



Mecklenburg County Park and Recreation

*The Natural Place
To Be...*

Revised 3/1/16

MECKLENBURG COUNTY PARK & RECREATION **ADULT WOMEN'S BASKETBALL LEAGUE** **RULES AND REGULATIONS**

I. NAME

The league shall be known as the Mecklenburg County Park and Recreation Department's Women's Adult Basketball League.

II. RULES AND REGULATIONS

All teams will be governed by the NORTH CAROLINA HIGH SCHOOL FEDERATION RULES and the MECKLENBURG COUNTY PARK AND RECREATION DEPARTMENT'S league rule exceptions mentioned below.

III. TEAMS

1. All teams shall be of uniform dress consisting of same or similar color jersey and each jersey must have at least a six (6) inch number on the back. Taped numbers **will not** be allowed.
2. Roster limit will consist of fifteen (15) players. All rosters must be filed with the MCPRD by the first game.

3. Players transferring to another team must inform and receive permission from the other coach/manager and MCPRD.
4. Teams cannot add players to their rosters after they complete their 3rd regular season game.
5. Each team should be ready for play with at least **four (4)** players on the court. There will be a ten (10) minutes grace period granted for the first game of the day **ONLY**. **For all other games, game time is forfeit time.**
6. If a team forfeits three (3) times in a season, it will be subject to dismissal from the league, pending review of the incident.

IV. PLAYER ELIGIBILITY

1. Individuals can play on only one (1) team within the MCPRD league structure.
2. Any ineligible player will be subject to suspension for one (1) calendar year.
3. If a player is declared ineligible, all games that she has played in will be counted as losses.
4. Any manager/coach knowingly playing a suspended or ineligible player will be suspended for one (1) calendar year.
5. Any player currently on a semi-pro or professional team roster is ineligible to play in the league.
6. Each manager should give the official scorer their roster by no later than 10 minutes prior to game time.
7. Coaches are to verify the names and numbers of their players prior to game time.

V. GAME PLAY MODIFICATIONS

1. League games shall consist of two (2) twenty minute halves and a three minute half time.

2. All games will be governed by a running clock with the clock stopping only for timeouts, and all whistles during the last minute of the first half and the last two (2) minutes of the second half. If at any point and time in the **second half** the lead goes above 20 points, the clock will not stop, except for timeouts, until the lead falls below twenty points.
3. All overtime periods will be **three (3) minutes** in length and will be governed by a running clock as in rule # 2
4. Teams will shoot one and one foul shots on the seventh (7th) team foul. **All players can leave on the release on free throws with the exception of the shooter.**
5. Each team will receive **five timeouts** per game (Only four of which can be carried over to the second half). An additional timeout will be given for overtime.
6. After made baskets following timeouts, the inbound team may take the ball out at half court during the last two minutes of the game, **if they were the team that called the timeout.**
7. Players may legally enter the game, without penalty, until the **start** of the second half of the game if their name appears in the book. If a player arrives after that time, **she will not** be allowed to participate in the game. ***If the correct name is not in the book a technical foul will be assessed.**
8. Teams must be ready to play on any night including Saturday, if necessary, if games are cancelled due to inclement weather.
9. In case of inclement weather contact **704-336-5800 Option 7.**

VI. PROTESTS

Protests will only be heard on requests pertaining to rules violations and ineligible players. **Judgment calls by officials are not protest able.**

All protests must be submitted in writing to MCPRD by no later than **5pm** of the next working day. A player found to be ineligible is subject to a one (1) calendar year suspension from the league.

VII. TOURNAMENT PLAY

1. The league champion and runner-up shall be determined by a Single elimination tournament.

2. **All players must be present for at least one (1) regular season games to be eligible to participate in tournament play. *Exception: Injuries or other medical problem (Proof must be provided)**

VII.

CODE OF CONDUCT

MCPRD WILL ENACT A ZERO TOLERANCE POLICY FOR COACHES, PLAYERS & SPECTATORS

1. All managers/coaches are responsible for the eligibility of their players and the conduct of their team and spectators. **Suspension of coaches, players and other team affiliated persons will occur if any eligibility and/or conduct guidelines and procedures are not adhered to.**
2. Only managers/coaches and the team captain(s) will be permitted to consult with an official. **This must be done in a sportsmanlike manner. PENALTY: Any manager/coach ejected from a game will receive a three (3) game suspension for the first offense and a one (1) calendar year for the second offense.**
3. Only the players and the team manager/coach will be allowed to sit on the bench.
4. Any player receiving a non-fighting ejection from a game for will receive a **one (1) game suspension for the first offense and a one (1) calendar year suspension for the second offense. Players ejected for fighting will be suspended for at least three (3) games depending on the severity of the act.**

VIII.

SUSPENSIONS

1. Any violation while under suspension will constitute a second offense.
2. Any player and/or manager/coach that are suspended from league play will not be allowed to participate in league play as a coach/manager or player during their suspension.