



BPAR Adult Basketball Rules

No team will be placed on the schedule until full registration fee is paid.

All leagues and tournament games will be played under the NCAA basketball rules, with following exceptions.

All persons 16 and older are eligible to play

TEAM ROSTERS

Only the BPAR team roster form will be used as the official team roster.

The BPAR Official team roster must be complete and **signed** by each player.

The coach and his/her assistants must be listed on this roster.

TEAMS MUST TURN IN TO THE SCOREKEEPER THEIR TEAM ROSTER BEFORE THE START OF THEIR FIRST GAME.

Players may be added or removed from the team roster up to the end of 4th the game of the season. No changes to the team roster will be allowed after the end of the 4th game.

ELIGIBLE PLAYERS

ONLY TEAM ROSTER PLAYERS ARE ALLOWED TO PLAY ON A TEAM. NO PICK-UP PLAYERS WILL BE ALLOWED

If a team believes a team is playing a non-roster player they must request a roster check. If a team roster check is requested, both teams will be checked and each player must present picture ID's. If any player does not have an ID they will be removed from the game. If any non-roster player is playing then the game will be forfeited.

MINIMUM PLAYERS

A team must have a minimum of four (4) players to start a game.

If at game time a team does not have at least four (4) players, the game clock will start. If the clock reaches 10 minutes and the team still does not have enough players it will be a forfeit. The clock will not stop to allow the late players to change clothes. **Each minute the clock runs before at least 4 players are ready to play the team having enough players will receive 1 point.**

CLOCK

Two (2) twenty (20) minute halves, running clock. Clock stops only during time-outs, injuries or official discussions. During the last two (2) minutes of the second half a regulation clock will be used. If there is a difference of twenty (20) or more points between the teams the clock will not stop the last two minutes of the game.

Overtime will be for two (2) minutes.

TIME-OUTS

Each team will have two (2) time-outs per half. Overtime: Each team will have one (1) time-out.

EJECTIONS

A player that is ejected from a game must sit out the team's next two (2) games. If they try to enter a game before the two (2) game suspensions is up and is caught it will result in an immediate forfeiture of that game and the player will be banned for the remainder of the season and tournaments.

If a player receives two (2) Technical Fouls in a game the player will be ejected.

THIS IS YOUR WARNING: There will be no profane language before, during or after the game while inside the gym.

Anyone, coach, player or spectator that uses this type of language in a loud voice or continues using it will be asked to leave the gym.

If a coach, player or spectator is ejected from a game he/she must leave the gym within 3 minutes.

If the ejected coach, player or spectator fails to leave the police will be called and said person will be barred from the gym for one (1) year.

FREE THROWS

Free throws will be one and one on seventh foul, two shots on the tenth foul.

Players may enter the paint after the release of a free throw.

College rules for line-up will be used. The first spot under the basket will not be used.

FIGHTING

If a player(s) fights, before, during or after a game at the Hooter Park Gym, Martin Luther Kings Complex or in the parking lot(s), he/she will be banned forever from any and all BPAR Sports Programs.

Any person swing at or hitting an official, scorekeeper or employee, you will be also be banned for life from all BPAR Sports Programs.

Any person threatening another person will be barred from all BPAR programs for life.

BLOOD RULE

If a player is injured and is bleeding, the bleeding must be stopped. The open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may return to play.

UNIFORMS

Members of the team **must wear like colored jerseys with contrasting numbers at least on the back.**

No pockets or tear away warm-ups allowed.

No turning shorts with pockets inside out if pockets extend outside after being turned inside out.

No taping up pockets.

Jerseys may or may not be tucked in but no sagging pants/shorts will be allowed. No jewelry will be worn.

TECHNICAL FOULS

Two (2) shot and the ball

OTHER LOCAL BPAR FOULS

Profanity: one (1) shot and the ball

Name and number not in scorebook: one (1) shot. Ball remains in possession of team with ball.

Improper uniform: Each time the player enters the game one (1) shot. Ball remains in possession of team with ball

Double technical fouls: two (2) shot each and possession arrow with be used.

Any player that dunks the ball and grasps the rim other than in a schedule game will be given a technical foul. If this happens after a game then the penalty will be accessed the next game.