Women's Basketball Rules

A. LEAGUE AUTHORITY

1. The operation of the basketball program will be fully governed by the policies and regulations of the Garden City & Holcomb Recreation Commissions.

2. There will be no refunds of entry fees, except for league cancellation due to lack of participation. (See GCPR Refund Policy)

3. The Garden City & Holcomb Recreation Commissions, their staff, officials, other participants, managers, and sponsors are not liable for injuries sustained due to participation in league play.

4. Games will **only** be rescheduled because of adverse weather conditions or conflicts in facility rental. Cancellations will be made after **4:00 pm** on the day of the games. To find out about cancellations go to our Facebook Page or try our Web site at www.gcrec.com.

5. Each team must have similar colored jerseys with non-duplicating numbers on the back. The numbers must be at least six-inches (6") in height. A technical foul will be awarded to each player **entering** the game without a number or not wearing an identical colored shirt. (This technical foul does not require that person to sit out nor will it count towards an individual's three technical fouls). No taped-on numbers. All players must wear gym shoes. No street shoes allowed.

6. All players **must** be registered and signed on the official roster at the **Garden City Recreation before participating**. Any violation of this rule will result in a forfeit of the game by the team in violation. **A player caught using someone else's name to participate will result in automatic forfeit of the game. If at any time during the game a player of the opposing team, officials, or supervisor question the identity of a player the player must present a photo I.D. to the supervisor on duty.** If the player does not have an I.D. with them the game continues under protest and the player in question has until 24 hours to present his I.D. to Garden City Recreation office. If an I.D. is not taken to the Recreation Commission a forfeit will be awarded.

7. Forfeit Fee for games that are not called into Recreation office before 4:00 pm on day of the game will be set at $35 per team. (Professional Courtesy) Team bill must be paid prior to next scheduled game, or it will be a forfeit.

8. Players who are on a roster may change only to a team in the same division or move to a higher division. To do this a player must pick up the change form at the Recreation Center and get approval of 3/4 of the teams in the league. The player that is trying to change teams will then need to pay a $15 transfer fee.

B. PLAYER AND TEAM CONDUCT

1. The Garden City & Holcomb Recreation reserves the authority to forfeit any games in which an infraction of league rules has been committed.

2. **Zero Tolerance Rule -** There will be zero tolerance for players, coaches and spectators who engage in harassing and/or unsportsmanlike behavior with umpires / officials, other spectators, game supervisors, other players, or GCRC Athletic Staff. Officials, game supervisors and GCRC Athletic Staff have the authority to penalize the player, coach, spectator, or team if an official is sworn at, harassed, argued with, or insulted. Penalties will range from: warning, to ejection from game, to suspension from future games and possible forfeiture of the game.

3. **EJECTIONS, FINES, FORFEITS & SUSPENSIONS**
   - **a)** If a player is given a technical foul, a fee of ten dollars ($10.00) will be assessed to that player for the first offense. If the same player gets another technical foul, the fee will increase by ten dollars ($10.00) each time (ex. $20 for the 2nd technical, ($30) for the 3rd technical, etc…..). **The fee(s) must be paid to the gym supervisor before that player can play in the next game.** Dunking or grabbing the rim will result in a technical foul.
   - **b)** A player or coach receiving a second unsportsmanlike technical foul in a game is automatically ejected from that game. That player or coach will NOT be able to participate in the next game.
   - **c)** Any player or coach receiving an unsportsmanlike technical foul for fighting will be suspended for the remainder of league play. That player or coach may also be banned from participating in future Garden City Parks and Recreation sponsored activities, programs, leagues, and/or tournaments.
   - **d)** If a team receives three (3) unsportsmanlike technical fouls in a single game, the officials shall declare that game a forfeit.
   - **e)** A player committing a flagrant foul will be immediately ejected from the game.
   - **f)** A player that is ejected from a game will have two minutes to depart from the gymnasium or the game may be declared a forfeit at the supervisor's discretion.

4. Technical assessed to the bench (illegal subs, unsportsmanlike conduct, etc) is penalized by two free throws and loss of possession. However, two bench technical in one game for unsportsmanlike conduct will constitute a forfeit by that team. Technical assessed to players on the bench can be assessed directly to a player if deemed necessary by the official and will count as a bench T and a personal T.

5. **No smoking or any alcoholic beverages are allowed in the buildings.**

6. If in the judgment of the supervisor and officials, that a player is under the influence of alcohol or drugs, he shall not be allowed to participate and must leave the facility immediately. If the player does not cooperate the game will be forfeited. If a player is ejected from the facility and does not leave, the police will be called, and Trespassing charges will be drawn.

7. No Food or Drinks allowed in the gyms or halls. Please Police your teams bench area after each game!

8. No unattended children will be allowed to roam the halls. They must stay in the gym and remain seated. If this becomes a problem the team will be warned once. If it continues the game will be forfeited.

