

PEACHTREE CITY RECREATION AND SPECIAL EVENTS

WINTER 2021 BASKETBALL LEAGUE

RULES AND REGULATIONS

(Changes Highlighted)

1. Acceptance.
 - a. Playing in any league sponsored by the City of Peachtree City constitutes acceptance of the rules of the facility, the rules of the sport of basketball, and the local rules that have been adopted at the coach's meeting.
 - b. This recreation program—and all recreation programs offered by the city—are designed for the benefit and enjoyment of all participants.
 - c. Safety is a paramount priority for all City programs.
 - d. To protect the interests of all participants and stakeholders, the Recreation Department reserves the right to deny participation in any league or game to any team or individual who does not meet their responsibilities. This could include, but is not limited to, teams that repeatedly forfeit and players with repeated or flagrant conduct violations.

2. League Rules.
 - a. League play will primarily be governed by the rules of Georgia High School Association (GHSA) basketball. There are some exceptions to GHSA rules listed in this rules document. Finally, for any rule or regulation not covered by GHSA rules or these rules, the Athletics Coordinator will decide how to interpret the situation.
 - b. Officials for league games will be GHSA certified officials provided by agreement with south Atlanta Basketball Officials (SABO).
 - c. Uniforms. Uniforms must consist of matching-colored shirts with a number on the front and back of the shirt. Numbers formed with tape are not allowed, because the tape will fall off during the game. Numbers formed with permanent marker ("Sharpie") are allowed, provided that the number is large enough for the officials to read and contrasts enough with the color of the shirt for the officials to read. For example, a black number written on a black shirt will probably not work.
 - d. Numbers. The league overrides GHSA rules to allow for any whole number between 0 and 99, inclusive to be written onto the uniform. The league also allows 00 as a valid number, but a team may not have both 0 and 00 as player numbers in the same game. One player per team may go without a number if they are identified before the game as 0 or 00.
 - e. Colors. Teams are recommended to purchase reversible jerseys in case there is a conflict between the jersey colors of the two teams that are playing. Otherwise, the recreation department will provide "pennies" to the teams. In case of any color conflict, the home team must either reverse their jerseys or wear the "pennies." *Exception.* If the visiting team has reversible jerseys, they must reverse their jerseys instead of the home team wearing "pennies."

- f. Jewelry. No jewelry of any type, including wedding bands, may be worn during a game.
- g. Shoes. Players must have appropriate basketball shoes that are free of dirt or debris in order to play.
- h. No player will be allowed to play who is in violation of sections 2(c), 2(d), 2(e), 2(f), or 2(g).
- i. Game Ball. The Recreation Department provides a ball for each game. If both teams and the officials agree, then any other ball of the same size and quality may be used for a game.
- j. Dunking. Dunking is prohibited before the game, during halftime, and after the game. Dunking is allowed only during the game. Hanging on the rim, except to prevent injury to someone underneath the player, is always prohibited.
Penalty. A violation of section 2(j) shall result in the violating player being ejected and suspended for one (1) game. If damage to the basketball equipment results, the player will be charged a fee to replace the equipment.
- k. Length of Game. A regulation game shall consist of two (2) twenty (20) minute halves. For the first eighteen (18) minutes of each half, the clock will run. The clock will only stop for timeouts. In the last two (2) minutes of each half, the clock will stop as under GHSA rules.
- l. Overtime. If, at the end of regulation, a game is tied, teams will play three (3) minute overtime periods. For the first two (2) minutes of each overtime period, the clock will run. The clock will only stop for timeouts. In the last one (1) minute of each overtime period, the clock will stop as under GHSA rules. Player fouls and team fouls carry over from the second half to overtime and from each overtime period to the next overtime period if allowed under section 2(m).
- m. Number of Overtimes and Ties. A game can only have three (3) additional overtime periods under section 2(l). If the game is still tied after three (3) overtime periods, the result of the game shall be a tie.
Exception. Playoff games cannot end in a tie and will be played until the result is not a tie.
- n. Timeouts. Teams receive two (2) one (1) minute timeouts in each half. For each overtime period described in section 2(l), each team will receive an additional timeout. Timeouts do not rollover from the first half to the second half, from the second half to overtime, or from an overtime period to the next overtime period if allowed under section 2(m). Unused timeouts are forfeited.
- o. Starting Time. A team must have four (4) legal players described in section 2(h) and later in section 3 at game time to begin play. Teams that do not have the minimum number of players will receive a ten (10) minute grace period for their players to arrive. A team may not use this section to wait for a fifth player if they already have four (4) legal players.
Review. This rule will be reviewed at the end of the season to ensure that we do not have excessive delays due to the grace period.
- p. Forfeits. A team that still does not have enough legal players at the expiration of the grace period described in section 2(o) shall forfeit the game. A team that forfeits three (3) times shall be removed from the league.

