

CRPD BASKETBALL RULES



1. Player Definitions

- a. **College Player:** A player who has appeared on any college basketball roster, regardless of duration or division of play. College players are permitted to play in the 'A' Division (unlimited) and 'B' Division (2 per roster) only.
- b. **Professional Player:** A player who has been paid and/or participated in any level of professional basketball. Professional players are permitted to play in the 'A' Division only.
- c. **Player Exceptions:** Once a Professional or College player reaches 34 years of age, he is no longer considered a Pro/College player. At this point they can play in any division besides the 'D' Division. If they choose to play in the 'C' division, however, they can no longer play in the 'A' Division.
- d. Players must be 18+ years of age to participate and all players assume and play at their own risk.

2. Player Eligibility and League Classifications – Four (4) Men's Divisions

c. 'C' Division

- i. Players in this division should have some experience playing organized basketball.
- ii. College, Pro, and 'A' Division players are not permitted in this division.
- iii. The best player on a 'C' Division team should rarely be capable of scoring more than 25 points in a game.
- iv. 'C' Division players are permitted to also play in the 'B' or 'D' Divisions, but not both.
- v. Score-out rule of 25 points in effect for this division. See below.

e. Women's Division

- i. There are no classification restrictions for the CRPD Women's Division. All women 18+ years old are permitted to play.

3. "Score-Out" Rule

- a. This rule limits the number of points a player is permitted to score in the 'C' and 'D' Divisions. Players in the 'C' Division can score a maximum of 25 points and 'D' Division players can score a maximum of 15 points.
- b. This rule has been put in place to limit players who are playing 'down' in lower divisions and keep them from single-handedly dominating the scoring against teams and players playing in the proper division.
- c. This rule also helps teams select their correct division of play.
- d. Once a player 'scores-out,' he can continue to play but can no longer score. If he does make a basket, the points do not count and it is a turnover. If he is fouled while in the act of shooting, it is also a turnover and no foul shots are awarded (the foul will still count against the offending player).
- e. After a player scores-out, if that player is fouled in a bonus situation and is awarded free throws, he selects a person from his team to shoot the free throws.
- f. The only instance in which a player can score beyond the 'score-out' point total is on a single basket or single set of free throws.
 - i. If a player with 24 points makes a two-point basket, the two points do count for the player and the team. A three-point basket would also count in this situation.
 - ii. If a player with 24 points is fouled in the act of shooting, he does have the opportunity to make both free throws (or one FT in an 'and-one' situation).

4. Team Advancement

- a. CRPD reserves the right to move teams and individuals into higher divisions to improve the overall quality and competitiveness of the leagues. In most cases, teams that win their overall division championship are moved up the following session.

5. Rosters

- a. Roster limit for all basketball leagues is 15 players.

- b. Men's leagues are for men only. Women's leagues are for women only.
- c. Rosters must be submitted prior to your first scheduled game time.
 - i. If a roster is not on file prior to your first game and no protest occurs, the results of the game will count.
 - ii. If a roster is not on file by 10am on the day of your second game (Friday for weekend leagues), the game will be declared a forfeit, opposing team will be notified and the game will not be played.
- d. Roster changes must be made prior to your scheduled game times. Players participating without being on the roster are considered illegal and do not get credit towards playoff eligibility. No roster changes can be made after your 8th game.
- e. If a player is dropped from a roster, he/she loses credit for any previous games played.
- f. A player can be a member of only one team in a league. A player is considered a member of the team for which they first play for in a game. Having a player's name listed on multiple rosters in the same league is not a rules infraction, unless the player actually participates on multiple teams in the same league.
- g. Participating in a game without being on the current team roster is considered illegal participation. Playing under an assumed name will result in game forfeiture and suspensions to the player and team captain.
- h. Teams, captains, and players found to be participating illegally may be subject to game forfeiture, suspension, and loss of postseason eligibility. Multiple infractions can result in loss of team franchise. See eligibility restrictions for clarification.

