



## ADULT BASKETBALL DRAFT LEAGUE RULES

1. All managers are responsible for providing league rules to each player on a team's roster. This includes providing explanations & information on rules, managing the conduct of team players, and enforcing of all league rules and policies for a team and its rostered players.
2. All teams are required, and must wear, similar colored jerseys with permanently attached numbers. **VRD has scrimmage pennies to wear.**
3. All players must be registered and on your team rosters to play. Penalty for violation or using an illegal player (a player not on the roster) is an automatic forfeit. If a team is low on players, players may be borrowed from another team as long as both team managers approve.

Players may only **play on one team** in the course of the season

LEAGUES ARE FOR ADULTS 18 YEARS OF AGE AND OLDER. ALL PLAYERS MUST BRING A PICTURED ID WITH THEIR BIRTH DATE TO THEIR GAMES.

4. The time listed on schedules marks "game time." **Teams will forfeit if less than a full team (5 players on team's roster) is not ready to play at "game time".**
5. No smoking, tobacco products, or alcoholic beverages allowed on HSPE and /or BMHS property – this follows Colorado State Law!
6. If a player is involved in a fight or altercation (physical or verbal) with any other player, game official, or VRD employee, he or she will receive an immediate game ejection and suspended from future play. The League Coordinator reserves the right to suspend any ejected player for any amount of games. Ejected players must immediately leave the gym facility.
7. Games will consist of two 20 minute halves. The clock is a running clock until the last TWO (2) minutes of the game second half. Except if the score differential is 14 points or more.
8. Halftime is **5** minutes in length – time permitting.
9. Each team has **2, 30 second** time outs per half. Time outs are not cumulative. One time out for overtime period.
10. Overtime consists of one 3 minute period. Stopped clock. Each team will receive one additional timeout for the overtime period
11. Teams shoot the penalty shot **ON** the **7th** foul.
12. 2 shots are awarded on the **10th** team foul per half.
13. Players may move out of the lane after the release of the ball, during a free throw shot.
14. Three (3) point baskets are in effect.
15. Substitutions must check-in at the scorer's table and must wait until the referee calls them in.
16. In a jump ball situation, there will be alternating possessions, not to extend each half.

17. **Definitions:** -

- a. Technical foul - Automatic 2 points plus ball possession at half court.
  - i. First unsportsmanlike technical foul of the season will result in:
    - 1. Player(s) ejected from the game.
  - ii. Second unsportsmanlike technical foul of the season will result in:
    - 1. Player(s) suspended from the league play for the season. Suspension under further review by league officials
  - iii. **ALL TECHNICAL FOULS ARE PERSONAL FOULS AND TEAM FOULS. IF A TEAM ACCUMULATES TWO (2) UNSPORTSMANLIKE TECHNICAL FOULS DURING ONE GAME, THAT TEAM FORFEITS.**
- iii. A player will be ejected from a game for the following:
  - 1. One(1) unsportsmanlike technical foul.
  - 2. Abuse toward any official, player, fan, or VRD employee.**\*\*\* Any ejected player will not be permitted to play in his team's next scheduled game. \*\*\***
- b. Gym Shoes: The only permissible shoes. No black soled shoes or hiking boots allowed!

18. No Tournament for the 2023 mini season.

19. Awards will be given to the team that has the highest W/L percentage at the end of league play.

20. This league follows all High School Federation Rules, apart from exceptions listed above.

21. **No Dunking!! Dunks (or attempted dunk) results in a "no basket" call AND a technical foul.**

**Standings and schedules will be posted at [www.vailrec.com](http://www.vailrec.com).**

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