



## **Nampa Recreation Department City League Basketball Rules**

The Nampa Recreation Department is committed to providing community events that strengthen families and enhance the quality of life in our community. Good sportsmanship, exercise, social interaction, and healthy competition are the values that will be enhanced through participation of physical activity and athletics.

### **Game Days and Times**

Games will be played on Monday through Thursday (Friday games may be scheduled to accommodate NSD scheduled events) evenings beginning January 10. Teams will play one game per week. **If school is canceled due to weather conditions, ALL games will be canceled as well. Games will be rescheduled later. To hear a recording on game decisions call 250-5670 to hear a recorded message regarding your games status.**

### **Fees**

Fees are set to cover the direct expenses of the program. Players' fees are additional fees used for improvements in parks and recreation facilities. Players' fees are not refundable or transferable. **All league fees and players' fees must be paid in FULL by the first game. If ALL fees are NOT paid in full, games will result in forfeits until fees are paid.**

### **Uniforms**

It is required that all teams have shirts with a minimum of a 6" number on the front or back or both. Uniforms must have a legal number on them (Numbers that are between 0-5 and any combination of these numbers). Teams shall have these uniforms by their second scheduled game. Failure to comply will result in any scheduled games without proper uniforms to be played but counted as a loss (If both teams fail to comply on a single night, then both teams will receive the loss). Court shoes are required.

### **Gym Supervisors & Scorekeepers**

Gym supervisors & scorekeepers are the official representative of the Nampa Recreation Department and will serve in a supervisory role of the facility.

### **Game Ball**

Game balls will be furnished by the Nampa Recreation Department.

### **Rules & Regulations**

1. The Nampa Recreation Department has the authority to institute new rules or alter current rules to ensure the safety of league participants. NRD interpretation of ALL rules is final.
2. **Two 20-minute halves – running clock. The clock will stop the last 2 minutes of each half.**
3. Clock stops for timeouts (1 minute) and half time (3-5 minutes). The clock will NOT stop if there is a 15 or more-point lead by one team at any time during the last 2 minutes of the second half only. Once the 15-point lead is in effect, the clock will continue to run even if the lead goes below 15 points.
4. **The last two minutes of each half revert to regular high school rules.**
5. Each player will be allowed five (whether all personal and or including one technical) fouls before they will have fouled out of the game and must sit for the remainder of the game.

### **The Game**

6. In the event of a tie, a three-minute overtime period will be played. The first minute will be running clock; the final two minutes the clock will stop. If a second overtime is required, another three-minute overtime will be held; the first team to score will win and the game is over.

7. Grace period: The 7:00pm game will have a 5-minute grace period if needed. The 8:00pm and 9:00pm will not have grace periods.
8. Time outs: Each team will get 4-time outs per game.
9. Teams can start a game with 4 players but must have 5th player to start the 2<sup>nd</sup> half or the game is forfeited.
10. Substitutes report to the scorekeeper, the official will signal player in when there is a break in action.
11. Only the TEAM CAPTAIN may speak to the referees during the game to voice concerns. The referees will direct all warnings about player conduct to the team captain.
12. Jewelry is NOT ALLOWED in any city league basketball game.
13. Teams must turn in a line-up to the scorekeeper before each game with all players first & last name and jersey numbers. Please list in numerical order.
14. All players must individually sign in to each game to verify legal game status. This is not the same thing as the lineup.

### **Shooting Fouls & Bonus**

15. 50/50 Rule: A player receives one shot for 2 points.
  16. If a team has seven fouls (7) follow the same rule; one shot for two points and the clock does not stop.
  17. **Last two minutes of each half revert to high school rules. (7 fouls 1 and 1) (10 fouls – 2 shots)**
  18. Fouls on 3-point attempts: When a 3-point shot is attempted, the shot is made, and the player is fouled; the player will shoot one shot for one point.
  19. When a 3-point shot is attempted, the shot is missed, and the player is fouled, the player will shoot one shot for three points.
  20. Fouls occurring after the foul limit (10 fouls), 2 shots will be awarded.
- Note:** When foul shots are taken, the offensive team may only have two players around the key. The defensive team may have four players around the key.

### **Technical Fouls**

21. **One technical foul is an automatic 20 minutes (running game clock time) on the bench. Time is kept by the scorekeeper. All technical fouls carry over to the next game.**
22. If a player receives a technical foul, the other team receives two points and the ball. This includes the last two minutes of the game.
23. To prevent damage to school property, there will be no dunking or hanging on the rim before games, during half time or after the game. Such actions will result in a technical foul.
24. Dunking the ball will be allowed during the game; however, a technical foul will be called if the referee determines the dunk involved "hanging on the rim unnecessarily". If a player is hanging on the rim to either reduce momentum or avoid dropping on another player no technical will be called. This is left to the discretion of the referee and the situation.
25. Abusive or threatening behavior will result in a technical foul.
26. **Two technical fouls in a game will result in an automatic ejection from the game and premises and a one game suspension. Player must meet with the Recreation Supervisor before participating in the next game.**
27. **Three technical fouls in a season will constitute an automatic suspension for the remainder of the season and the player will be put on probation for the next season.**
28. If a player is on probation due to receiving three technical fouls in the previous season, receives a fourth technical foul, the result will be suspension from the league

### **Sportsmanship/Player & Fan Conduct**

29. Profanity will not be tolerated from players or spectators; profanity will be interpreted by the judgment of the referee, gym supervisor and/or scorekeeper and could lead to immediate ejection from the gym. This includes cussing at yourself or your teammates.
30. Spectators and players who do not cooperate with directions to leave the facility after being ejected will forfeit their team's game.
31. Any player(s), coach, or spectator who assaults a City of Nampa employee may face criminal charges.
32. Any player, coach, or spectator that throws a punch in any activity associated with the City of Nampa is automatically suspended for one year from all NRD sponsored activities.

33. Team captains are responsible for the conduct of their players and fans. Children are the responsibility of their parents, not the gym supervisor or referees.
34. Your children **MUST ALWAYS** be closely supervised during games by an adult **NOT PARTICIPATING** in the game.

### **Player Eligibility**

35. Any player who is currently participating in organized sanctioned basketball (IHSAA, NCAA, NAIA) is not eligible to participate.
36. The minimum age for a player is 18 years old.
37. Players must play in **2 legal games** to be eligible for the end of the season tournament. A legal game is a game in which all players playing for a team have paid their players fee for the team they are playing on and have signed the roster.
38. All players are eligible for roster moves. However, only two players moving from an upper division **CAN** move to the same lower division team. Each roster can only have two players from an upper division on their roster.
39. If a player plays in a game and is not on the team roster, and/or has not paid all applicable fees, the game will be forfeited. Any player participating under a false name will result in an automatic suspension from the league.
40. Players may be asked to show I.D. by the gym supervisor to verify eligibility.
41. The Nampa Recreation Department will have the final decision concerning player eligibility.

### **Other Information**

42. Team Captains are responsible for the players knowledge of rules and regulation of the league.
- 43. No food or soda pop is allowed in the gym.**
44. Locker facilities will not be available. Come dressed to play.
45. The City of Nampa **DOES NOT** provide accident insurance to cover individuals who may be injured while participating.
46. Plaques will be given to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place teams in each division following the end of the season tournament.
47. Smoking is **NOT ALLOWED** on the premises of the facility. This includes outside the gym.



**Please Note:** For complete up to date scores and league standings go to  
[www.nampaparksandrecreation.org](http://www.nampaparksandrecreation.org)