- q. Blood Rule. Any player who suffers an injury resulting in bleeding must leave the game until the bleeding stops.

3. Player Eligibility.

- a. Age Requirement. Players on any team in the league must be at least eighteen (18) years old.
- b. Residency Requirement. Players on a team listed as “in-county” must be residents of Fayette County.
Exception. If at least half of the players on a team’s roster are Fayette County residents, then the remaining players will be treated as Fayette County residents for the purpose of being an “in-county” team.
- c. Other Exceptions to “In-County” Requirements. A team and each of its players will be treated as an “in-county” team with “in-county” players under section 3(b) without regard to the actual residency status of any of its players if the team is sponsored by a business located in Fayette County or a religious institution located in Fayette County.
- d. Identification Requirement. Players may be requested to show a valid form of identification at any time during the league in order to verify the requirements of sections 3(a) and 3(b).
- e. Professional Players. Regardless of eligibility under sections 3(a) and 3(b), a professional athlete who has participated in a basketball league shall be deemed ineligible for any team in the league.
- f. Roster Requirements. Teams shall only list players who are eligible under sections 3(a), 3(b), and 3(e) on their rosters. Teams shall only play with the players listed on their rosters.
Penalty (Ineligible Player). A team playing with an ineligible player shall forfeit any game the ineligible player played in.
Penalty (Player Not on Roster). A team playing with a player who is not on their roster shall receive a technical foul if the result is discovered during the game. If the result is discovered after the game, the player must register before the start of the next game or receive a technical foul.
- g. Roster Limitations. A team may not have more than twenty (20) eligible players on their roster.
- h. Roster Additions. Teams may add players to their rosters online, over the phone, or in-person at the fieldhouse. Players may be added to the roster until the start of playoffs. For the purpose of this section, playoffs are considered to start immediately after a team’s last regular season game.
- i. Roster Changes. A player may switch teams one (1) time during the period when roster additions are allowed under section 3(h). For the purposes of this section, the roster addition must be allowable both for the team the player is leaving and the team the player is adding to.
- j. Protest Procedures. A team, official, or staff member can challenge the eligibility of any player on a team during the game. If challenged, the player must show proof of eligibility under section 3(d) and 3(f). A player who cannot show eligibility or does not cooperate with staff in determining their eligibility shall be considered an ineligible player subject to the penalties under section 3(f).

