

CITY OF SAGINAW RECREATION & COMMUNITY SERVICES DEPARTMENT
MEN'S RECREATION LEAGUE
BASKETBALL BYLAWS

GOVERNMENT

The current N.C.A.A. and T.A.A.F rules will govern the play of the game except for modifications under rules of the Saginaw Basketball League.

TEAM ROSTERS

Each team will consist of not more than 12 players. Each player must sign the team roster, in addition all players must have valid identification on hand for roster verification at any time during the season or playoffs (*failure to provide proper identification when requested will result in a forfeit*). The roster **must** be turned in to the score keeper prior to the start of your first game or the team will not be allowed to play. You may add or drop players from your roster prior to your fifth game. No changes may be made to the final completed roster after the fifth game. No player will be allowed to play for more than one team in the league. All participants must be at least 16 years of age prior to the start of the league. If a player is currently playing high school basketball (Varsity or Junior Varsity), participation in this league will violate U.I.L. High School rules and make that player ineligible for U.I.L. competition.

FORFEITS

Each team must start the game with a minimum of five (5) players at game time. Exception, For the 6:30 game a team may start with 4-players. However, any team starting the 6:30 game with 4-players must have their 5th player by the start of the second half or the game will be a forfeit. However (7:30 and later games), if a team is short players a five minute clock run-off at the start of the game will occur until the required number of team members have arrived (this will result in said team losing 2-time-outs.) Once that fifth minute has passed and if the fifth player has not arrived, the team with less than five players present at game time will forfeit that game. During the game a team can drop down to four (4) players only with an injury. If an ejection occurs and that particular team does not have a substitute a forfeit will occur.

PLAYING RULES

- N.C.A.A. Rules will apply with these exceptions:
- Player control continuation foul in effect
- 6-fouls per player
- (NEW RULE) Referees will now be enforcing flagrant fouls:
 - Flagrant 1: Automatic ejection, 2-free throws and ball awarded to team
 - Flagrant 2: Intentional technical foul, 2-free throws and ball awarded to team
- Profanity will result in an automatic technical foul (remember this is a child friendly facility)
- 8-second count for back court violation

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- During the last two-minutes before half-time and the last two minutes of the game on time-outs only the ball will be advanced to half-court
- The game will consist of two (2) 20 minutes halves. The clock will run continuously except for timeouts and technical fouls until the last two (2) minutes of the second half (exception) when a team is behind by 10 or more points the clock will continue to run unless there is a timeout or technical foul. However, if a team is down by 20 or more points with 3 minutes or less left in the game then the game will be called complete at that time.
- The 3-point shot will be in effect for league play at the N.C.A.A. distance.
- In the event of a tied game at the end of regulation these overtime rules apply. The first overtime will be 2-minutes in length with the clock stopping for all officials' whistles. The second overtime will be sudden death (first team to score wins the game.)
- All players entering the game must first check in with the scorekeeper.
- Completed line-ups must be turned in to the score keeper five (5) minutes before the game starts.
- Only coaches and players (maximum of 12 players and 2 coaches) are allowed in or around the player's benches. Absolutely no children will be allowed in or around the player's bench area due to safety precautions.
- A shot clock will not be in effect for league games.
- Half-time will be five (5) minutes in length.
- Each team will be allowed five (5) timeouts per game. Teams will receive one (1) additional timeout for each overtime period (timeouts can't be carried over into overtime periods).
- The Saginaw Recreation & Community Services Department will furnish the game ball. Teams will be responsible for furnishing their own warm-up basketballs.
- Protests: If a team wants to protest roster eligibility then that team must put up a \$25.00 cash protest fee. If the protest is won then said team will have their money returned to them. If the protest is lost then the Recreation Center will keep the protest fee.

DISCIPLINARY ACTION

Any player or coach ejected from a ball game will be suspended for up to two (2) consecutive league games. Any player or coach ejected for fighting will be suspended for up to one calendar year. Any player or coach ejected must leave the facility in a timely manner or their team will be subject to forfeiting the game. Also, that person is barred from the Recreation Center for the duration of the suspension. This includes all non-playing players who are on the bench as roster members. The second offense will result in suspension for the entire season. EXAMPLES: Unsportsmanlike conduct towards a referee or an opponent, fighting, flagrant foul, etc... Any team that receives three (3) unsportsmanlike technical fouls in any one (1) game will forfeit that game.

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FAN CONDUCT

All teams are responsible for their fan-supported conduct. If a team has a fan or fans that are using profanity towards the referee and/or constantly harasses or threatens an official, that person (s) will be removed from the Saginaw Recreation Center and the team will be assessed a technical foul. If this does not correct the problem, the game will be called a forfeit. Children are welcome to attend the league games. However, they must remain in the stands while games are in progress. Children are not allowed to play ball in any area of the gymnasium during the games because it may distract attention to the game players or cause injury to player, child or both. Violations of this rule will result in warnings inclusive of loss of game.

UNIFORMS

- Teams must have like-colored jerseys/uniforms in base color with permanently attached legal numbers (0-55) on the front. No numbers may be duplicated by teammates; example: #1 and #01 are the same number. NO TAPE.
- Teams/players will be given a two (2) game grace period on uniform shirt requirements.
- Players will be prohibited from wearing jewelry during the game due to safety concerns.

GYMNASIUM RULES

- No smoking in building or gymnasium.
- No food or drinks in gym.
- No ice chest or coolers allowed in gymnasium.
- No spitting on gymnasium floor.
- Only service animals will be permitted into the building or gymnasium. All other pets/animals are not allowed.
- Warm up periods will begin 30 minutes prior to the first scheduled game. If team members wish to play/practice at the Recreation Center, they must obey the Open Gym policies set forth by the City of Saginaw. A facility card or day pass is required to participate during the open gym times. A Saginaw resident may purchase a facility card for \$40.00 for the year. A non-Saginaw resident may purchase a facility card for \$130.00 for the year. Daily passes are also available for \$5.00 per day for Saginaw residents and \$10.00 per day for non-Saginaw residents.

LEAGUE STANDINGS

Weekly team standings will be available on the City of Saginaw's web site at www.ci.saginaw.tx.us

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AWARDS

The team that wins the single elimination tournament at the end of the 8-game league, will be awarded first place. The first place team will receive individual t-shirts for each team member.

The team that finishes second in the single elimination tournament at the end of the 8-game league, will be awarded second place. The second place team will receive individual t-shirts for each team member.

Remember that THIS IS JUST A GAME!!!! So have fun!