

AUBURN PARKS AND RECREATION DEPARTMENT HIGH SCHOOL BASKETBALL RULES

Policy and Purpose

It is the policy of Auburn Parks & Recreation to promote the development of strong character, right attitude and a sense of responsibility and citizenship in all sport participants, using the game of basketball as a vehicle. It is the purpose of Auburn Parks & Recreation to achieve this goal through fair play, good sportsmanship and congenial fellowship. It is strictly against the policy of Auburn Parks and Recreation for any person, either as a participant or spectator, to engage in arguments, to consume **ANY** type of **DRUG** or **Alcoholic** beverage before a game, to use abusive language, to harass officials, or to exhibit any behavior not in concert with the general intention of this policy statement.

Eligibility Requirements

1. All players must reside in Auburn or attend school in Auburn.
2. Jr. High, Jr. Varsity or Varsity basketball players are not eligible to participate until their school season is over.
3. Teams are strongly discouraged to form teams with the majority of its members participating on the same school team, club, or organization.
4. A player having played in one game with a team may not transfer or play for another team. A player appearing on two rosters is committed to the first team with which he/she competed.
5. Teams may not adjust rosters after Friday, December 15, 2023. Any team in danger of dropping out of the league because of loss of interest or injury may add players after the roster addition deadline with the league coordinator's (Jason Burnett) consent. Any roster request must be made no less than 24 hours in advance of the team's next scheduled game.
6. A **Parent representative** for each team is **required**. If a team shows up without a parent representative, that team will not be allowed to play. The parent representative must be present for the entire game and seated on the bench with the team. The game will end immediately if the parent representative leaves before the game ends.

Playing Rules

1. **GAME TIME IS FORFEIT TIME. No exceptions.**
2. Only tennis or gym shoes will be permitted on the floor - no black sole shoes or jogging shoes (unless they are basketball shoes).
3. Games will consist of two 15 minute halves. The clock will only stop for time outs and free throws except in the last minute of the 1st and 2nd halves and overtime. At that time the clock will run like a regulation game. Overtime will be 3 minutes.
4. Any time a ball in play hits the goal on the sidelines, the ball will be awarded out of bounds to the team who last had possession.
5. On the 7th team foul the opposing team will shoot the bonus.
6. **No Dunking! A dunk, attempted dunk, or grabbing the rim** will result in a technical foul and the player will be removed from the league automatically. This includes before, during, and after the game.
7. Two (2) Technical fouls, for any reason, by a player during the season will result in the player being removed from the league.
8. **Five (5) Technical fouls, for any reason, by a combination of players on the same team will result in the team being removed from the league.**
9. The game officials have the authority to stop, forfeit, or suspend play in any game, at any time, if they determine that continued play may result in a conflict involving players, spectators, and/or officials. This decision is final and may not be appealed.
10. All players must meet the criteria set forth in the Eligibility Requirements sections of the rules. Any team playing an ineligible player will receive a technical foul. If the ineligible player is on another team's roster (in any league), that team will also receive a technical foul to count toward their total.

11. All articles of clothing will be worn correctly to the discretion of referees and P & R officials. Jerseys will not be written upon, cut or altered in any fashion. Participants with altered jerseys will have to sit out until the jersey is returned to its original form or a replacement jersey is acquired through P&R.
12. All other rules will be according to the Official High School Basketball Rules, National Federation of State High School Associations.
13. Mercy Rule: If at the end of the 1st half, a team is ahead by 30 points, the game will end at half time. If a team reaches a thirty point lead during the second half then the game will be called at that point. If a team is making a mockery of the game for the purpose of not reaching the 30 point lead the game may be called by the officials. This is at the discretion of the officials and the P & R Staff.
14. Girls Only- The only time back court pressure is allowed is in the last minute of the 1st and 2nd halves and overtime. (Back court pressure is not allowed at all if a team is ahead by 10 or more points).
Boys Only- Back court pressure is not allowed if a team is ahead by 10 or more points.
15. Each team will have two timeouts per half. If a game is to go in to overtime, each team will have 1 timeout during each overtime period. Timeouts cannot be carried over into the overtime period.
16. GAMES WILL NOT BE RESCHEDULED!

Game Location

All teams will play one or two nights a week at the new Wire Road Gym (2340 Wire Road). If there are playoffs, the time and days will be on the game schedule.

Player and Team Conduct

The team manager and the parent representative are responsible for the team conduct on both the playing court and in the bench area. Substitute players will stay **seated** and off the playing floor. Two technical fouls on any one player during the season will result in that player being suspended from the league. If this occurs the player will not be allowed to sit on the bench for the remainder of the season.

Player Roster and Team Fees

All potential players must enter as a team. The player fee is \$50.00 per player. The registration fee may not be refunded once the season begins. The player roster has a limit of 10 players and must have a minimum of 8 players at initial registration. It is highly recommended that team managers select reliable individuals because 5 players and the parent representative must be present at game time in order to begin the game. Because of the tight time schedule, **game time is forfeit time**. ***Once a game has been declared a forfeit, players will not be allowed to play pick-up games.***

Waiting For Game To Begin

Players who are waiting for their games to begin should sit in the bleachers until the activity on court ends. Players should not interfere with the youth basketball games or practices.

Team Jerseys

Team jerseys will be provided. Team managers can select their team name when submitting their rosters. Names will be picked from existing NBA or WNBA teams. Players without the proper jersey will not be allowed to play. Players may not share jerseys.

Team shorts

The team shorts are not provided. Cutoff jeans or shorts are not recommended.

ANY CLOTHING DEEEMED INAPPROPRIATE BY OFFICIALS WILL NOT BE ALLOWED ON THE COURT. THE PLAYER WEARING SUCH CLOTHING WILL NOT BE ALLOWED TO PLAY UNTIL THE CLOTHING IS REPLACED OR COVERED BY APPROPRIATE ATTIRE.

WE DO NOT RECOGNIZE COACHES. THE PERSON ON YOUR BENCH IS A PARENT REPRESENTATIVE ONLY!!!!

Practices

This league does not have normal practices like the younger leagues. Basically, it's a league where the teams just show up to play their games. However, if a team wants to do so, practices may be set up by contacting the Frank Brown Rec. Center at 501-2962 a week in advance. A parent rep must be in attendance at the practice. Practices cannot be scheduled any earlier than one week in advance.

Spectators

Spectators are not allowed to sit in the team area during the game. The team managers and parent representatives are responsible for enforcing this rule.

NO EARRINGS, NECKLACES, BRACELETS, RINGS, ANKLETS, OR FACIAL JEWELRY ALLOWED!!!!!!

High School basketball coordinator

Jason Burnett is the league coordinator. If your team has any questions about the league, please contact Jason at 501-2943 or by email at jburnett@auburnalabama.org. Thank you for your participation.

Revised 11-8-23