



2024 Adult Basketball Code of Conduct

1. The Manager or Captain of a team is responsible for the conduct of their players and spectators before, during, and after the game, until they leave the premises. Failure to comply with the rules will subject the offender, his manager or captain to disciplinary action.
2. All games will be played on the property of the PRC. All rules and regulations for this facility will be observed and enforced.
3. A complete team roster, printed or typed, must be submitted before the first game each team plays. **NO** additional players can be added after the 3rd game. Players on the roster **MUST** play in 3 of the 6 regular season games to be eligible to play in the tournament. The team captain is responsible for the accuracy of the team roster. Any exceptions to the rule will have to be approved by the sports & fitness program coordinator.
4. A minimum of 5 players must be carried on a roster and a maximum of 15 players may be carried on any roster. Players must be 18 years old. No player can play on more than one (1) team in the same league.
5. Teams must have same color shirts or jerseys with numbers on the front or back by the **FIRST** game of the season. Teams will forfeit games if they do not have five players in uniform that meet the requirements. Reversible Jerseys or a back-up set of shirts are encouraged. Only **ONE** player per team may have a jersey with no number. This player will be 00.
6. All games will be played in accordance with the league schedule. It is the team captains' responsibility to ensure teams have the most up to date schedule. Captains should check their email routinely to get the latest scheduling updates.
7. The sports & fitness program coordinator will remain the final authority on all matters pertaining to this league. Referees are in charge 10 minutes before and after a game. Referee calls will not be overturned.
8. Absolutely **NO** tobacco or alcoholic beverages will be permitted in any building. Offenders will be prohibited from playing in the next regularly scheduled game and may be removed from the roster. Spectators will not be allowed back the rest of the season.
9. Any act of unsportsmanlike conduct, including the use of profane, abusive, or insulting Language will cause the offending player's removal by order of officials or supervisor. Continuing abuse will result in suspension and may cause removal from the league. **A player ejected from the game must leave the building within five minutes or else the game will be forfeited.** A player ejected is automatically suspended for a Player may face additional suspension based on referee recommendation to gym supervisor and after review by league supervisor.

10. If a player receives three technical fouls during the season they will be removed from the league without a refund.

11. Any aggressive act against a game official will result in immediate suspension of the offending player from all sport programs sponsored by the City of Moraine.

12. In case of ties within the standings – winners will be decided by the following:

1. Head-to-Head Record
2. Point Differential
3. Coin Flip

13. All 6 teams will make the postseason tournament.

2024 Adult Basketball Rules

All games will follow Ohio High School Rules (NFHS) with the following exceptions:

A. Beginning of the Game

1. **5-minute grace period.** Teams must arrive 10 minutes before the start. If a team does not have 5 players on the court 5 minutes past game time, the game will be ruled a forfeit. Teams that forfeit two consecutive games or three games total will be removed from the league without refund.
2. If a forfeit occurs, the opposing team receives the forfeiting team's average score, whereas the forfeiting team will receive zero points. If a team that has forfeited is in a tie within the standings, the forfeiting team will receive the lower standing.
3. A player must sign in on the team roster sheet before they enter the game. ID can be requested by PRC staff, Officials or Scorekeeper. Any teams found to be using an unregistered player will forfeit the game.
4. No facial, neck, or wrist jewelry permitted (earrings, nose rings, necklaces, watches, etc.) A player will not play until the jewelry has been removed.

B. Fouls

1. Teams will shoot two free throws for fouls when they enter the "bonus." A team enters the "bonus," when the opposing team commits ten team fouls in a half.
2. Technical(s) will be given, if necessary.
3. **NO DUNKING AT ANY TIME!** Dunking will result in a progressive disciplinary action.
 - a. ½ game suspension for first attempt (If dunking occurs in the first half of play, player is ejected rest of game. If dunking occurs in second half, player is ejected for remainder of game as well as first half of next game)

- b. Full game suspension for second attempt.
- c. After the third attempt, the player will be removed from the league without refund.

C. Playing Time/Timeouts

1. A game will consist of two 20-minute halves with a running clock. Regulation clock will prevail the last two minutes of the second half unless a team is ahead by 15 or more points. Clock will not be stopped at any other time except for emergency and timeouts. Overtime will be two minutes. Regulation clock in overtime. Each team receives one 30 second timeout. Sudden death will occur if score is still tied after first overtime.
2. Each team will be permitted two timeouts per half. Timeouts are 30 seconds in length. Timeouts for injuries will not count. Timeouts do not carry over.
3. Two player/coach conduct technical fouls will result in player being ejected. Three (3) total unsportsmanlike fouls in a game may cause the game to be terminated. Unsportsmanlike conduct is not tolerated in the Moraine Adult Basketball league.

PLAYER EJECTION RULE

If a player is disqualified from the game, that player must vacate the facility (leave the gym and PRC facility) immediately. If a player does not willingly vacate the premises, immediately following their ejection, the game will be forfeited. Captains are responsible for getting ejected player to leave.