

Rules & Regulations

The Kent Recreation Men's Basketball league will follow all New York State High School Basketball rules unless otherwise stated. The following is a list of exceptions and/or rules to keep in mind throughout the season.

Rosters, Players & Eligibility

- ❖ All players must be at least 23 years of age as of their team's first game of the season.
- ❖ All players are expected to wear a league uniform during games.
 - Each team will be allowed to have one player per game wearing a numberless shirt provided it is the same color as their team's uniforms. This player will be marked as number zero in the official scorebook.
- ❖ Each team must have at least 8 players on their roster. There is no maximum roster size, however teams will only be provided with 12 jerseys.
- ❖ Rosters do not need to be set by a given date, however only players who have played (or attended if injured/sick) in at least five of their team's regular season games are eligible for the playoffs. There will be no exceptions to this rule.
- ❖ Any team that forfeits two games will be required to take on two free agents from the free agent list as it exists at the time of the occurrence. Failure to do so will result in that team being removed from the league for the remainder of the season.
 - Should no free agents be available at the time of the occurrence, the team will be required to add and show proof of adding two additional players to their roster. Failure to do so will result in that team being removed from the league for the remainder of the season.
- ❖ The first and last names of every player present for a team must be written in the book in order for that person to be counted as present at a particular game. First names without last names and vice versa will NOT be counted.

Game Setup

- ❖ Games will be played as 5 on 5.
 - A team can play with 4 if they do not have 5 players present/active, however their opponent can still play with 5.
 - If a team does not have at least 4 players present by 10 minutes after the official game time, the game is counted as a forfeit and will not be made up.
 - If neither team has at least 4 players present by 10 minutes after the official game time, the game will be cancelled and not made up. Both teams will be credited with a loss in the standings.
- ❖ Games will consist of two 20-minute halves.
 - The clock will run constantly throughout each half with the exception of timeouts and the last two minutes of each half.
 - Should a team be up by 20 or more points at or within the last two minutes of each half, the clock will continue to run regardless of whether or not that team's lead then falls below 20.
- ❖ Overtime periods will be three minutes each.
 - The clock will run constantly throughout each overtime period with the exception of timeouts and the last minute of the period.
- ❖ Due to time constraints, no more than two over-time periods will be played during regular season games.
 - Should a game be tied at the end of the second overtime period, the game will be called and recorded as a tie.

Game Setup (continued)

- ❖ Each team will have three timeouts per regulation time and one timeout per overtime period.
 - The three regulation timeouts can be used at any point during the game.
 - Two of these timeouts will be thirty-second timeouts and the other will be a one-minute timeout.
 - The order in which the 30-sec and 1-min timeouts are taken is at the discretion of the team taking them.
 - All overtime timeouts will be of the thirty-second variety.

Fouls & Violations

- ❖ A player will foul out of the game when he commits his 6th foul.
- ❖ A team will enter the bonus scenario (1 and 1 on any foul) when their opponent reaches 7 team fouls.
- ❖ A team will enter the double-bonus scenario (2 shots on any foul) when their opponent reaches 10 team fouls.
- ❖ For bonus and team foul purposes, any and all overtime periods are considered an extension of the second half.
- ❖ The back-court violation will only be called once the offensive team has brought the ball past the middle of the court and then, without turning the ball over, comes to possess the ball behind the yellow line farthest from the hoop on which they are shooting.
 - In the cases of games played at the KES or MPES (not applicable for the 2017 season), the foul line of the hoop the offensive team is defending will be used in place of the yellow line described above.

Zero Tolerance Policy

- ❖ Alcohol is not permitted on the grounds of any of the Carmel Central School District schools.
- ❖ Ejections from games:
 - Any player who is ejected from a game because of two technical fouls will face a 2 game suspension. This suspension can be appealed to the league director and/or the recreation director, but regardless of the results of the appeal will not be reduced to less than one game.
 - While serving his suspension, a player will be allowed to watch their team's games but will not be given credit for attending those games.
 - Any player who is ejected from a second game due to technical fouls will be suspended for 3 games, regardless of the offense. This suspension cannot be appealed.
 - While serving his suspension, a player will be allowed to watch their team's games but will not be given credit for attending those games.
- ❖ Any player who is ejected due to a serious physical altercation, serious verbal altercation or verbal threats will face at minimum a full season's suspension (14 games) and at maximum will be banned from the league. The severity of the suspension will be determined by the league director, recreation director, and the officials working that game. This suspension cannot be appealed.
 - Any player who has been suspended for at least 14 games will not be permitted to watch their team's games until their suspension has ended.

Miscellaneous

- ❖ If there is a tie in the standings at the end of the regular season, the following parameters will be used in the order shown below in order to break the tie:
 - The winner of the head-to-head regular season series.
 - The team with the greatest point differential in head-to-head matchups.
 - Points scored - points allowed = differential.

Miscellaneous *(continued)*

- The team with the best record against common opponents.
 - Only applicable when teams play the same number of games vs. every other team.
- The team with the greatest point differential vs. common opponents
 - Points scored - points allowed = differential.
- Coin flip.