

LIBERTY PARK OF AMERICA 2009 BASKETBALL LEAGUE RULES

For the purpose of its league games, Liberty Park of America will use Michigan High School Basketball Rules. However, in all cases during play, specific Liberty Park league rules will override the High School Rules.

1. PLAYER ELIGIBILITY:

Any team using an ineligible player in any authorized league game upon protest of the individual's eligibility by an opposing team or Liberty Park's staff member shall forfeit the game(s) in which the individual has participated. Specific eligibility rules are listed below:

- A. All players must be eighteen (18) or older to be eligible to participate in Adult Leagues.
- B. No player is allowed to participate on more than one team in his/her respective division, but may play in different divisions or leagues simultaneously.
- C. No player may participate until his/her Player Contract/Liability Waiver Form is submitted to Liberty Park.
- D. Due to eligibility regulations, members of high school/college basketball teams cannot participate in the Liberty Park program anytime during their high school basketball season.
- E. Players must participate in at least three (3) regular season games to be eligible for playoffs.

ROSTER

- A. **Rosters are frozen after the 3rd game is completed.**
- B. Roster Requirements: 5x5 leagues – 8 player minimum, 4x4 leagues – 6 player minimum. Maximum players allowed on any roster are 12 players.
- C. No player may play under an assumed name.
- D. Players may not be added after the Player Add date, which is before the start of the fourth game. **Exception: an injury has occurred and a doctor's excuse can be provided to remove and replace a player.**

2. SPORT COURT ENTRANCE TIME

Teams may not enter the court area until previous games have been completed.

3. WARM-UP TIME:

Prior to the start time of the game, teams will have a five (5) minute warm-up period on their assigned court beginning at their scheduled game time. NOTE: If a game is running behind schedule, the referee may wave the five minute warm-up period. Use of courts reserved for pick-up games is prohibited.

4. PROTEST OF ELIGIBILITY PROCEDURE:

A protest will be accepted on the basis of eligibility. Any team captain/coach may lodge a protest of eligibility under the provisions listed below:

- A. Any protest of eligibility must be made before the conclusion of the game.
- B. In the case of an eligibility protest, rosters will be on site.
- C. Player(s) in question must present a picture I.D. which must be on the premises at the time of the protest to verify their eligibility.
- D. If a protest of eligibility is upheld, the violating team will forfeit all games in which the ineligible player(s) participated. (Please see policies & procedures for rule violations).
- E. Any player who is judged to have played illegally shall be suspended for a minimum of four games from any team that he/she is a valid member of. The coach of the team for which a player plays illegally will also be suspended for a minimum of four games. As all other suspensions, suspensions of this nature will carry over into the next season if not completed during the current season.
- F. Liberty Park staff will make the final decisions regarding protests.
- G. All Liberty Park rulings are final. Protests of eligibility not covered in this rule shall be handled by the Liberty Park League Director in the spirit of these rules.
- H. Player protest cost is \$20 per player. If the protest is upheld, the \$20 fee will be returned to the manager.

5. **GAME FORFEIT TIME:**

- A. Teams are recommended to be at their court five (5) minutes prior to their scheduled time.
- B. A five (5) minute grace period will be instituted if one or both teams are not ready to begin play at the assigned time. If at the conclusion of this five minute grace period one of the teams are not ready to begin play, a forfeit will be declared.
- C. To start a game, teams must have at least one fewer players than the particular league that they are participating in, (e.g. 5-on-5 games must have at least 4 players per team to start play, 4-on-4 must have 3 players, etc.).
- D. If a team has no substitutes to replace disqualified players, it may continue with fewer than 4. When there is only two (2) player's participating for a team, the team forfeits the game unless the referee believes that the team has an opportunity to win the game.
- E. If a forfeit is determined due to lack of players, and if both teams desire, the teams scheduled to play at this time still have the rights to the court and may play a scrimmage or pick-up game which will not count in the standings. NOTE: scrimmage games will not be officiated.

