

## Amateur Basketball Rules

- ✓ **NO DUNKING at any time!**
- ✓ If a dunk is attempted, the penalty will be a two shot technical plus possession of the ball. An attempt to dunk will be considered a technical foul. If the dunk is successful the basket does not count.
- ✓ **Cooling Off Period:** Referees may, at their discretion, have a player sit out for ten (10) minutes to cool off. The result of a 10 minute cool off will be 2 free throws and the ball for the opposing team. The referee is not required to use this rule if the player's actions warrant a technical foul.
- ✓ Technicals:
  - 1<sup>st</sup> – ejected from game and one game suspension
  - 2<sup>nd</sup> - ejected from game and two game suspension
  - 3<sup>rd</sup> – ejected from game and league
- ✓ **2 shot free throws will be rewarded for each technical foul. The team that's shooting the technical foul shots will receive the ball.**
- ✓ Intentional fouls are two (2) shots plus the ball.
- ✓ Jump ball to start the game, thereafter; alternate possession will be used.
- ✓ Players will foul out on the fifth foul.
- ✓ Three point shot is in effect.
- ✓ **\*Each team will be awarded (4) full timeouts. Each team will be allowed to carry time-outs over into overtime and each team will receive an (1) additional full time-out.**
- ✓ **No one will be allowed to occupy the bottom blocks. The defense will occupy the first lane spaces and the third lanes spaces. The offense will occupy only the second lane spaces. This will keep the bottom lanes open. There will be 4 defensive players and 2 offensive players lined up for free throws. You may enter the lane on the release of the free throw shooter. This is what the state association is going by. If we follow the state, there will be less confusion when you get to tournaments, and the State Tournament.**
- ✓ Games will consist of two - twenty minute halves and a three-minute half time. The clock will stop only during time-outs, free throws, the last minute of the first half, and the last 2 minutes of the second half, if the score is 10 points or less.
- ✓ **Players must have the same colored jerseys with visible numbers by Dec. 7. If team or players are not in uniform by Dec. 7 they will not be allowed to participate until player or team is in uniform.**
- ✓ No College or High School players from current season may participate. All players must be at least 18 years of age.
- ✓ Referees and scorekeepers decisions are final. If you have any concerns with referee's decision you must contact Dave at 751-6161 within 24 hours.
- ✓ Deadline for adding players is January 25, 2017.
- ✓ **Unless otherwise stated. High School Federation rules will govern play. The whole state is adopting High School Federation rules, with some minor adjustments. We will still run 20 minute halves with running clock.**

## LEAGUE PLAY

1. The league play will begin November 30<sup>th</sup> and continue until March. We will be off for Christmas break Dec. 21 and Dec. 28. Play will resume January 4 2017.
2. The End of the year tournament will begin March 9, 16 and 23. Consolation bracket will be used for the end of the year tournament. Teams will be matched up by overall league standings. For example: 1 vs. 8. 2 vs. 7 etc.
3. For the tournament, t-shirts will be awarded for 1<sup>st</sup>, and a trophy for 2<sup>nd</sup>. This is based off of 6 teams in each division.

## UNSPORTSMANLIKE CONDUCT

1. No player shall at any time lay a hand upon, shove, strike, threaten, or verbally abuse an official, player, teammate, or spectator. Officials are required to suspend the player immediately from further play and report such players to the Mandan Park District Coordinator. **Captains need to make sure there players are acting in a respectful manner. The league runs a lot better when teams are not complaining throughout the game. Officials are hard to come by so please treat them with respect.**

### Suspension:

**10-minute warning:** officials may at their discretion have a player sit out for 10 minutes to cool off. Resulting in 2 free throws and the ball for the opposing team. They do not have to give you a warning if player's actions warrant a technical.

**Technical fouls:** If a player receives a technical foul, the opposing team will shoot 2 free throws and gain possession of the ball at the spot of the infraction.

**1<sup>st</sup> technical:** ejected from game and one game suspension

**2<sup>nd</sup> technical:** ejected from game and two game suspension

**3<sup>rd</sup> technical:** ejected from game and league

2. Captains are responsible for the conduct of player. It is the responsibility of the captain to make those individual sits out their suspension.

## OFFICIALS

1. All officials are trained before the season starts with a rules clinic. If at anytime you have to dispute a call, please allow only the captain to talk to the official. Proper behavior and courtesy toward an official will be enforced.
2. If an official doesn't show up to there scheduled game; please start your game in order to stay on time. Every effort will be made to find a replacement official.
3. If you know of anybody that may be interested in officiating, have him or her call the Mandan Park District at 751-6161.
4. City league officials please contact Dave if you have any questions, or unable to officiate, at the parks and rec office.  
Office-751-6161

## FORFEITS

1. It is the responsibility for the captain to call the Park District office at 751-6161 and the opponent's captain, if your team is unable to play your scheduled game. No make ups will be allowed due to teams canceling.

## TOURNAMENTS

<u>TOURNAMENT</u>	<u>DATE</u>	<u>CONTACT</u>	<u>PHONE</u>
Blue Hawk Booster Tournament	Feb. 18-19	Ryan Nelson	701-456-2074
State Amateur Tournament (Bismarck)	March 24-26	Tim Kuntz	701-222-6455