



# ADULT BASKETBALL

## 5v5 Peer Officiated

### Durango Parks and Recreation Center

2700 Main Ave  
Durango, CO 81301  
[www.durangorecreation.com](http://www.durangorecreation.com)

**Recreation Supervisor:** Jordan Rupe  
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<b>DIVISIONS: COMP</b> (Competition) <b>REC.</b> (Casual to Intermediate)	<b>Sundays: 5:15pm, 6:15pm, 7:15pm, &amp; 8:15pm</b> <b>@</b> <b>Durango Community Recreation Center</b>
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**AGE:** 14+. *Players under 18 must be in High School and have a guardian sign the liability roster for eligibility.*

Officials, scorekeepers and site supervisors are volunteer or part time staff.

All participants and spectators are expected to remain civil to ensure a safe environment for play. Any conduct deemed detrimental to the league may result in removal from the facility and further sanctions.

## 5v5 Full Court Basketball

Open league with no gender ratios or requirements for teams, substitutions or play. This league is governed by the current CHSSA Basketball rules & the following DPR rules:

**DIVISIONS PLACEMENT:** Competitive and Recreation division offerings will be organized when possible. Divisional play helps maintain safe and fun play for a variety of players. Teams may elect to move divisions at the program supervisor's discretion upon request.

**ROSTERS:** 10 Players maximum per roster

- All players must sign the team roster/liability waiver before participating.
- Captains are responsible for ensuring all players sign before they play. Players that fail to sign in before play will lose playing privileges.
- 4 players minimum to play.
- Daily player line up with names and numbers must be provided to the score table before game time.
- Players may only play on one team in the league and are not allowed to switch teams.
- All players must have participated in a minimum of two games to be eligible for league tournament play.

**SCHEDULES:** Determined by total number of team registrations. Current schedules will be updated and posted at [www.DurangoRecreation.com](http://www.DurangoRecreation.com).

**REGULAR SEASON:** 6 seeding games minimum with double headers scheduled as necessary.

**ELIMINATION TOURNAMENT:** Teams are seeded based upon regular season league records. Ties will be broken sequentially by: winning %, head to head, head to head differential.

**Tournament play will generally schedule at regular league days/times. However, teams should be prepared to play on any given night to complete tournament play.**

**FORFEITS:** Please communicate any forfeits ASAP to the program supervisor. Repetitive forfeits not communicated by 2pm game day will result in a \$50 forfeit fine on the captains P&R account. **\*Teams with unpaid fees will not be eligible for bracket play.**

- **Schedule Game time requires 4 players signed in and ready. 3 or less ready players is a forfeit.**

#### **REFEREES:**

- Each team is to provide 1 referee every game day for another game.
- Failure to provide a referee will result in a forfeit for next weeks game.
- Referees will referee the game after their scheduled team game. Final games of the day will provide a referee for the first game of the day.

#### **Example:**

**8:15pm players will referee 5:15pm games**

5:15pm players will referee 6:15pm games

6:15pm players will referee 7:15pm games

7:15pm players will referee 8:15pm games

- **Referees reserve the right to call a timeout as they see fit for safety, clarity, or for everybody 'cool their jets'!**

#### **TIME CLOCK:**

Two 20 minute halves

- Running clock, except for timeouts and the final 2 minutes of the second half **if** game is within 10 points

**OVERTIME:** In the event of a tie, a single 3min (w/ stopped clock) OT will be played

#### **POSSESSION:**

- Referees will coin toss for first possession. Toss winner will in-bound from base-line of choice. Toss loser will in-bound from the same base-line to begin the second half.
- Possession will alternate for the remainder of the half.

**TIMEOUTS:** One full timeout (60 sec) per team, per half and/or OT.

\*Referees may also call a timeout as necessary for safety.

**HALFTIME = 5min**

**SUBSTITUTES:** Check in with scorekeeper & enter with official's approval on a dead ball only.

**DUNKING / HANGING ON THE RIM:** Dunking is **Not Allowed** at any time; game or warm ups. 1<sup>st</sup> offense: players will receive a technical foul, opponent receives 2 pts and the ball.