6. **COURT USAGE:**

For all leagues, courts will be assigned for games in one (1) hour time slots. Upon completion of your game you may stay on the court until ten (10) minutes before the start of the next scheduled game.

7. **TEAM LINE-UP:**

In addition to the roster Liberty Park has on file, all captains/coaches must verbally submit the games active line-up to the scorekeeper five (5) minutes before game time. All team members must check-in with the scorekeeper during the warm-up period.

8. **TEAM SPOKESPERSON:**

- A. Only the coach may address the official. Players may only address the official through their coach.
- B. For under 18 leagues, there must be an adult present on the bench at all times.

9. **PROTEST ON OFFICIAL INTERPRETATIONS:**

There will be no protests on official's judgment decisions. Protests involving rule interpretations of the game must be brought to the attention of the head official & scorekeeper at the time of the dispute.

10. **EJECTION'S AND SUSPENSIONS:**

Players may be ejected from Liberty Park's premises for unsportsmanlike conduct, fighting, and/or conduct that is deemed unsafe or dangerous. Fighting will not be tolerated and may be penalized with an ejection from Liberty Park for a period of at least one month minimum and one year maximum based on the incident. Players that verbally instigate a fight or provoke unsportsmanlike conduct may also be ejected from Liberty Park for a period to be determined based on the incident. Liberty Park Management will decide these penalties.

If a player has been ejected based on the guidelines set forth above, the ejection will also affect any other leagues and/or tournaments that player may be scheduled to play in during the period of his/her ejection. The ejection may be for just the game involved or for a time period judged by LIBERTY PARK MANAGEMENT to fit the infraction.

Players and spectators are liable for any injuries and/or damages they cause. Teams are also responsible for their spectators conduct.

11. **CONTROL OF SPECTATORS:**

Liberty Park reserves the right to remove any spectator(s) from the facility during basketball games for the purpose of public safety. Spectator(s) will be removed due to disparaging language and/or unsportsmanlike conduct which interferes with the normal and efficient running of the game. Please be advised the coaches can be held responsible for their spectators conduct. **No fans are allowed in fenced in court area.**

12. **HANDLING OF BLOOD DURING A GAME:**

The purpose of this rule is to provide guidelines for officials and coaches as to their responsibilities during a game should an injury or illness occur which results in a player losing blood or other body fluids.

- A. As soon as the game official can see or has their attention called to a player who is bleeding, they are to stop the game as soon as possible.
- B. The player must leave the game at that point.
- C. The injured player must have the wound cleaned up, bleeding stopped, wound covered, jersey properly disinfected or replaced with a jersey of similar color before being allowed to re-enter the game.
- D. The injured player must re-enter the game as a substitute by rule.

13. **MOVE-UP RULE:**

A team moving – up to a higher division will be determined at the discretion of Liberty Park management. The decision will be based on the team’s previous season(s) performance and current team roster.

14. **JEWELRY, HEAD BANDS AND HARD CAST’S:**

- A. No “equipment” or jewelry may be worn by players. The only exceptions to this rule are: flat wedding bands and medical bracelets may be worn if covered with tape or medical necklaces which must be securely taped underneath the team uniform. Also, no rubber bands, rubber bracelets, headbands or any form of cloth bandannas/rags are permitted under any circumstance.
- B. Earrings are not allowed in any situation. Players must remove their earrings to participate in Liberty Park leagues. Players cannot tape earrings, they must remove them.
- C. It is the responsibility of each manager to make sure his/her players are adhering to this rule.
- D. Hard cast’s are illegal. Players cannot participate wearing cast material of any kind.

15. **ANY TOBACCO USE, ALCOHOLIC BEVERAGES OR FOOD:**

All forms of tobacco, alcoholic beverages, food or gum are prohibited in the court area. All violators will be asked to leave the playing area.

16. **INCLEMENT WEATHER:**

For information regarding the cancellation of all league games, please call Liberty Park Rain Out Line 586-978-8311.

