

STILLWATER AREA SPORTS ASSOCIATION (SASA)

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HIGH SCHOOL & ADULT BASKETBALL

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HIGH SCHOOL - ADULT PROGRAM ORGANIZATION AND ADMINISTRATIVE PERSONNEL

The organization shall be known as the SASA Adult Basketball Program. It shall be supervised by the Recreation Supervisors and their staff, under the Direction of the SASA. The final decisions of anything covered or anything not covered in the Rule Book shall be made by the SASA Board and/or its representative. Be it understood that by registering for this program you accept the purpose, direction and philosophy of the program.

PURPOSE

The purpose of the SASA Adult Basketball Program is to provide a common interest in sportsmanship, fellowship, physical fitness and recreational competition. It is to provide an enjoyable recreational program for individuals through skill improvement, sportsmanship, physical fitness and recreational competition.

PHILOSOPHY

It has been the philosophy of SASA to provide a recreationally based basketball program. Parks and Recreation will provide this recreation program under the following guidelines:

- (1) That the program is to be participated in for fun.
- (2) That the sportsmanship and gamesmanship are to be striven for.
- (3) That the program be enjoyable for all teams and players. Poor sportsmanship, foul language and injurious play shall be strictly disciplined.

ELIGIBILITY RULES

- (1) The High School Basketball Program is open to all high school students provided they are not playing Junior Varsity or Varsity Basketball for the high school team.
- (2) The Adult Basketball Program is open to all persons 16 years of age or older living in the Stillwater area provided they are not playing Junior Varsity or Varsity Basketball or are a proposition 48 basketball player on the college level.
- (3) A high school student **may not** participate in both the Adult & High School Leagues.

- (4) Teams or players from outside Stillwater will be allowed to participate if space is available.
- (5) Anyone using an ineligible player may forfeit any games the ineligible player participates in and the ineligible player will be suspended from further play for the season.
- (6) To report an ineligible player at the game, notify the officials. If you do not discover it while the game is being played, it should be brought to the attention of the SASA staff.
- (7) SASA Staff may check every week for ineligible players and does reserve the right to forfeit any games resulting from the use of an ineligible player.

SQUAD COMPOSITION

A player who changes teams must wait a minimum of 14 days from the time he/she is taken off the roster of the first team and put on the roster of the second team before that player will be eligible to participate.

- (1) A player who signs up on a team after the season starts may play immediately after he/she is signed up, provided he/she has not played with another team.
- (2) Each roster is limited to 12 players.
- (3) All players must be on a roster.
- (4) A player who is on more than one roster at the start of the season will be placed on the team's roster that he/she first played with.
- (5) Anyone using an ineligible or illegal player will forfeit that game and the players may be suspended from further play for the season. Second offense by a team will result in removal of that team from the league.
- (6) An illegal player is a player who is on one roster and plays with another team or plays when not a member of any roster.
- (7) Illegal players may be pointed out by anyone (fans, players, or supervisors). It is important for players to have their pictured ID's with them. If a player can be determined to be illegal at the game, the game will be declared a forfeit. If, however, it cannot be decided on the spot, the game will be finished and a decision will be made in the next few days at the SASA office.
- (8) SASA staff may check every week for illegal players and reserves the right to forfeit any games resulting from the use of an illegal player.

REGULATIONS AND SPORTSMANSHIP

- (1) All games will be ruled and directed by the supervisors. All participants must respect their authority. Unsportsmanlike conduct, rough or profane language, physical force, excessive protesting, fighting or any other display of unsportsmanlike conduct will not be tolerated. The entire team may be held responsible for the action of any individual player on their roster and their fans.
- (2) Any player, coach or identified fan of a team that refuses to leave the gym upon request of a SASA representative within two (2) minutes after being requested to do so, may cause their team to forfeit the game.
- (3) The supervisor's decision shall be final on all decisions of fact. Any discussion concerning interpretations of the rules must be made by the team captain or manager only. Continued debate after a final decision has been rendered will constitute a technical foul.
- (4) Any player or team may be suspended from further participation who displays any unsportsmanlike conduct such as profane language, arguing with opposing players or fans, and indulgence in alcoholic beverages at the gym.

NO ALCOHOLIC BEVERAGES OR 3.2 BEER WILL BE ALLOWED IN THE GYM.

