

Maumelle Parks and Recreation Department Basketball League Roster

Team Name _____ Coach: _____

Phone #'s (Home/Work): _____ (Cell) _____ Email: _____

Assistant Coach: _____ Phone Numbers: _____

Printed Name (Last, First)	Address	Phone #	Resident Y/N
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Coach's Certifying Signature of Roster: _____ Date: _____

**Maumelle Parks and Recreation
Adult Basketball
Rules**

1. Unless otherwise stated within this document, the league will follow High School Basketball Rules.
2. Players must be at least 18 years of age and cannot be currently enrolled in High School.
3. A legible line-up with each player's first, last name, and number must be turned in to the scorer's table 5 minutes before the start of your game. **FAILURE TO DO SO WILL RESULT IN A TECHNICAL FOUL (2 POINTS FOR OPPOSING TEAM) THAT WILL BE GIVEN TO THAT TEAM'S BENCH.**
4. A team must start and finish with at least 4 players. A game will be called as a forfeit if at least 4 players are not present at game time/during game. If both teams do not have a minimum of 4 players, then a double forfeit will occur with the game not being counted in the standings. A 5 minute grace period will be given for start of game if a team is waiting for a 4th player, but a technical foul (2 points for opposing team) will be given to the waiting team's bench.
5. There will be a 20 minute running clock for each half, and a 3 minute break between halves. The clock will stop on all dead ball events during the last 2 minutes of each half if the opponent is within 20 points. **EXCEPTION:** The clock will not stop for technical fouls.
6. Each team will be allowed four 30 sec. timeouts per game.
7. In case of a tie, a 2 minute overtime period will be played with the same clock stop rules as above. One additional 30 sec. timeout per team will be given. **UNUSED TIMEOUTS FROM REGULATION PLAY WILL NOT CARRY-OVER INTO OVERTIME.**
8. All team members must have like-colored shirts with a number on the back. The numbers must be at least 4" tall. **TAPE AND MAGIC MARKER NUMBERS WILL NOT BE ALLOWED. ANY PLAYER THAT DOES NOT HAVE A NUMBER WILL NOT PLAY.** Reversible jerseys are recommended and in the case of opposing teams having like-colored shirts, the visiting team will be provided with numbered mesh pullovers.
9. The Maumelle Parks and Recreation Department will provide a game ball for each game. If both team coaches agree, someone's personal basketball can be used.
10. Arguing with officials or scorekeepers will not be tolerated. A technical foul will be assessed to the guilty party.
11. Technical fouls will result in automatic two points for the opposing team, and the possession of the ball.
12. Any team receiving 3 technical fouls in the same game will forfeit that game.

13. Any player receiving 2 technical fouls in the same game (to include post game departure) will be ejected from that game and will be ineligible for the next game.
14. A technical foul called on the team bench will count as a team technical.
15. If a player or coach receives 5 technical fouls in a season that player will be barred from further participation in the league.
16. Fighting will not be tolerated. Those involved will be suspended from further participation in the league.
17. No jewelry can be worn on the court, this includes wedding bands. Exception: Athletic tape may be used to completely wrap over a wedding band.
18. Dunking will be allowed during games, but not during warm ups or post game. A technical foul will be called for grasping or hanging on the rim any other time.
19. If a team forfeits 3 games during the season they will be dropped from the league.
20. Teams may have as many as 12 players on their roster.
21. Each coach will have access to team rosters in their division. To protest an ineligible player, the coach must do so as soon as the potential violation is noticed. The league coordinator also reserves the right to protest ineligible players during games.
22. Any team losing a player protest will forfeit that game and their next game.
23. Every player must have with them a photo ID at every game to prove eligibility. If they don't have a photo ID when a protest is made they will automatically lose the protest.
24. Regular season division champion will be the team with the best overall record with tiebreakers in effect. Tiebreakers will be in this order: 1. head to head. 2. best record vs. other top 2 teams in division. 3. record over last 5 games of the season. 4. point differential between teams within a tiebreaker (forfeits count as 20 point differential). This tiebreaker system will also be used in determining seeding for post season tournament. Trophies will be awarded to the 1st and 2nd place teams.
25. A single elimination post-season tournament will be played upon completion of the regular season for the top 4 teams of each division. Trophies will be awarded to the 1st and 2nd place teams, and the tournament champion will receive championship T-shirts.

MAUMELLE PARKS AND RECREATION
LEGAL WAIVER FOR SPONSORED ACTIVITIES

ADULT BASKETBALL

Activity

_____ Team

I understand that participation in any activity, whether athletic or non-athletic, sponsored by the City of Maumelle Parks and Recreation Department, is done entirely at my own risk. I also understand that the Maumelle Parks and Recreation Department will not be held responsible for any accidents, injuries, or the costs thereof incurred anywhere on City property. I hereby agree not to hold the City or its employees liable for any expenses or injuries suffered by me while participating in activities sponsored by the City of Maumelle. I understand that the city of Maumelle will not carry health and/or accident insurance for anyone and I must provide my own insurance coverage if desired.

_____ Date

_____ Participant's Name Printed

_____ Participant's Signature

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