- k. Limitations on Protests. Teams may only protest up to three (3) players per game under section 3(j). This restriction does not apply to protests initiated by the officials or staff members.
4. Conduct of Players, Coaches, Managers, and Spectators.
 - a. Prohibited Products. No alcohol may be consumed before, during, or after a game while on city property. Any person found under the influence or found drinking will be asked to leave. No tobacco products are allowed in the gym. No food or drink are allowed in the gym.
 - b. Prohibited Conduct. No rowdy behavior, profanity, or display of unsportsmanlike conduct will be tolerated.
 - c. Unlawful Conduct. Any person who contacts another person in anger or who threatens to do bodily harm to another person may be subject to legal penalties in addition to penalties under these rules.
OCGA 16-5-23(h). Physical harm to a sports official or contact with a sports official of an insulting or provoking nature is an aggravated misdemeanor, punishable by up to a \$5,000 fine and 12 months imprisonment.
 - d. Technical Fouls. A player who receives a fourth technical foul in the season will be suspended for the remainder of that season. A player who receives a second technical foul in a single game will be ejected.
 - e. Ejection. Any person who commits an act prohibited in section 4(a), 4(b), 4(c) or 4(d) will be asked to leave. Refusal to leave can result in criminal trespass. Any ejection under section 4(c) shall be indefinite. All other ejections are for the remainder of the day. Ejections are considered to be “out of sight, out of mind”; the ejected person must actually leave the facility, not just sit on the bench.
 - f. Suspension. Any player ejected under section 4(e) will also be suspended for a minimum of one (1) game. Any player who has already been suspended who is ejected under section 4(e) will not be allowed to return to play for that season.
 - g. Team Responsibilities. Teams will be held responsible for their players, coaches, and managers. Teams will not be held responsible for their spectators.
Exception. If a team encourages a spectator to remain after they have been ejected or otherwise attempts to circumvent the rulings of an official or staff member, they may be held responsible for that act.
Penalty. A team that violates section 4(g) may forfeit their game.
 - h. Spectator Responsibilities. Any spectators who bring children to the facility must supervise their children at all times. Any children brought by players, coaches, or managers must also be supervised at all times by a non-participating adult.
 - i. Penalties Not Prescriptive. Any penalty described in sections 4(e), 4(f), and 4(g) is not fixed. In their sole discretion, the Athletics Coordinator may modify any penalty imposed by these rules.
5. Captain’s Responsibilities.
 - a. Rules. Captains agree to ensure their team complies with the league rules described in section 2.
 - b. Player Eligibility. Captains agree to ensure that their players are eligible and to complete any forms required as described in section 3.

- c. Player's Conduct. Captains agree to ensure their players behave in a sportsmanlike manner as described in section 4.
 - d. Scoresheets. Captains agree to ensure their players are properly listed on the scoresheet before they play in the game. Players who are not on the scoresheet may be penalized with a technical foul as described in section 3(f).
 - e. Facility Rules. Captains agree to ensure that they and their players abide by the rules of the facility and any City ordinances.
6. Officials.
- a. Powers. Officials are authorized and required to enforce these rules. They have the power to order players, coaches, captains, or managers to do or refrain from doing any act that, in their judgment, is necessary to give force and effect to the rules and regulations of basketball, these rules, and of the facility.
 - b. Protests. Protests to the interpretation of the rules by the officials must be in writing and made within twenty-four (24) hours of the protested game.
 - c. Format of Protests. A protest made under section 6(b) shall include, at a minimum, the date of the protested game; the location (court) of the protested game; the teams involved in the protested game; the rule that was violated; and any other relevant information necessary to give context to the protest.
 - d. Limitations on Protests. No protest will be accepted on an official's judgment call.
 - e. Protest Resolution. The Athletics Coordinator will rule on protests.
 - f. Appeal. A team may appeal the Athletics Coordinator's decision under section 6(e) to a protest committee formed by a representative from each team not involved in the protest.
 - g. Limitations on Appeals. An appeal of a protest under section 6(f) may not be made if the issue relates to health, safety, or any penalty under section 4(i).
7. Rankings.
- a. Win-Loss-Tie Record. Teams will first be ranked by their wins and losses. For this purpose, a tie under section 2(m) shall count for half the weight of a win.
 - b. Forfeits. If teams are tied under section 7(a), the next criterion shall be the number of forfeits a team has had.
 - c. Direct Head-to-Head. If teams are tied under section 7(b), the next criterion shall be the head-to-head record of the teams involved. If any team has not played another team, this step shall be skipped.
 - d. Direct Point Differential. If teams are tied under section 7(c), the next criterion shall be the points differential (points scored – points allowed) in the head-to-head matchup. If any team has not played another team, this step shall be skipped.
 - e. Overall Point Differential. If teams are tied under section 7(d), the next criterion shall be the points differential (points scored – points allowed) in all regular season games.
 - f. Coin Toss. If teams are tied under section 7(e), the final criterion shall be a coin toss.
 - g. Alternative Procedures. In the event that leagues are combined for playoffs or teams are moved for playoffs, the Athletics Coordinator may use a similar method to adjust the rankings between divisions.