17. **VALUABLES:**

Liberty Park is not responsible for any loss or theft of personnel items.

18. **TEAM CLASSIFICATION POLICY:**

Liberty Park reserves the right to classify the level of play for any team registering in our basketball league.

19. **EXCESSIVE FORFEIT’S:**

- A. Any team that forfeits two games in a given season, with the exception of forfeits resulting from the use of ineligible players or having an insufficient number of players to play because of an ejection, will forfeit all their remaining games unless the offending team pays a league re-entry fee of \$50.00.
- B. A team must pay the re-entry fee at Liberty Park within seven days of their second forfeit. A reminder will be sent only as a courtesy measure to remind a team of it’s second forfeit. If a team is not sure of their number of forfeits it will be up to them to contact Liberty Park Management.

20. **TECHNICAL FOULS:**

For technical fouls refer to the MHSAA basketball rulebook. Referees have been instructed to handle technical fouls in the same manner they would during High School games. As a reminder:

- A. No taunting will be allowed. Referees have been instructed to call technical fouls in situations where players are taunting their opponents.
- B. Dunking is allowed, hanging on the rim is not allowed. Please do not abuse this courtesy extended by Liberty Park. If rim damage occurs, Liberty Park will be forced to revoke this rule.
- C. Arguing (player or coach) with an official in an unsportsmanlike manner is prohibited. A regular technical foul will be assessed for both A and B. NOTE: If a player or coach is whistled for two (2) technicals in a game, they will be ejected from the contest and could be removed from the park. Note: Under the officials judgement.

- D. After a players' third technical foul in a season, he/she will be suspended for one game. Every second technical foul after that will merit an additional 2 game suspension. This applies to the regular season as well as the playoffs.
- E. Fighting between two players will result in a flagrant technical foul and immediate ejection of both players from the game. The team with the possession arrow gains control of the ball out of bounds. NOTE: A single player can also be called for a flagrant technical as a result of fighting or hitting an opposing player.
- F. A break-away foul which is intended to do bodily harm to the offensive player, will result in a flagrant technical foul and ejection.
- G. **During an altercation, anyone that leaves the bench and enters the court will receive one game suspension (officials judgement).**

21. **BENCH PERSONNEL:**

Only eligible players, coach and a scorekeeper will be allowed on the team's bench or surrounding area. All spectators and children must sit in the designated spectator area (**outside of the court area**) with adequate supervision. Failure to comply will result in a technical foul being assessed and the removal of unauthorized bench personnel to the spectator area.

22. **BENCH DECORUM:**

- A. Technical fouls will be assessed for any vulgar, disparaging or threatening language and (or) gestures, or any other unsportsmanlike conduct from a benched player player/coach or manager.
- B. Coaches, a scorekeeper and other bench personnel must remain seated on the bench at all times. The exceptions to this rule are players rising in front of their bench to spontaneously react to and outstanding play by a teammate or to acknowledge a replaced player. A technical foul will be assessed for infractions of this rule.

5-ON-5 & 4-ON-4 BASKETBALL CLARIFICATIONS AND SPECIFICATIONS

Player Check In – During the warm up period, all players must check in with the score keeper.

Number of Players Needed to Begin Game – 5 V 5 must have 4 players to start. 4 V 4 must have 3.

Uniform Requirements – To participate in Liberty Park of America leagues, each player must have a numbered shirt or jersey, each team is required to either provide their own uniforms or purchase a reversible mesh jersey available at Liberty Park for \$25. (Again every player must have a numbered shirt or jersey to be eligible to participate in the game.)

Jump Ball – There will be a jump ball to start the game. After that, the alternating possession rule will be in effect for all jump ball situations.

Alternating Possessions – Teams will alternate ball possession for jump ball situations & at the start of the half.

Warm-up Period – A five (5) minute warm-up period will be allowed before that start of each game. NOTE: if games are running behind schedule, the referee may waive the warm-up period in order to get the games back on schedule.