- (5) If at any time during the season, the officials are forced to stop a game due to the actions of an individual or individuals, the violating team may be prohibited from any further league play and their entry fee will be forfeited.
- (6) Games must be started at the official time as set forth in the official schedule. If a team is not ready to play at game time a forfeit will be declared.
- (7) At all times the eligibility of players will rest with the team managers or coaches.
- (8) The SASA Department will provide the game balls for all games. Teams may use a personal ball if both teams agree.
- (9) Any team which forfeits two (2) league games during the season may be automatically dropped from the program for the remainder of the season with one exception:
EXCEPTION: If SASA is notified during regular business hours at least 48 hours before the scheduled game time that a team will not be able to play, a loss will be credited to the team. This forfeit will not count toward expulsion from the league.
- (10) Any player or players banished from a game by the officials may be suspended from additional games based on the adult sports coordinator's decision. Any player that is ejected from a game must leave the facility within 2 minutes or his/her team will forfeit that game.
- (11) Only the team captain or manager will be allowed to speak to the supervisors.
- (12) Each team member must have the same colored shirt by the first league game or that player will not be eligible to participate.
- (13) Any player who is wearing a cast is prohibited from playing. Any player who is wearing unyielding surface protective equipment is prohibited, unless to protect injury. This must be cleared by the SASA Supervisor. An official may not be involved in this decision.
- (14) All players must wear shoes. Only tennis shoes may be worn.

PROTEST PROCEDURE

All protests must be submitted in writing (must include the situation being protested) along with a \$100 protest fee to the SASA office within 24 hours from the scheduled game time. (Weekends will not be included in this time limit.) Only violations of playing rules, regulations and player eligibility can be protested. This does not include judgment decisions of the officials. A coach contemplating a protest in violation of playing rules on the basketball court must notify the official before the ball is put back in play (next live ball) of his desire to lodge a protest on the game. The official must immediately notify the opposing coach that the game is being played under protest. The officials and supervisors may try to solve the protest, and if they do, the game will then continue in the way the official's rules.

NOTE: If the protest is granted, the \$100 will be returned. If the protest is not granted, the \$100 fee will be forfeited

LIABILITY

The program directors, officers, sponsors, coaches, managers, game officials, or any other supervisory personnel are not responsible for injuries to persons or damages to property. This is entirely the responsibility of persons participating, (players, coaches, managers, parents and spectators) all of whom participate at their own risk.

PLAYING RULES

- (1) Each team member must have the same colored shirt as all other team members. Each shirt must have a number on it and no two team members can have the same number. Any one or two digit number is allowed. All numbers must be permanent and at least six inches tall. Taped on numbers will not be allowed.
- (2) Each team is entitled to two time-outs during the first half and two time-outs during the second half. During each extra period, each team is always entitled to at least one time-

out. Unused time-outs from the first half will not accumulate. Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any overtime period at the expense of a technical foul for each.

- (3) All overtime periods will be two minutes in length. Teams will be allowed to play two overtime periods and if the game is still tied, the third overtime will be sudden death which means the first one to score will be the winner.

- (4) Each team must have a minimum of four (4) players to start a game.

- (5) Length of periods are as follows:

High School Boys	8 minute quarters
High School Girls	8 minute quarters
Adult Men	18 minute halves
Adult Coed	18 minute halves

The clock will run continuously until the last two minutes of each quarter or half, and then it will be stopped on every dead ball. The clock will stop on every dead ball during overtime periods. Time-outs will be one minute in length and the clock will stop.

- (6) Teams shall exchange goals at half time. A maximum of five minutes will be allowed for half time. There will be a one minute break between the 1st and 2nd quarters and between the 3rd and 4th quarters.

- (7) A list of all players in numerical order must be turned in to the scorekeeper at least 15 minutes before the scheduled game time.

- (8) Substitutes shall report to the scorekeeper and shall remain outside the boundary until an official beckons him or her onto the court.

- (9) Exposed jewelry such as wrist watches, bracelets, rings, any type of earrings (including studs), neck chains, bandannas, or any other item judged dangerous by the supervisor may not be worn during the game.

- (10) No dunking allowed - this will result in no basket and a technical foul.

- (11) Alternating Possession - In all jump ball situations other than the start of the game and extra period, the teams will alternate taking the ball out-of-bounds for a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedure. Control may also be established by the results of a violation or foul.

To start the 2nd, 3rd, and 4th quarters (or second half for adults), the throw-in shall be from out-of-bounds at the division line opposite the table.

In all jump ball situations other than the start of the game and each extra period, the throw-in shall be out-of-bounds spot nearest to where:

- A held ball occurs;
- The ball goes out of bounds;
- A double free throw violation occurs;
- A live ball lodges on a basket support;
- The ball becomes dead when neither team is in control and no goal or infraction, end of a quarter, or extra period is involved;
- A double foul occurs;
- Opponents commit simultaneous personal or technical fouls;
- Opponents commit simultaneous goal tending or basket interference violations.

- (12) Personal and technical fouls are combined for player disqualification.

- (13) Personal and technical fouls are combined to reach bonus which begins with the 7th team foul in the half. On the 7th, 8th, & 9th team fouls a bonus free throw is awarded if the 1st free throw is successful (relates to non-shooting foul). Beginning with the team's 10th foul in each half the bonus is awarded whether or not the 1st free throw is successful.