6. The Game

- a. Mercy Rule: If a team is up by 30 points or more at the 3 minute mark of the 2nd half (or anytime after the 3 minute mark), the game will be immediately stopped. The current score at the point in which the game is stopped will be considered the final score.
- b. Ball Advancement
 - i. During the last 1:00 of the 2nd half or the last 1:00 of any overtime period, when the team in control of the ball, or the team who is to be awarded a throw-in in their backcourt, is granted a timeout, the team will have the option to move the throw-in spot to the frontcourt side of the midcourt line, opposite the scorer's table.
 - ii. An opponent's timeout or other officials' timeout does not provide a team with the option to advance the ball.
 - iii. The team in possession of the ball may not dribble or pass the ball in any direction before the timeout is granted; the team will no longer have the option to advance the ball.
 - iv. A team representative must notify the official(s) of his/her intent to advance the ball. If a team representative does not notify the official, the advance will not be granted. It is not up to the officials to seek a team's choice.
- c. Uniform Policy: Players must have a jersey number. Duplicate numbers on a team are not permitted - see penalty below. Numbers must be iron on or screen printed (tape, deodorant, marker, etc. cannot be used to make a number).
 - i. If a player does not have a jersey number or two players have the same number, a 'uniform technical' is administered and the opposing team is awarded 2 points prior to the game (or whenever the player's name is entered on the scoresheet). A personal & team foul are also recorded.

- ii. If a team has players with duplicate numbers, the 2nd player listed on the scoresheet is assessed the foul.
 - iii. If 2 players do not have numbers, the opposing teams starts with 4 points, etc.
 - iv. No exceptions. Players must have a number or the 'uniform technical' is enforced.
 - v. Team Colors: Players must have jerseys of similar color so the officials and teams can differentiate the 2 teams. If a player does not have a similar color, he/she is not permitted to play (there is no uniform tech for colors).
- d. Teams must provide and agree upon the game ball to be used. If they cannot agree, the referee will make the final determination.
 - e. Teams must have a minimum of 4 players present to start a game.
 - f. If a player is not listed on the scoresheet and shows up late, a technical foul is NOT assessed.
 - g. Games will consist of two 20 minute halves.
 - h. The clock will run continuously for the first 19 minutes of each half, stopping only on an official or team time out.
 - i. During the last minute of each half, the clock will stop on all whistles. The clock does not stop on made baskets. If during the last minute of the second half a team is ahead by 14 or more points, the clock will not stop.
 - j. If a player receives two (2) unsportsmanlike technical fouls during a game, the player is ejected. If a team is assessed three (3) unsportsmanlike technical fouls during a game, the game is immediately stopped and declared a forfeit. A 'uniform technical' does not count as an unsportsmanlike technical.
 - k. Teams will shoot all foul shots, including 1 & 1, when in effect. If a team is shooting a foul shot, the clock will continue to run unless it is in the last minute of a half.
 - l. Teams are permitted two (2) timeouts per half, and one (1) timeout per overtime. Timeouts are 30 seconds in length, and cannot be carried over.
- m. Overtime Rules
 - i. Regular Season: One 3 minute overtime period. If still tied, a 2nd overtime period will be played and the first team up by two (2) points wins.
 - ii. Postseason: 3 minute overtimes until winner declared.
- n. Halftime clock is 3 minutes.
 - o. During a foul shot, the maximum amount of players that are allowed in the key is five (3 defensive, 2 offensive). Players are allowed to enter the key on the RELEASE.
 - p. Taunting/Self-Promotion: Players are increasingly directing their celebratory actions toward opponents, which should be interpreted as taunting and baiting, and will be penalized accordingly. While many of these actions are not specifically illegal by rule, extreme behaviors could and should be considered taunting and baiting of the opponents. All actions and reactions should demonstrate appropriate sporting behavior.
 - q. Dunking is not permitted in 'C' and 'D' Division games. If a player dunks the ball, they will be assessed a technical foul and the basket will not count. If a player dunks a second time, they will be assessed a second technical foul and be ejected.
 - r. Jewelry is prohibited, including diamond and other rings, earrings, studs, posts, visible piercing, watches, chains and medallions. All wristbands and rubberbands are also prohibited. Medical/religious medallions can be taped inside clothing. Flat, smooth wedding bands are exempted. All officials are instructed that they can not force you to remove your jewelry, but they can enforce the No Jewelry rule by not permitting you to play in the game.
 - s. Players must have photo identification available at all times. Failure to present photo ID upon request will result in a game forfeiture. This includes both regular and postseason games.
 - i. Acceptable Identification: ID card/badge with name and picture.