Team Spokesperson – The on-court coach of the team will be the sole spokesperson of the team. He/She is the only person that may discuss a game situation with the referee/scorekeeper.

****Game Length** – Two (2) twenty minute halves, with a running clock except in the last one (1) minute of the first half & last two (2) minutes of the second half and during time-outs. The clock will not stop if a team is ahead by **fourteen** points or more in the second half of the game.

Half Time – There will be a three-minute break at half time. The referees will endorse this rule strictly. Teams not on the court and ready to play at the end of this break will be charged with a technical foul for every minute (1) they delay the start of the second half.

Time outs – Each team will have two sixty second (60 sec.) time outs per half. Time-outs do not carry over into overtime. In the overtime period, each team will receive one (1) sixty sec. timeout.

Mercy Rule – If at the ten (10) minute mark of the second half a team is losing by forty (40) or more points, the game will be declared a mercy. However, if the team trailing by forty (40) would still like to continue, they must express this desire to the referee who will continue the game.

Dunking – Liberty Park will allow dunking on all courts during league play. However, the referees have been instructed to assess technical fouls to any players hanging on the rim.

Players and Team Fouls – As a reminder, players will be allowed five (5) personal fouls before they are disqualified from the game (foul out). The “bonus” situation will occur when a team is charged with their seventh (7th) team foul of the half. All bonus situations will be treated as a one and one. 10th team foul results in a 2 shot foul situation for the rest of the half.

***Losing Team** – If a team is losing by **14** or more the clock will keep running.

***Fouled while shooting a 3 pointer** – If a player is fouled while shooting a 3-point shot:

- a. If the 3-pointer is made, the shooter is awarded one free-throw.
- b. If the 3-pointer is missed, the shooter is awarded three (3) free throws.

Player Substitution – Player’s may substitute for a teammate at any dead ball situation. Players entering the game must first check in at the scorekeeper’s table.

Overtime – The length of the first overtime will be three (3) minutes with a stopped clock in the last one (1) minute. There will be one (1) sixty second time-out in overtime, per team. Second overtime will be one (1) minute in length with a stopped clock, NO timeouts allowed. Third overtime will consist of a jump ball with the first team to score (score being a free-throw, 3-pointer, or 2-point shot) to be declared the winning team.

Tie Breakers – If at the end of the season teams are tied with identical records, the first tie breaker will be head to head competition. The second tiebreaker will be point differential in the games the two teams in question played against one another. The third tiebreaker will be total points scored throughout the entire season for the teams in question.

New Rule – No free throws for double technical or simultaneous technical fouls by opponents. Play resumes with an alternating possession throw-in at the division line opposite the table.

4x4 Basketball League Ten Second Rule and Over and Back Rule – There is no over and back rule for the men’s 4x4 basketball league. In addition, there is also no ten-second rule for the men’s 4x4 basketball league.

Free Throw Line Up Rule – There are only six total players allowed to line up during a free throw. Of these six players, there are only three players allowed from each team. The defensive team is allowed three players while the offensive team is allowed the free throw shooter and two other players.

TAUNTING RULE

“Taunting includes any actions or comments by coaches, players, or spectators which are intended to bait, anger, embarrass, ridicule or demean others, whether or not the deeds or words are vulgar or racist. Included is conduct that berates, needles, intimates or threatens based on race, gender, ethnic origin or background, and conduct that attacks religious beliefs, size, economic status, speech, family special needs or personal manners.”

“Examples of taunting that would lead to ejection include but are not limited to, “trash talk”: physical intimidation outside the spirit of the game; reference to sexual orientation; ‘in the face’ confrontation by one player to another; standing over/straddling a tackled for fallen player.”

“In all sports, officials are to consider taunting a flagrant unsportsmanlike foul that disqualifies the offending bench personnel or contestant from that contest/day of competition (and the next contest/day of competition). A warning may be given but is not required before ejection.”

“At all MHSAA tournament venues, tournament management may give spectators one warning for taunting. Thereafter, spectators who taunt others are to be ejected by security.”