

PARKS, RECREATION AND TOURISM DEPARTMENT

2018 ATHLETIC RULES AND POLICIES

ADULT BASKETBALL RULES

City of Chesapeake



These Athletic Rules and Policies are approved by the Chesapeake Parks and Recreation Advisory Board. They are in effect for the 2016 Sport Season. The new rules are identifiable by bold type.

ANTI-DISCRIMINATION STATEMENT

"As a recipient of Federal financial assistance, the Chesapeake Parks and Recreation Department's programs and activities are open to all persons regardless of race, sex, religion, color, national origin, age or handicap."

"If anyone believes he or she has been subjected to discrimination on the basis of race, color, national origin, age or handicap, he or she may file a complaint alleging discrimination with either Kelvin Foye, Equal Employment Opportunity Specialist, Department of Human Resources, 306 Cedar Road, Chesapeake, Virginia 23322, telephone 382-6055.



ADULT BASKETBALL RULES

7.0 GOVERNING AUTHORITY - Virginia High School League Rules will govern play with the exceptions covered herein.

7.1 PLAYER ELIGIBILITY

- A. Residency Requirements - Participants must be residents or own real estate in the City of Chesapeake and pay real estate tax to the City of Chesapeake and provide proof of property in the City of Chesapeake. Employees of the City of Chesapeake (full-time or regular part-time) will be considered residents. Non-resident limits are listed below.

Fast Break and Slow Break Adult Basketball Leagues

Industrial League - No residency requirement.

Church League - No residency requirement except for churches not physically located in Chesapeake.

Men's Open League – Five nonresidents allowed.

Women's Open League - Five nonresidents allowed.

Church League - Churches must be physically located within the city limits of Chesapeake. All players must be members of the church or attend services at the church at least two times a month during basketball season.

Churches that are not physically located in Chesapeake may participate in our leagues provided they have a limit of four nonresidents on their roster. They must also take second priority to Chesapeake church teams in situations where the league is limited to a certain number of teams.

Each church's minister must sign each team roster format, verifying player eligibility.

Industrial League - Participating companies must be located within city limits of Chesapeake. All players must be full-time or regular part-time employees of their team's company while under contract. Each company's owner, president, manager, or personnel director must sign each team roster form, verifying player eligibility.

- B. Age – Players must be 18 years of age on or before the first game of each season. Exception: Church League and Church Coed League participants must be 17 years of age on or before the first game of each season. Players under age 18 must have parental consent with age and parent's signature entered on the player roster form.

- C. Number of Players - A team may have not more than 15 players under contract at one time. If the manager is a player, he will be included in this limit. A minimum of eight players must be under contract in order for a team to enter the league.
- D. Players' Rosters – Before and during the season, team roster forms must be submitted to the Parks and Recreation Department at least 48 hours before a player or team is eligible to participate in a game. Team roster forms must be submitted for additional players by the cutoff date for adding new players printed on the game schedules and 48 hours before participating in a game. Players' names will not be accepted over the telephone, at community centers or ballfields, and postmark dates will not be accepted. First and last names on the roster must be identical with the names that appear on the player's driver's license or other legal identification. The players' jersey numbers must also be placed on the roster. It is the manager's responsibility to notify the department of any changes such as players' jersey numbers, coach's address or phone number in writing. Teams failing to submit a team roster 48 hours prior to their first game will not be authorized to play until they have met the 48-hour requirement. A forfeit will result for games in which teams are found to be in violation of the team roster requirement.
- E. Teams Dropped From League - Should any team forfeit its franchise, players on the team will not be eligible to play with any team in the league after deadline date.
- F. Registration Deadline - No new players may sign up after the deadline designated by the Parks and Recreation Department. The deadline will be after half of the scheduled games have been played.
- G. Releases - All releases must be in writing and on regular release forms. No player or players will be permitted to switch teams within the league after the first half of play. This rule will be strictly enforced.
- H. Release Appeal - When a player's release has been refused, he can make an appeal to the Parks and Recreation Department. The appeal must be in writing. The department will decide if the player in question is entitled to his release. Managers will abide by the decision made. The ruling of the Parks and Recreation Department is final.
- I. Any adult basketball player or coach suspended from any Chesapeake community center will be ineligible to participate during the suspension period.
- J. Players Under Twenty-Five Years Old - No more than five players under the age of 25 will be permitted under contract in the Slow Break Leagues. Players who do not turn 25 on or before the first game of the season are considered "under 25 years old." Players under 25 must be designated by an asterisk and their age next to their name on the team roster.