- ii. Social Media sites can not be substituted for identification.
- t. Defaults/Forfeits
 - i. A default is when a team calls to notify the Sports Office by 4:30pm on the day of their game (Friday for weekend leagues) that they are not playing. The game will count as a loss, but does not count as a forfeit and can preserve playoff eligibility.
 - ii. A forfeit is when a team fails to call the Sports Office and fails to show up for their scheduled game. Teams that forfeit 3 regular season games will be removed from their league.
- u. **All rules not governed by Columbus Recreation and Parks will be covered by the 2019-20 National Federation of State High School Associations Rule Book.**

7. Postseason Play

- a. Each player must have participated in at least four (4) regular season games for a team in order to be eligible for the postseason for that team (2 games for SU11 session). In order to get credit for playing, a player must be on the roster, play in the game, and have full name listed on the scoresheet as it appears on the roster. 'Games played' are available and can be tracked online, and should be checked throughout the season. Participating illegally in the postseason results in game forfeiture and player/captain suspensions.
- b. If a team wins by forfeit during the regular season, all players on current roster receive one 'game played.' If a team forfeits a regular season game, no players receive credit for a 'game played.'
- c. CRPD Staff will be on site to check ID's for all teams during all postseason games. If a player does not have proper identification, he/she will not be permitted to play.
- d. The postseason for divisions with only one league (and all men's 'D' leagues) will consist of a league playoff between the top four teams, with the winner receiving the league championship trophy.
- f. All protests must be filed before the completion of the game.
- g. All league rules apply during postseason play.
- h. If a player is postseason eligible and is unable to continue participating due to an injury, disability, pregnancy, or military leave, that person's playoff eligibility can be transferred to a different player already on the roster. An original doctor's certificate is required, stating the circumstances, and must be submitted to the Sports Office by 4:30pm on the day of play. The replaced player will not be eligible for reinstatement under any condition.

8. Tiebreaker Procedure

- a. **Forfeit:** A forfeit by a team will eliminate that team from the tie breaker
- b. **Head to Head record (group):** This tiebreaker considers all head-to-head games between all teams that are tied, calculates a winning percentage for each team, and ranks them according to that percentage.
- c. **HTH Point Differential:** Only between teams that are tied:
 - i. Most useful when two teams are tied, played each other twice, and are 1-1. Team A beats Team B by 4 points. Team B beats Team A by 2 points. Team A wins tie breaker with +2 point differential while Team B has a -2 point differential.
 - ii. Games will have a capped differential of 15 for basketball.
- d. **Total Point Differential:** In all games played.
- e. **Coin Flip:** If teams are still tied a coin flip will be used to determine winning team.

9. MISCONDUCT

- a. **Intoxicants/Illegal Substances:** The Columbus City Ordinance prohibits alcohol in city parks. There is to be no alcohol or illegal substances used during any league or tournament contest or on any undesignated recreational area before, during, or after any games. Any individual found in violation of this rule will be ejected from the game and must leave the premises. Failure to do so will result in forfeiture of the game and may result in an individual or team suspension from future league participation