C. PLAYING RULES

1. National Federation Basketball Rules govern all play in addition to:

a) Games will consist of two (2) twenty minute (20:00) running clock halves.

b) At the two (2) minute mark in the 2ND half of a game, if the score is 10 points or less, the clock will stop each time whistle is blown. If the score is 11 points or more the clock will continue to run even if the deficit becomes less than 10 during the remainder of the game.

c) Two (2), one-minute (1:00) time-outs per team will be allowed in each half. One (1), one-minute (1:00) timeout per team will be allowed in each overtime period. Timeouts are not cumulative from one half or overtime period to another.

d) Half-time will be three minutes (3:00) in length.

e) A team must have four (4) eligible players to start and finish a game.

   i) If a team does not have four (4) players to start the game at the scheduled game time, the game clock will be started for the 1st half and that team is allowed five (5) minutes to get their remaining players on the court. If after five (5) minutes, the team does not have a minimum of four (4) players, it is a forfeit.

   ii) If a team starts with 5 players and a player is ejected for any reason and there is no eligible substitute, that team will forfeit the game.

      (1) In a team forfeit, if no team representative shows up and the Athletic Department is not notified before 4:00pm about a team forfeit, a fine of $35 will be administered. This Fee will need to be paid by the team before their next league game or it will result in another team forfeit. If the fee has not been paid by the end of the season, that roster and members on it will be flagged for illegal roster and future forfeits will result in upcoming leagues**.**

f) Bonus (after 7 team fouls per half) and double bonus (after 10 team fouls per half) free throws will be awarded throughout the game.

g) Free Throws: Players may move when the ball is released by the player shooting the free throw.

h) If a player is fouled during a shot attempt, they will receive two (2) free throws for a missed basket or one (1) free throw for a made basket.

i) If when in the act of shooting, a player is flagrantly fouled then they will receive two (2) free throws for a missed basket and one (1) free throw for a made basket. The shooting team will also be awarded possession on the side.

j) In case of a tie score at the end of regulation time, a three-minute (3:00) overtime period will be played.

k) All overtime periods will be running clock. However, starting at the one-minute (1:00) mark through the end of the overtime period, the clock will stop for every blown whistle.

l) Dunking is not allowed; a technical foul will be the result with technical fee assessed.

m) A substitute desiring to enter the game **must report to the scorer's table**. The substitute shall remain outside the boundary line until beckoned onto the playing area by the referee.

n) The clock operator shall be the official scorekeeper. Team captains must fill out score sheets at least five (5) minutes before the start of the game. Anyone entering the game that is not properly registered on the score sheet will receive a technical foul for their team's bench.

o) A coach or player/coach plus an alternate must be designated on the score sheet prior to the start of the game. Only that person can discuss rule decisions and interpretations with the officials.

p) All players **must** be 16 years at the start of the season or older to be eligible for participation. **No varsity basketball or JV players will be allowed to participate (high school or college, including college red shirts)**.

GARDEN CITY
PARKS & RECREATION

OFFICIAL LEAGUE OR TOURNAMENT ROSTER
WAVIER AND RELEASE OF LIABILITY

TEAM NAME: _____ SPORT: _____ LEAGUE: _____

MANAGER NAME: _____ MANAGER EMAIL: _____

ADDRESS: _____ CITY/STATE/ZIP: _____

PHONE (HOME): _____ CELL PHONE: _____

READ BEFORE SIGNING

In consideration of being allowed to participate in any way in Garden City Parks and Recreation (GCPR) athletic/sports activities, events, leagues, and tournaments, the undersigned acknowledges, appreciates, and agrees that:

1. The risk of injury from the activities involved in the program is significant, including the potential for permanent paralysis and death, and while particular rules, equipment, and personal discipline may reduce the risk, the risk of serious injury does exist;
2. I knowingly and freely assume all such risks, both known and unknown, and assume full responsibility for my participation;
3. I willingly agree to comply with the stated and customary terms and conditions for participation. If, however, I observe any unusual significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately;
4. I, for myself and on the behalf of my heirs, assigns, personal representatives and next of kin, herby release and hold harmless the GCPR and the City of Garden City, Kansas, its officers, elected officials, employees, agents and volunteers, and, if applicable, owners and lessors of premises used to conduct the event, with respect to any and all injury, disability, death, or loss or damage to person or property.

I have read this waiver, release of liability, and assumption of risk, and I fully understand its terms. I understand that I have given up substantial rights by signing it, and I sign it freely and voluntarily without inducement.

	TYPE OR PRINT NAME	PLAYER SIGNATURE	ADDRESS	CELL #	Receipt #
1		I HAVE READ THIS RELEASE			
2		I HAVE READ THIS RELEASE			
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SPONSOR FEE: _____ DATE PAID: _____ RECEIPT #: _____

MANAGER'S VERIFICATION

This is to certify that to the best of my knowledge that this roster does not include any assumed names and that each player is eligible to participate in this program. MANAGER'S SIGNATURE: _____