. If a team captain surrenders his role as team captain at any point during the season, it is the responsibility of the old and/or new team captain to inform the league commissioner of the change.
3. Line-ups must be handed to the scorer at least ten (10) minutes before the start of the game. Players cannot arrive more than twenty (20) minutes prior to the first scheduled game time unless they are current members of the Recreation Complex.
4. If a team forfeits their game, they must pay their referee fees and their opponent's fees for the game that was forfeited. This must be paid before they can play their next scheduled game. If a game is forfeited after the game starts the forfeiting team does not have to pay both referee fees.
5. If the team chooses to use the \$80 fee, it would still need to be replenished before their next scheduled game. If it is not the team can not play.
6. If only one referee is present for the game, that person will get time and a half. Their regular fee is \$30 per game, so that means that person would receive \$45 for the game. That fee would be split between the two teams that are playing.
7. Players must participate in at least 4 games in order to be eligible for the playoffs.

#### THE GAME

1. Teams must have at least 4 eligible players to begin a game. A team may finish a game with 4 eligible players. Any less than 4 players will result in a forfeit and the team responsible for the forfeit will pay the game fees for both teams before that team plays their next game.
2. A five-minute warm-up period will be permitted before games **when time allows**.

3. The game will consist of two (2), twenty (20) minute halves. Overtime periods will be three minutes long. If the score remains tied after two overtime periods have been played, the game will be decided by sudden death where the first team to score will be declared the winner.
4. Teams will be allowed three (3) time-outs per game. One time-out will be permitted during each overtime period. Time-outs **do not carry over** from regulation to overtime.
5. The clock will run continuously during the first half with no stopping. The clock will stop during the last two minutes of the second half only. The clock will not stop during the last two minutes of the game if there is a 20 point or more score differential. The referee(s) may stop the clock at any time to insure smooth administration of the game.
6. The bonus situation (one and one free throws) will occur on the 7<sup>th</sup> team foul of each half. After a team has committed 10 team fouls in either half, their opponent will shoot 2 free throws on all fouls.
7. The 3 point shot rule will be in effect.
8. National Federation High School Rules will govern games unless noted in the Strongsville Men's Supplemental Basketball Rules.
9. A jump ball will only be used to start a game and alternating possession will be in effect for the remainder of the game.
10. On free throws players may enter the lane when the ball has been released by the shooter. The first player in the line up must position himself to his right of the block.
11. Players are permitted 6 personal fouls before being disqualified from the game.

### **PROTEST POLICY**

1. A team in regard to a misinterpretation of the National Federation High School or leagues rules can only file protest. Judgement calls cannot be protested! Protests must be filed at the moment of the rule infraction and the entire situation should be noted by the scorer on the back of the score sheet. A \$80.00 forfeit fee must be brought to the front of the Rec. Complex within 24 hours of the infraction before a ruling will be made.
2. In the event that the protest is upheld, the game will be replayed from the point of the protest and the forfeit fee refunded. Game fees will be the responsibility of the teams involved. In the event that the protest is denied, the forfeit fee will be deposited in the Special Rec. Fund and the game will stand.
3. Protests to challenge a player's eligibility can be filed at any time during the season. The Rec. Dept. reserves the right to challenge the eligibility of any player at any time.

### **PLAYER CONDUCT**

1. No player, fan or anyone associated with a team shall act in an unsportsmanlike manner before, during or after games.
2. There are two levels of intentional fouls
  - Intentional Foul= same as a technical
  - Flagrant Foul= reserved for a serious, and malicious foul which will result in an ejection

3. **In addition to an automatic one game suspension for ejections players will have to pay a \$20 reinstatement fee**
4. **If a player throws a punch, kick, or head-butt he is ejected for the remainder of the season. This rule applies in all cases. Even in retaliation.**
5. Players ejected from a game must sit out his team's next game and automatically receive two technical fouls.
6. Players ejected must leave the Recreation Complex Facility immediately. They are not to be on the bench, in the bleachers, or in any other area of the recreation complex. Refusal to cooperate may result in forfeiture of the game and further disciplinary action may be taken against the offender(s).
7. If a player receives two technical fouls in one game they will be ejected from that game and must sit out his team's next game.
8. Technical fouls will accumulate for each player during the season. Penalties are as follows:
  - 3 Technical Fouls – One Game Suspension
  - 4 Technical Fouls – suspended for the remainder of the season
9. Any physical contact, abusive language, or threats directed at referees/league directors/staff will result in disciplinary action to be determined by the Recreation Department.
10. **An official may assess a technical foul, without prior warning, at any time. A technical foul may be assessed to any player on the court or anyone seated on the bench for conduct which, in the opinion of an official, is detrimental to the game. A technical foul shall be assessed for unsportsmanlike tactics such as:**
  - (a) **Disrespectfully addressing an official**
  - (b) **Physically contacting an official**
  - (c) **Overt actions indicating resentment to a call**
  - (d) **Use of profanity**
  - (e) **A deliberately-thrown elbow or any attempted physical act with no contact involved**
  - (f) **Taunting**
11. Team captains are the only persons permitted to receive an explanation/interpretation of a call by a referee.
12. If a team receives three (3) technical fouls during a game the referees shall stop the game and declare a forfeit. An automatic victory will be awarded to the opposing team regardless of the score. A referee may give a technical foul before, during, or after a game. The team that forfeits DOES NOT have to pay all of the game fees.
13. Intentional fouls are always two (2) free throws plus possession.
14. When a technical foul is being shot, everyone on both teams except the shooter must be behind the half court line.

#### **POST-SEASON PLAY**

1. Ties in the standings will be broken the following way:
  - a. Head to Head results involving all of the teams tied.
  - b. Point differential in games played between tied teams.

- c. Point differential versus the entire league.
2. The bottom two seed in each bracket will have to play a double header on the first day of the tournament.

### **POINTS OF EMPHASIS**

1. Dunking the ball is strictly prohibited before, during, or after the games. Violation of this rule will result in a technical foul and the basket will not count.
2. Foul language, whether it is casual or not, will not be tolerated. The referees will be instructed to penalize players/teams that do not follow this rule. Teams will first receive a warning. A technical foul will then be given to the next person on that team that swears. If it happens again the player will be ejected from the game. This will constitute a second technical foul and an automatic suspension for the next game.
3. Team captains will be held directly responsible for the conduct of their team and will, to the best of their ability, help maintain control of their conduct before, during and after the games.
4. Teams are encouraged to wear matching jerseys with a number on the back.
5. The Recreation Department may make changes in the schedules or rules.
6. The Recreation Department reserves the right to review the conduct of anyone associated with the men's basketball league at any time during the season. Disciplinary action will be taken to ensure a safe, enjoyable environment for all participants.
7. There will be a ten minute grace period for the first game and all succeeding games will start at their scheduled time or five minutes after the previous game if it was running late.
8. The Recreation Complex does not permit smoking or alcohol in the facility. Please follow all Complex rules and policies.
9. No street, dress, or work shoes will be permitted in the playing area.
10. Keep all spectators (especially children) off the basketball court at all times.
11. NO jewelry may be worn unless it is a medical alert tag or ring that cannot be removed and they must be taped.
12. It is the team captain/representative's duty to inform their team of all league rules, rule changes, and league policies.