

SKAGIT COUNTY PARKS & RECREATION

ADULT BASKETBALL LEAGUE RULES

National Federation of High School Associations rulebook will govern play, with the following noted or added:

1. All players must sign a Skagit County Parks & Recreation Participant Waiver Form and Official Basketball League Roster prior to participating in any game.
2. A game will consist of **TWO (2) SIXTEEN (16) MINUTE HALVES**. The clock will stop for all dead ball situations. NO Shot Clock will be used.
3. Overtimes are three (3) minutes, or the first team to gain a four (4) point lead.
4. Technical fouls are an **AUTOMATIC TWO (2) POINTS**, and count as a regular foul.
5. Teams may start play with four (4) players to avoid a forfeit. A maximum grace period of ten (10) minutes will be granted before a game is declared a forfeit for not having enough players to begin play. If a team has 4 players at game time, they are required to start the game. No grace period will be granted.
6. A jump ball will start play at the beginning of a game only, with alternating possession thereafter. The ball will be re-jumped prior to beginning any overtime period.
7. **Free Throws** – Teams will be in the bonus and shoot two (2) foul shots after the 7th team foul of each half. There will be no 1-and-1 foul shots. Technical fouls are counted as team fouls.
8. **Free Throw Lane Administration** – Marked lane spaces may be occupied by a maximum of four defensive and two offensive players. The fourth spaces (nearest the Base Line) shall not be occupied and are not considered marked lane spaces.
9. If a player fouls out, causing a team to have less than five (5) eligible players, the fouled out player may continue to play. HOWEVER, EACH SUBSEQUENT FOUL COMMITTED BY THE FOULED OUT PLAYER WILL RESULT IN THE OPPOSING TEAM BEING AWARDED AN AUTOMATIC TWO (2) POINTS, AS WELL AS ADMINISTRATION OF THE PERSONAL FOUL (I.E. PENALTY SHOTS OR POSSESSION OF THE BALL).
10. **Time Outs** – Each team will be allowed four (4) time outs per game. An additional (1) time out will be granted per overtime period.
11. Players are expected to act as adults. Unsportsmanlike conduct will not be condoned before, during, **OR AFTER** a game.
12. Technical Fouls:
 - 1st “T” – Goes on a player’s record. Player may continue to play.
 - 2nd “T” – Player must sit out a minimum of one (1) game or pay a \$20.00 penalty to become eligible.
 - 3rd “T” – Player must sit out two (2) games or pay a \$40.00 penalty to become eligible.
 - 4th “T” – Player must sit out four (4) games or pay a \$80.00 penalty to become eligible.
 - 5th “T” – Player is not eligible for any Skagit County Parks & Recreation basketball leagues unless he pays a \$160.00 penalty.
 - 6th “T” – **Automatic suspension for one calendar year.**

Note: Players who approach game officials after a game to question calls will be assessed a technical foul.

Penalties paid go to the Skagit County Parks & Recreation scholarship fund for underprivileged youth so that they may participate in the department’s recreation programs.