Foul shots will not be taken for a player control foul, a team control foul or a common foul committed by a member of the team that has the ball. The offended team shall make a throw-in from the designated out of bounds spot nearest the foul. This only applies when a foul occurs by the team in control. By rule, there is no team control during a throw-in, jump ball or when the ball is in flight during a try or tap for goal.

- (14) Players along the free throw lane during a free throw may not enter the lane until the ball is released from hands of free throw. Only four defensive and two offensive players are allowed in marked lane spaces.

The lane areas from the end line up to, and including, the neutral-zone marks, shall remain open. The first and third marked lane spaces shall be occupied by the opponents of the free thrower. The second marked lane spaces may be occupied by the teammates of the free thrower.

SPORTSMANSHIP

- (1) Poor sportsmanship will not be tolerated. Any derogatory remarks to officials, scorekeepers, coaches or players of the opposing team by players or coaches may result in suspension from pay and/or forfeiture of the game.
- (2) Any player, coach or fan engaging in fights or any other flagrant unsportsmanlike conduct before, during or after the game may be suspended indefinitely. This shall cover all unsportsmanlike conduct such as excessive obscene gestures, profane language or appearing in the gym under the influence of alcoholic beverages.
- (3) Any player or coach engaging in fights during the game may cause their team to forfeit the game. The team will be put on probation and the player and/or coach will be suspended for the remainder of the season.
- (4) Any coach or fan ejected from the gym must leave the entire gym within two minutes upon the request of the officials and/or a SASA Representative. Failure to comply may cause their team to forfeit that game.
- Any coach or fan ejected from the gym may not return until given permission by the SASA. Persons who have been ejected and will not leave are subject to trespassing.

TECHNICAL FOULS

- (1) A player or coach will be disqualified after two unsportsmanlike technical fouls during a game and must leave the gym within two minutes. The disqualified player or coach may be ineligible to play or coach the next two games.
- (2) When a player receives an unsportsmanship technical foul, it is not only charged to the player, but also to the team.
- (3) If at any time a team receives three unsportsmanship technical fouls because of the actions of its players, coaches or fans, the game will be forfeited at that point.
- (4) Any team who accumulates five unsportsmanship technical fouls anytime during the season will be dropped from the league. Players from the removed team will not be allowed to participate with another team for the remainder of the season.
- (5) Any player who accumulates three unsportsmanship technical fouls anytime during the season will be dropped from the league.

DEFINITION OF AN UNSPORTSMANLIKE TECHNICAL FOUL

Any rough or profane language, physical force, excessive protesting and any derogatory remarks or obscene gestures to officials, scorekeepers, coaches or players of the opposing team will result in an unsportsmanlike technical foul.

Technical fouls that will not be considered to be unsportsmanship technical fouls are as follows:

1. Calling too many time-outs;
2. Slapping the ball out of a player's hands while being out of bounds;
3. Dunking;
4. Playing with an illegal number;
5. Entering the game without checking in and/or being beckoned on the court by officials.

RESUMING PLAY

- (1) A specific procedure is used to prevent delay in resuming play. The timer will sound the authorized warning signal and final signal following a time-out or intermission. The administering official will then sound the whistle to indicate play will resume. The resuming of play procedure is in effect in all situations even when the whistle is not required to be sounded. In each situation:
 - a. The ball will be handed to A1 if A1 is ready, or it will be placed on the court;
 - b. The free throw count will begin and Team A and/or Team B may be charged with a violation;
 - c. Following a violation by one or by both teams, if that team(s) continues to delay it is a technical foul.
- (2) The throw-in count ends when the ball is released by the thrower-in so the passed ball goes directly into the court.
- (3) A player who is in control and is airborne may now request a time-out.
- (4) On a throw-in allow an airborne player who jumped from front court to catch the ball and land in back court without violating.
- (5) Substitutes reporting between quarters/intermissions or during a time-out must do so or be in position to do so prior to the 45 second warning signal.

TIE BREAKERS USED FOR DETERMINING 1ST AND 2ND PLACE

If teams are tied for first or second place, we will go by the following guidelines to determine winner of individual awards and team trophy:

1. Fewest games forfeited;
2. Head to head competition;
3. Point difference in head to head competition (If A beat B and B beat A, who won by a larger margin?);
4. Fewest points allowed against teams involved in tie;
5. Average total points per game during season;
6. Coin flip.

COED RULES

- (1) Two (2) females **must** be on the court at all times.
- (2) Teams may never have more than three (3) male players on the court.
- (3) Teams may play with 4 players.
- (4) A women's ball will be used for all coed games.
- (5) Players may guard either sex. Male and Female players **are** allowed in the lane.