

**CITY OF MINERAL WELLS
PARKS AND RECREATION DEPARTMENT
2019 - 2020 WINTER SEASON
T.A.A.F. ADULT BASKETBALL LEAGUE RULES**

I. General Information

1. The City of Mineral Wells Parks and Recreation Department basketball league teams will be registered with the Texas Amateur Athletic Federation (T.A.A.F.). Teams will be eligible to compete in the T.A.A.F. State Tournaments. Tournament entry fees must be paid by the league teams.
- B. In all leagues, the final standings for that league will be determined by the final win-loss records. Any ties will be settled by the following criteria:
 - 1st) Head-to-head competition of teams tied (head-to-head wins and losses).
 - 2nd) Head-to head forfeits (Any team who forfeits automatically loses the tiebreaker.)
 - 3rd) If still tied, the point differential between the teams tied will settle the tie.
 - 4th) Least number of games forfeited.
 - 5th) Total season's point differential.
 - 6th) Playoff game.

II. Player Eligibility: Players must meet the following requirements in order to participate in a league game:

- A. The players must be listed on the team roster with their complete address and having signed the waiver. Score sheets will be checked by the Parks and Recreation Department to determine that all players who participate are on the roster.
- B. Players must be at least sixteen (16) years of age as December 16, 2019 and if less than 18 years old, they must have a parent or ***legal*** guardian's signature on the roster.
- C. Players must be listed on only one team roster per league.
- D. Players must have proper uniform shirts to participate.
- E. Any player who has played professional basketball will be ineligible to participate for one (1) year after the last day as a member of a professional team.
- F. The Parks and Recreation Department will check score sheets after the game has been played. The Parks and Recreation Department will have the full authority, at any time during the season, to forfeit any game in which an ineligible player(s) participated. Any player who plays under an assumed name is an illegal and ineligible player and will be subject to all penalties for an ineligible player. In addition, the team manager may be suspended for the rest of the season. A picture I.D. will be the determining factor whether a player is playing under an assumed name. If the player in question refuses to provide the proper identification, the player will be considered guilty of playing under an assumed name. Game officials (scorers and referees) or the Parks and Recreation

Department may forfeit a game when it is obvious that an ineligible player(s) has participated in a game.

III. Rosters

- A. A roster/waiver must be submitted to the scorekeeper prior to each team's first league game. Teams will not be allowed to play and will be assessed forfeits until a completed roster/waiver form has been submitted.
- B. Rosters will be limited to a maximum of twelve (12) players in the Men's Open League. A maximum of thirteen (13) players is allowed for the Women's Open League.
- C. The deadline to add players to any roster will be Monday, February 3rd, 2020.

IV. Playing Rules

The Mineral Wells Parks and Recreation Department will adopt the National Collegiate Athletic Association Men's Basketball rules as the league's official playing rules. Any exceptions or additions to those rules are listed as follows:

- A. The game will consist of two (2) twenty-minute halves. The clock runs continuously except for timeouts, until the last two (2) minutes of each half. During the last two (2) minutes of each half, a regulation clock will be in effect, stopping for all officials' whistles. **The regulation clock will include stopping for each successful field goal in the last minute of the game or overtime period.** Any game in which one team is ahead of the other team by twenty (20) or more points, the clock **will not stop** until the last minute of each half.
- B. An overtime period shall be three (3) minutes of a regulation clock, stopping for all officials' whistles.
- C. Teams must have five (5) players to start the game. If a team does not have five players at game time, they may use their timeouts to give their team additional time to acquire the required number of players. If the team uses all of their timeouts and has not acquired five (5) players, then the team without five players will forfeit the game. If neither team has five players by five minutes after game time, the game will be ruled as a double forfeit, giving a loss to both teams.
- D. Completed line ups must be turned in to the scorekeeper five (5) minutes prior to scheduled game time.
- E. A shot clock **will not** be in effect for league play.
- F. **The five (5) second closely guarded while dribbling violation will be in effect for Mineral Wells Parks & Recreation adult basketball games due to the absence of a shot clock.**
- G. The three point shot will be in effect for all league games.