**Mercy Rule:** **35 Points or greater lead after 10min in the second half will conclude the match.**

#### **FOULS:**

- *Beginning with 7* team fouls in a half, a foul will result in a 1&1 (Bonus).
- *Beginning with 10* team fouls in a half, a foul will result in two sots (Double Bonus).
- Any player with 5 fouls is disqualified from the remainder of the game.
- **Any player that receives a technical foul will be ejected from the game.**
- **Any player to receive two technical fouls will loose league eligibility for the remainder of the season.**
- Any team to receive two technical fouls in one game will forfeit the game.
- Any technical foul will result in 2 points for the opponent and loss of possession.

**JUMP BALL:** Alternating possession will be used utilized for an inbound ball.

**FREETHROWS:** Players may enter the lane on the release, except for the shooter.

#### **ATTIRE:**

- **No hats or jewelry of any kind on the court. Non removable jewelry must be taped.**
- **JERSEYS:** Same colored team jerseys or t-shirts with numbers are required. Mesh penny's are available and must be worn if a team does not have jerseys.
- **SHOES:** Players are required to bring clean court shoes that do not leave marks.
- No ear buds / headphones during play
- **BRACES:** Braces/guards made of any hard surface such as metal, plastic or plaster, may not be worn on the finger, hand, wrist or elbow. Casts are not allowed under any circumstances.

**FLAGRANT FOULS, TECHNICALS & EJECTIONS:** Poor sportsmanship, verbal abuse, technical fouls or flagrant fouls will not be tolerated. Any player ejected will automatically be suspended from the next scheduled game and owe a \$40 conduct fine for further league eligibility. If a 2<sup>nd</sup> ejection were to occur, the player will no longer be eligible for the current season. Ejected players must leave the facility within 2 minutes or the game will be forfeited.

\*Player's responsibility to contact the Adult Sports Supervisor prior to the next game to discuss the ejection and pay fine to be eligible to play in the league again.

**PROTESTS:** Protests are not considered on official judgment calls. To protest scoring situations, the team must have kept a scorebook. To protest rule infractions, player eligibility or ejection appeals, at the point of conflict the captain must make aware to the site supervisor, official and opposing captain that the game is under protest. The captain then must then follow up with the program supervisor **no less than 24hrs after the event.**

**SPORTSMANSHIP:** Any staff member may eject players or spectators from a facility for inappropriate behavior, including but not limited to: physical altercations, vulgar language, erratic behaviors, taunting, etc. Any staff member may also forfeit a team's game as a result of any player or spectator's behavior or actions.

**ELASTIC POWER:** Durango Parks and Recreation reserves the right to establish guidelines for any and all rules/infractions not covered in the league manual. Notification of new rules or infractions will be shared in writing or verbally. Any Individual or team not following the rules & regulations set fourth or generally not participating with good sportsmanship will be removed from the program.

## DP&R Code of Conduct

- NO PERSON SHALL:** Discuss with an official the decision reached by the official, except for the team captain.  
MINIMUM PENALTY: Warning by the official.  
MAXIMUM PENALTY: Removal from the game.
- NO PERSON SHALL:** Be guilty of obscene gestures, objectionable demonstrations or refusal to abide towards official's decision.  
MINIMUM PENALTY: Warning by the official.  
MAXIMUM PENALTY: Removal from the game and a 1-game suspension.
- NO PERSON SHALL:** Be guilty of using unnecessarily rough tactics during the game against the body and person of an opposing player.  
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.  
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator.  
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.  
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.
- NO PERSON SHALL:** At any time lay a hand upon, shove, or attack a player, spectator, official or employee.  
MINIMUM PENALTY: Removal from the game, suspension for 1 season, and probation for 1 additional season.  
MAXIMUM PENALTY: Suspension from all recreation activities for 2 years and probation for the following year.  
*Forceful contact may also result in enforcement and penalties by law enforcement.*
- NO PERSON SHALL:** Smoke while participating in the league game.  
MINIMUM PENALTY: Warning from official.  
MAXIMUM PENALTY: Ejection from the game.  
*Smoking in some public areas may also result in enforcement and penalties by law enforcement.*
- NO PERSON SHALL:** Appear on the field of player under the influence of alcohol or drugs.  
MINIMUM PENALTY: Removal from the game, 1 game suspension, and probation for the remainder of the season.  
MAXIMUM PENALTY: 3 game suspension and probation for the remainder of the season.  
*Alcohol in some public areas may also result in enforcement and penalties by law enforcement*