

OCONEE COUNTY PARKS & RECREATION DEPARTMENT
ADULT BASKETBALL RULES
2025-2026

I. GOVERNING BODY

Oconee County Parks & Recreation Department

II. REGISTRATION

Cost per team is \$600. Fee must be paid at the time a team register. Teams must register online via Community Pass; a balance of fees must be received no later than **November 18, 2025, for all leagues**. No team will be considered enrolled if payment has not been received. Team Manager must be an Oconee County Resident.

III. ORGANIZATIONAL MEETING

An organizational meeting for Team Managers is scheduled for **Tuesday, November 18, 2025, at 6:00 p.m.** in the Oconee Veterans Park Small meeting room. Team and player rosters are due by this meeting.

IV. UNIFORMS

- A. All uniform shirts of a team are **required to be the same color.**
- B. Jersey colors will be on a first come, first serve basis. No two teams in the same division may wear the same color. Reversible jerseys are recommended and preferred.
- C. **No uniforms will be permitted to have temporary numbers affixed or drawn on to the shirt.**
- D. There must be a one or two-digit number on the front, back, or both front and back of the jersey. Three-digit numbers are not allowed.
- E. Numbers must be at least 4".
- F. Under no circumstances will players be allowed to swap jerseys after a game begins.
- G. If an opposing manager, gym supervisor, or official detect an illegal jersey, the player(s) entering the game will be given a **Technical Foul** and can no longer play unless she/he can obtain a legal jersey that has not already been entered into the book.
- H. Technical fouls resulting from an illegal jersey are **not** considered unsporting.

V. PLAYER ELIGIBILITY

- A. All players must be 18 years or older by September 1, 2025, to participate.
- B. Any person under a Collegiate or Professional basketball contract will **not** be allowed to play.
- C. Any person playing for a high school basketball team in the current school year will **not** be allowed to participate in the leagues unless they have fully completed their season.

VI. TEAM ROSTERS & PLAYER CONTRACTS

- A. Each player must complete their player registration online before he/she is eligible to play and each team must complete a team roster to participate in the league.
- B. Rosters and contracts must be turned in by the Organizational Meeting on **Tuesday, November 18, 2025.**
- C. Managers may add to the roster up to the tipoff of game #3 of the regular season.
- D. No names may be added to team roster until a player contract is completed, signed by all parties, and turned into the Parks and Recreation Department.
- E. Team rosters are limited to 15 players.
- F. Any player removed from a team roster by OCPRD may not be added to another team's roster.
- G. **Any illegal player will be removed from the program, the manager suspended for one game or more, and the game will be recorded as a loss.**
- H. Falsifying a player contract will result in suspension from the league.
- I. All players must be checked in by staff at each game before game begins.
- J. **Players must bring a photo I.D. to every game to verify identity. Photo I.D. must be a government issued form of identification (driver's license, passport, etc.). Failure to do so will result in ineligibility to play in games.**

VII. PLAYER CONDUCT

The Oconee County Parks & Recreation Department Code of Conduct presides over the program.

Profane language or display of unsporting conduct will not be tolerated in the program. Any player not complying with this policy will be awarded an unsporting technical foul. The officials in charge of the game will determine the unsporting conduct; however, gym supervisors witnessing inappropriate behavior or language may intervene and/or eject the player and/or spectator. The following additional provisions shall apply:

- A. A player or manager receiving two (2) unsporting technical fouls during the course of a game will be automatically ejected from the game and suspended for the next (1) scheduled game.
- B. Any player or manager who receives one (1) flagrant technical foul in a game will be ejected from the game and suspended from the next (1) scheduled game. Upon investigation by the governing body, the suspension may be longer or permanent.
- C. Any player, manager and/or spectator involved in a fight in any aspect will automatically receive a flagrant technical foul and will be ejected from the game and suspended for the next two (2) scheduled games. Upon investigation by the governing body, the suspension may be longer or permanent.
- D. Any player receiving three (3) flagrant technical fouls **OR** five (5) unsporting technical fouls during the course of the season will be suspended for the remainder of the season, including tournament play. This includes unsporting conduct or profane language used in reacting to a technical foul that results in a 2nd technical.
- E. Any team that receives a combined total of three (3) unsporting and/or flagrant technical fouls in a single game will forfeit that game on the third technical. This includes unsporting and/or flagrant technical fouls against the team as a whole *and* individual player.
- F. Any team with four (4) players receiving unsporting and/or flagrant technical fouls during the course of the season will be ineligible to continue play for the remainder of the season, and all fees will be forfeited.
- G. If a player or manager receives a suspension for the next game on the last game of the season, the suspension will be in effect in the first game scheduled the following season.
- H. Technical fouls will be given for dunking during warm-ups and half-time. The official and/or gym supervisor in charge will determine whether or not a player dunked the ball. In addition, players are not permitted to hang on the basketball rim unless to prevent injury.
- I. Any player, manager and/or spectator who does or attempts to do bodily harm to an official will be immediately ejected from the game and facility, and he/she could possibly have criminal charges filed against him/her. In addition, the person will be removed from the program and banned from the Parks & Recreation Department facilities and programs for an indefinite period of time to be determined by the governing body.
- J. The gym supervisor has control over the gymnasium, games, participants and spectators. The gym supervisor is responsible for seeing that spectators conduct themselves with a good sporting attitude and in a courteous manner. The gym supervisor also has the authority to ask anyone, player, manager and/or spectator in violation of the rules to leave the premises.
- K. Unattended children may become a safety issue. Players are discouraged from bringing younger children to the gym unless they are well supervised.

