

Men's Basketball Supplemental Rules & Regulations

1. Team Registration

- a. All league business will be conducted through team managers only.
- b. All teams will be registered with WRBF (Washington Recreation Basketball Federation).
- c. Number of players shall not exceed 15 registered on the official roster at one time.
- d. The Recreation Coordinator reserves the right to determine final placement and acceptance into appropriate league or division.

2. Player Registration and Eligibility

- a. All roster information must be completed and all players must sign a Renton Recreation Division roster prior to participating. Any falsification of player roster information may result in disqualification from the league.
- b. Rosters will be frozen for the entire season on the third league game. After such time, no player may be added to a team.
- c. Any team that does not submit a roster by the first game will forfeit all games until the Renton Recreation Division has received a roster.
- d. Teams participating with ineligible players will forfeit games in which the ineligible player(s) participates.
- e. If there is a question of eligibility, a player must produce picture ID. Players without valid picture ID will not be allowed to play.
- f. All players must be at least 18 years of age and ex-college players must be at least 35 to participate.
- g. Players may only participate on one City of Renton basketball team per season.

3. Player Suspension

- a. Any player receiving 2 technical fouls before, during, and/or after a game will be ejected immediately. The player will be automatically suspended for the next two consecutive games from any Renton Recreation Division sponsored league or tournament.
- b. Any player receiving 3 technical fouls during the season will be suspended from the league for the remainder of the season (including playoffs).
- c. Any player or coach who is ejected from a game for physically abusing an official, scorekeeper, or player will be suspended from all Renton Recreation Division activities for a minimum of one year.
- d. A suspended player must leave the facility immediately. The game will not continue until a suspended player has left the grounds. Suspended players may not sit in bleachers or become a spectator.
- e. A team that plays a suspended player will forfeit all games in which the suspended player participated in during the suspension. This could result in team suspension from the league.
- f. Failure to supply the referee and scorekeeper with the name of the ejected player will result in game forfeiture. Coaches are responsible for players and spectators actions. Failure to assist in calming players and spectators after requested by the referee may result in the coach's ejection.
- g. Additional suspension or expulsion will be determined by the Recreation Coordinator.

4. Protests

- a. To file a protest the coach must inform the referee and the scorekeeper that a protest is being filed and the reason. The referee and the scorekeeper must sign the official scorebook and record the incident. A protested game must be declared before the game time has expired. Rules interpretations are determined by the referee and cannot be protested. The Renton Recreation Division must receive a written formal protest within 24 hours and the protest must be accompanied by a \$50 fee. Failure to submit a written protest and the \$50 fee within 24 hours will result in cancellation of any protest.
- b. If the protest is granted or declared valid, the \$50 fee will be refunded. Should the protest be rejected, the \$50 is automatically forfeited.

5. Forfeits

A forfeited game shall be declared by the referee in favor of the team not at fault in the following cases:

- a. If the team appears with less than 4 players at the scheduled game time. There is a ten-minute grace period for the first game only.
- b. Violation of rules as set forth by the Renton Recreation Division.
- c. Other cases subject to forfeit as stated in the Official Rule Book (NFHS).

6. Miscellaneous

- a. Alcoholic beverages are strictly prohibited. Anyone violating this rule (player or spectator) is subject to a fine of up to \$500 and up to 90 days in jail (Ordinance 1498).
- b. Players who have open, bleeding wounds will be required to leave the court until the wound is securely covered with appropriate bandages. Referees are required to enforce this policy.
- c. A regulation game shall consist of 2, 20-minute halves with a running clock. The last 2 minutes of each half, a stop clock is in effect. Overtime shall consist of a 3-minute stop clock.
- d. Each team has 2 timeouts per half and 1 timeout per overtime. Timeouts do not carry over.
- e. The alternate possession rule will be used.
- f. Free throws - Players may enter key upon shooters release of ball.
- g. Player technical fouls result in automatic 2 points and possession of ball.
- h. No dunking of any kind before or during the game. Result will be technical foul. (Scorekeepers and gym monitors are allowed to call technical fouls for dunking and/or hanging on the rim prior to the start of each game in the absence of game officials.)
- i. If there is any doubt as to whether or not a game will be played due to inclement weather, please call the Renton Community Center at 425.430.6700 after 4:00pm on the day of the game. It is the policy of the Renton Recreation Division to follow Renton School District closures.
- j. If a game is cancelled due to inclement weather it will be reschedule by the Renton Recreation Division.
- k. National Federation High School Basketball rules will govern league games in conjunction with supplemental league rules.
- l. No food or drink in gyms.
- m. Coaches must keep spectators, children and teams out of the hallways, classrooms and other non-gym areas.
- n. The following methods will be used to determine league standings:
 - A. Teams with the best league record will advance to playoffs.
 - B. Between tied teams the following criteria will be used:
 1. Head to head competition in league play.
 2. Point differential between tied teams.
 3. Coin flip.