- H. Halftime will be five (5) minutes.
- I. Each team will be allowed four (4) one minute timeouts and two 30 second timeouts per game. Teams will receive one (1) additional full timeout for each overtime period plus the number of unused timeouts prior to the overtime period.
- J. The Mineral Wells Parks and Recreation Department will furnish the game basketball. **Teams will be responsible for furnishing basketballs for warm up.**
- K. On the seventh team foul per half, the one and one bonus will be in effect. On the tenth foul in a half, a two shot penalty will be in effect. Any player charged with five (5) fouls will be disqualified from playing in the game.
- L. Dunking or hanging on the rim will not be permitted before, during or after the game. Any player dunking or hanging on the rim will be ejected from the game and the facility, and possibly additional games if the League Administrator feels it is deemed appropriate. If the suspended player has no games left or not enough games left to complete the suspension, the suspension will be carried over to the next Mineral Wells Parks and Recreation Department basketball in which the suspended player participates. **Players/teams will be financially responsible for any and all damage to the rims/goals and backboards damaged by players dunking or hanging on the rim. The team with the player who caused damage will forfeit all scheduled games until restitution for the damages has been received. The players who caused the damage will be suspended from all teams until restitution for the damages has been received.**
- M. All technical fouls will result in a penalty of two free throws for the opposing team. Also, any conduct technical foul will count as a personal foul (an N.C.A.A. rule).
- N. Two (2) technical fouls for unsportsmanlike conduct (i.e. profanity, arguing with an official's call) or three (3) technical fouls for any reason will result in that player or coach being ejected from the game.
- O. Four (4) unsportsmanlike technical fouls charged to one team will result in that team forfeiting the game.
- P. Any player who is ejected for fighting will receive an automatic one (1) game suspension. The Parks and Recreation Department Superintendent may increase that penalty, if conditions of the fight warrant a more severe suspension. Any player ejected twice during the league for fighting will automatically be expelled for the duration of the league. Any player or assistant coach who leaves their team's bench area while a fight is in progress will be ejected from the game. The automatic one (1) game suspension may not apply in the case of this type of ejection.
- Q. Any player, coach, manager or spectator ejected for unsportsmanlike conduct will receive an automatic one (1) game suspension. Additional suspensions may be given as deemed necessary by the Parks and Recreation Superintendent. . Physical violence or unsportsmanlike conduct at any time before, during or after a game on City of Mineral Wells' property will be disciplined severely. Suspensions from T.A.A.F. may result from severe misconduct. Team managers will be responsible for withholding players from

participation during a suspension. The Parks and Recreation Department will give written notice of any suspension in excess of one league game. Any player ejected must leave the City of Mineral Wells City Gymnasium and surrounding property owned by the City of Mineral Wells. If the ejected player does not leave, that player is in violation of Texas Penal Code Chapter 30.05 (Criminal Trespass) and will be subject to arrest.

V. Attire

- A. All players must wear the same color shirts with a **permanently affixed 4-inch numeral on the front, and a permanently affixed 6-inch numeral on the back.** Shirts without numerals or taped, pinned or handwritten numerals will not be allowed. Numerals must be whole Arabic numerals, one (1) or two (2) digits only, between 0 and 99. The color of the numeral does not have to match the other team members as long as the base color of the shirt is the **same** color. Exceptions to this rule will be accepted the first week of league play, after that there will be **NO EXCEPTIONS!** (Fractions, symbols, decimals or Roman Numerals are not allowed.)
- B. Players may wear undershirts that are not the same color as their jerseys; however, any undershirt which is the same color or similar color as their opponent's jerseys will not be permitted.
- C. The City of Mineral Wells Parks and Recreation Department reserves the right to approve or disapprove any team name, logo, language or uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality recreation opportunities.
- D. Players will be prohibited from wearing jewelry during the game. (This includes rings, chains, necklaces, bracelets, dangling or loop-type earrings, etc.) Small, smooth stud earrings may be allowed to be worn according to the discretion of the referees. Any player discovered wearing jewelry must leave the game. The player with jewelry may re-enter the game at the next dead ball, if the jewelry has been removed.
- E. N.C.A.A. rules concerning pants, underpants, and jersey trim or lettering will not apply to this league.

VI. Protest

Protests of judgment calls or rules interpretation are not allowed (NCAA Rule Book, Rule 5, Section 5). If a team wants to protest player eligibility the team must protest before the end of the game. The protesting team should report whom they are protesting in writing to the scorekeeper. There will be a \$10 protest fee charged to protest player eligibility for each player protested. If the protest is upheld, the team will receive their money back. If the protest is invalid, then the protest money will not be refunded.

VII. Awards

Individual awards will be presented to the league's top two team members on the final

night of league play. The first place team of each league will also receive a team trophy.

VIII. Specified League Rules

A. Women's Open League

1. The Women's Open League will use the women's sized basketball as the official game ball.
2. Teams will be allowed a maximum of thirteen (13) players on their roster.

B. Men's Open League

1. Teams will be allowed a maximum of twelve (12) players on their roster.

IX. Inclement Weather

In case of inclement weather (i.e. snow, ice), call the Parks and Recreation Department at 940-328-7803 after 3:00 p.m. on the game day to receive information concerning the status of games.

X. Other Information

The parks and recreation department will post league standings on the city website at www.mineralwellstx.gov under the Parks and Recreation Department and "Adult Basketball". Other league information will be posted on the Mineral Wells Parks and Recreation Department Facebook page.