- L. All teams will receive a “Sportsmanship Rating” throughout the season and must have a 2.5 or higher to be considered for a post-season tournament.

Note: A player, manager, and/or spectator ejected or suspended from a game must leave the premises, if possible. If person is unable to leave premises, the person must be “out of sight, out of sound” (NFHS Rules).

VIII. LOCAL RULES

All games will be played under National Federation of State High School Associations (NFHS) rules except where local rules supersede:

- A. Length of Game - Two 20-minute halves with a running clock. The clock will run the entire time **except for: the last two (2) minutes of the 2nd half** at which time the clock will be stopped on the official’s whistle. **Exceptions** will be serious injuries, unusual delays, free throws, and timeouts. If a team is leading or down by 30 points or more at any point of the game, the clock will continue to run, including the final 2 minutes of the 2nd half. When the lead is reduced to 15 points, clock operator will resume normal clock procedures. There will be a 5-minute break for half time.

****Clock will be stopped during free throws for the final 5 minutes of the 2nd half and the duration of overtime.** Clock will continue to run for free throws before this point of the game. Players have a ten second limit on each free throw.

****During the final minute of the second half or the final minute of overtime, the game clock will stop following all successful field goals (unless the running clock rule is in effect. Rule VIII. A.). After a successful field goal in the final minute of the fourth quarter or the final minute of overtime, the team in possession of the ball may call a timeout to advance the ball to midcourt.**

- B. There will be a 5-minute grace period before the first game of the day only. For all other games scheduled, game time is forfeit time. If a game runs over its time limit, teams that are scheduled to play the following game will be allotted five (5) minutes to warm-up before starting the next game. A team must forfeit if it cannot field four (4) players by the start time of the game. The gym supervisor is responsible for the official time.
- C. Each game will start with a tip-off.
- D. Each team will be allowed two (2) one-minute timeouts per half. Unused timeouts do not accumulate from the first half into the second half. In the event of overtime each team will be given one (1) one-minute timeout per overtime period. Timeouts may not be carried over from regulation play to the overtime period.
- E. **Overtime period in the Regular season** – ONE 3–minute period with the clock stopping on the official’s whistle. If the game is tied at the end of the first overtime period, the game is over.
- F. **Overtime periods in the post-season tournament** are 3–minutes in length with the clock stopping on the official’s whistle.
- G. Each team is entitled to one (1) additional one-minute time out per overtime period.
- H. Any team that forfeits three (3) games in a season or two (2) games in a row will automatically be removed from the league. Games forfeited due to excessive technical fouls will count. No refund of fees will be granted.

- I. Players may play for only one team. Multiple teams from an organization (church, business, etc.) must establish separate player rosters for each team.
- J. Team managers must attend at least half of their team's games. If team manager is not present for at least half the team's games, the team will not be eligible for postseason play.
- K. The home team will sit on the right side of the score table (facing the court from the bench), and the away team will sit on the left side. Each team will play the first half defending the side of the court of which their bench is on.
- I. The governing body rules on player/manager/spectator conduct and suspensions.
- J. When a team has a 30-point lead, gym supervisors reserve the right to end the game based on player conduct.

IX. PROTESTS

- A. Protests will be accepted based on rule interpretation only. No judgment protests will be allowed. All protests must be made in writing by the team manager and turned into OCPRD staff within 24 hours of the occurrence.
- B. The official scorekeeper must be notified of the coach's and/or manager's intent to protest the game. At that time, the score, time, and all important details involving the protests shall be recorded by the scorekeeper in the official scorebook.
- C. The governing body will rule on all protests. OCPRD reserves the right to rule on a protest in keeping with the philosophies and policies of the Department.

League Standings & Tournament Details

Standings are calculated based on a point system applied to regular season games. Tournament brackets (when used) will be seeded based on each team's total end of season points.

All teams will receive a "Sportsmanship Rating" throughout the season and must have a 2.5 or higher to be considered for a post-season tournament.

Win= 3 points

Tie= 1 points

Unsporting Technical = 1-point deduction

Forfeit = Recorded as 20-0.

Tie Break Details

- 1) Head to Head Record
- 2) Wins
- 3) Point Differential – All Play (total points scored minus total points allowed)
- 4) Coin Toss