- K. There are no age restrictions for the Fast Break League other than the minimum 18 years of age requirement.

7.2 SCHEDULES

- A. Number of Games - Games will be played in accordance with the schedule set by the Parks and Recreation Department.

7.3 LENGTH OF GAMES

- A. General Game Time - Games will consist of two 20 minute halves with a running clock except for the last two minutes of each half and overtime which will be regulation basketball. During the running clock time, the clock will only stop for time outs, shooting fouls, and injuries.
- B. Time Outs - Two time outs will be allowed per half and one per overtime with no accumulations.
- C. Time Periods Between Halves - A five-minute period will be allowed between halves.
- D. Grace Periods - No grace period. A team must have five players present before a game can start. If a team does not have five players, the game will count as a forfeit. If neither team has five players, one game lost by each team will be entered in the league standings. Teams that play games following the first game must be ready to play at their scheduled starting times or forfeit.
- E. Overtime - Play will consist of two minute periods with one minute time outs between periods, until a game is decided. Running clock will not be used during overtime periods.
- F. Official game – In the event a game must be suspended because of conditions which make it impossible to continue play; the head referee shall declare it an official game if one complete half or more of the game has been played. If less than one-half of the game has been played, the game will be rescheduled from the start. If the score is tied after being declared an official game, the game will be rescheduled for overtime play until a winner is determined.

- 7.4 DUNKING – Dunking will be allowed during games but not during practices or warm-ups. Penalty for dunking during pre-game or half time warm ups- Immediate ejection and technical foul called with an additional one game suspension, which will be accessed for the next scheduled game to include tournament games.

7.5 SLOW-BREAK PLAYING RULES

- A. Rules for Slow-Break - The rules for adult basketball apply to the Slow-Break League, as does the following information.
- B. Team Fouls - the bonus free throws will take affect on the 7th team foul during each half.
- C. No Fast Breaks - Fast breaks are not allowed in the game at any time, except in the last five minutes of the first and second halves, and during overtime periods. When the slow-break rule is in affect, the ball cannot be passed forward in the backcourt. It must travel either laterally or backwards. Shots cannot be taken in the backcourt with the exception of the last five minutes in the first and second halves. If the ball is passed forward or shot in the backcourt, it will go over to the other team. Backcourt sideline in-bounds passes must be made laterally or behind receiving players. Backcourt end line in-bounds passes cannot be forwarded beyond the 15-foot mark.
- D. Court Positioning (During Slow Break Play) – The defense must retreat to 5 feet beyond the half court line and remain until the player controlling the ball crosses the half court line. After that time the defense may play full court. If a defensive player gets a rebound, he automatically gains possession of the ball and no opponent can slap at the ball or tie him up. If this rule is violated, a technical foul may be called.
- E. Ball in Front Court - Regulation basketball rules will be used when the ball is in the front court.
- F. All shots that are made from the outside of the 3-point line will be scored as 3 points.

7.6 Fast-Break Rules

- A. Governed by the Virginia High School League Rules with the modifications by The Parks, Recreation and Tourism Department.

7.7 EQUIPMENT

- A. Balls - Each team will provide its own warm-up balls. The Parks and Recreation Department will provide a game ball.
- B. Uniforms - Each team will be responsible for their uniforms. Reversible jerseys are recommended, and the jerseys must be the same basic color and numbered

front and back with number at least 4" high. Shorts or sweat pants may be worn, but no cut-off or frayed edges.

7.7 SCOREKEEPING

- A. Scorers - The Parks and Recreation Department will furnish an official scorer for the league. Teams are advised to have a scorer for each game so that books may be checked frequently to avoid arguments. Teams without scorers will abide by the official's scorebook with no arguments. The Parks and Recreation Department scorekeeper's book will be the official scorebook.
- B. Scorebook Entries - Game scorebooks must list participants' names exactly as they are written on contracts. Players' numbers must also be listed.