- b. Zero Tolerance Policy:** Unsportsmanlike or abusive behavior by spectators, players or teams will not be tolerated. Individual and team penalties will be given by administrators of the program and will be based on the severity of the actions (see below). The team captain is responsible for the actions of all of his/her players and spectators. Their actions will directly affect the eligibility status of the team. Penalties for individuals and teams are not progressive. They include probation, suspension or total elimination from participation
- i. Any violation of the Zero Tolerance Policy will warrant a minimum one (1) week suspension from all CRPD leagues or tournaments, including participation as a spectator, for any sporting events held at Columbus Recreation and Parks facilities. This includes, but is not limited to, non-CRPD organization events such as leagues or tournaments. The player will then be placed on probation for one (1) calendar year. The Sports Office will make a determination if a longer penalty is warranted as to the severity of the situation or the status of participation in multiple sports or leagues.
 - ii. The jurisdiction of game officials does not end until they have vacated the game site and surrounding areas. An individual does not have the right to abuse a game official because the official contest has concluded. Ejections or other game penalties may still be given at or beyond the conclusion of the contest and shall be considered in all aspects of a participant's conduct.
 - iii. The suspension period does not include postponed games.
 - iv. Anyone ejected for unsportsmanlike behavior must leave the facility immediately. Failure to do so could result in the game being forfeited.
 - v. After an incident is reported, the Sports Office will review the situation, collect all necessary information and make a decision on any disciplinary action. It is the right of any suspended person to appeal the decision.
- c. Ejection Policy & Disciplinary Action:** A participant or spectator in a City of Columbus Recreation and Parks program that violates the Zero Tolerance Policy and is ejected or suspended from any facility, program, contest, or activity for the following acts of unsportsmanlike or misconduct, shall be subjected to the following disciplinary procedures:
- i. Hitting, striking, pushing or any contact of a City of Columbus Recreation and Parks employee, official/umpire, participant or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks facilities and/or programs for a minimum of one year.
 - ii. Threatening physical harm or the use of any intimidation towards a City of Columbus Recreation and Parks employee, official/umpire, participant, or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks facilities and/or programs for a minimum of one month.
 - iii. Verbally abusing a City of Columbus Recreation and Parks employee, official/umpire, participant, or spectator. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for a minimum of one week.
 - iv. Acting in a way which would cause equipment or facility damage, and/or injury to a person. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for a minimum of one month.
 - v. Failing to cooperate and respond honestly to inquiries or requests for assistance in identifying individuals who may be involved in incidents. Disciplinary Action: Suspension from City of Columbus Recreation and Parks programs and/or facilities for the individual and/or their team, club, or organization for a minimum of one month.
 - vi. Participating under an assumed name, providing false information, or illegally participating in a division of play. Disciplinary Action: Suspension City of Columbus Recreation and Parks programs and/or facilities for a minimum of one week.

- vii. Personal conduct situations that are not covered by the provisions stated in the above items #1-6 will be dealt with in an appropriate manner by the Recreation Administrative Manager and/or Coordinator at their discretion.
- d. **Request for reinstatement:** CRPD supervisory staff shall review the incident and such actions will determine if the participant suspended must apply for reinstatement before returning to CRPD sporting events. The suspended individual is required to wait until the suspension period has elapsed before a request for reinstatement will be accepted.
- e. In the event a penalty is applied at the end of a current season, regardless of sport, the penalty may be carried over to any year, season, sport or tournament.
- f. Any portion of a game, or games, missed due to an ejection shall not count toward a player suspension. If a player is ejected during any game, the player is no longer eligible to participate in any game that day/night (such as, but not limited to: double headers, league playoffs). A player ejection that occurs during a CRPD tournament shall be at the discretion of the tournament director.

10. PROTEST & APPEALS

- a. **Protest Fee:** \$30 cash is due at the time of the protest and will be decided on site. Eligibility protests, \$30 per player.
- b. The protest must identify the specific rule or person(s) being protested. If the protest is valid, the protest fee is returned.
- c. **Protests can be made on rule interpretations and eligibility issues only, not on judgement calls.**
 - i. **Rule interpretation:** The protest must be declared to the game official at the time of the infraction. The official will notify the other team, contact a staff member, and note the conditions surrounding the protest on the scoresheet.
 - ii. **Player eligibility:** The protest must be declared to the game official during a dead ball and prior to the end of the game.
- d. **Appeals:** Appeals of a decision made by the Sports Office concerning a protest or a suspension must be made in writing and on file with the office no later than 3 business days from notification.
 - i. The appeal should describe specific reasons why the offending party disagrees with the decision made by the Sports Office.
 - ii. The Administrative Coordinator of the Sports Office will make the final decision on whether the appeal is approved or denied.

For your safety and the safety of your belongings we are asking that you lock all your belongings in the trunk of your car BEFORE arriving at the complexes. Do not leave anything in plain site on your seats or on the floor, as this may be tempting to someone walking by. Please beware of your surroundings and report any suspicious activity that you might witness to the facility/field representatives on duty. We appreciate your help in keeping everyone safe