

LNSP Adult Basketball Rules

League Costs (As of February 2024)

- \$750 per team. Includes 10 game regular season and referee fees. Playoff fees are extra if you advance, \$37 cash per game (\$38 venmo).

Team Captains

- Each team shall designate one team captain before the season begins for each game.
- The designated team captain (and only the team captain) shall be responsible for all interaction with the officials.
- Any outstanding payments made to the league director.
- Captains may discuss rule interpretations but may not discuss judgment calls.
- Captains are expected to be respectful toward officials – the team captain does not have the right to question judgment calls or speak to the official in a rude or disrespectful way.
- Team captains are responsible for ensuring that all players and spectators who are with their team behave in an appropriate manner.
- The team's captain is responsible to disclose the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed. If a captain refuses to disclose a player's information after the game, he (the captain) will be assessed a technical foul and be held out of future games until the name is disclosed.

Rosters

- All players must submit sign waivers online prior to their first game. www.LNsportspark.com (Login to Dash)
- Rosters shall have a minimum of five players.
- Teams must have at least four players to start a game.

- Players may be added to your roster until week 8. New players must sign a waiver online before the game is played.
- Each player on your roster must be at least 18 years of age. This policy involves liability issues and can only be waived by the League Director. Officials may not waive this clause unless receiving notice from the League Director.
- All games played with illegal rostered players will be forfeited.
- This applies to underage or non-waivered players.
- Players MAY NOT play on a second team in the SAME division. Doing so will result in a loss for the second team you played for.
- Players become playoff eligible after participating in at least 3 regular season games.
- A player may fill in for an eligible player if they have played in at least 2 regular season games.
- **Absolutely NO brand new player may play for games 9 or 10 or a playoff game. If you bring a brand new player to games 9 or 10 your team will receive an automatic loss. Game may be played for statistical purposes but your opponent will receive an automatic win since they could be fighting for a playoff spot. The exception to this rule in the regular season is if you have an eligible player who is now injured and he no longer can play for the remainder of the season and playoffs, you may replace him with a new player. Playoff games you will not be able to start a game with a new player.**

ALL REGULAR SEASON ROSTER PROTESTS MUST BE BROUGHT UP BY TEAM CAPTAINS TO THE LEAGUE DIRECTOR WITHIN 24 HOURS OF THE GAME BEING PLAYED!

ALL PLAYOFF ROSTER PROTESTS MUST BE BROUGHT UP BEFORE TIP OFF TO THE SCOREKEEPER!

Game Time

- Teams will be allotted a minimum of a 3-minute warmup period before each game.
- Teams will be given NO grace period to show up for their game.
- If a team only has four players present at game time, they must start the game with four. If a fifth player shows up, they may check them in at the scorer's table and enter them in at the next dead ball.
- Penalty for being late: 3 points per minute late for the opposing team
- Games will consist of two 20 minute halves.
- The clock will be a running time except:
 - The final 2 minutes of the second half (unless a team is ahead by more than 10 points).
 - An injury occurs that requires stoppage of the game for longer than a normal stoppage (this is up to the discretion of the referee).
 - A time out is called.
- If teams are tied at the end of regulation, a three-minute overtime period will be played.
- In overtime, the clock stops the same as regulation.
- If a second or third overtime period is needed, they will be two-minutes long.
- Officials may correct a mistake by scorekeepers.

Jersey Rule

- Matching team jerseys with numbers are now required
- Team jerseys must match in color completely.
 - Example – Navy blue and light blue are not considered matching
 - Example – Forest green and Kelly green are not considered matching
- Team jerseys must also have a number
- One player may have no number

- No players may have the same number
- Penalty: Technical foul to start the game plus 2 points for the opposing team (per player not in a matching jersey).
- Statistics will also not be kept for any player without a jersey and number on.

Official Score and Scorekeeper

- Game sheets will be filled out prior to tip off.
- If you have a new player, make sure to check them in.
- If players change jersey numbers for the night, please correct it on the sheet.
- Players arriving late may be added to the scoresheet without penalty.
- The running scoresheet (kept at the scorer's table) will be the official score and foul count.
- Teams shall alert the officials immediately if any errors occur.
- If a team alerts the official to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout.

Stats

- The scorekeeper will also keep track of individual statistics such as:
- Score – 2 pointers, 3 pointers, Free Throws.
- Rebounds – Offensive and Defensive.
- Assists.
- All scores, stats and player averages for the year will be posted online at www.basketball.lostnationsports.com

Entering the Game

- Players may not enter the game until a dead ball situation Examples: Timeout, out of bounds, foul.
- Players may not enter the game until they've checked into the scorer's table.
- Scorekeepers will buzz the officials for substitutions.

- Officials will wave players onto the court before entering.

Time Outs

- Each team will be allowed two timeouts per half.
- Unused timeouts do not carry over between periods.
- If overtime is played, each team shall be awarded one one-minute timeout per overtime period.

Fouls

- Any participant who is assessed five personal fouls will be removed from the game (fouled out).
- A technical foul is considered a personal foul Example: a player who receives four personal fouls and one technical has fouled out.
- A player shooting a three-point shot when fouled shall receive three free throws.
- Bonus and Double Bonus:
 - Teams are permitted 6 fouls per game. If they reach 7 fouls, the opposing team will now be in the “Bonus”, otherwise known as “1-and-1”. They will be awarded 1 free throw. If they make it they shoot another; if missed the game continues.
 - Once 10 fouls are reached, the opposing team is now in “Double Bonus”. Now, instead of shooting 1-and-1, they are awarded 2 free throws automatically.

Free Throws

- Players may enter the lane once the ball leaves the shooter’s hand (on the release).

Technical Fouls

- All technical fouls are two shot fouls plus the ball at mid-court.

- Any players who receives two technical fouls in a game will be ejected from the game and will be suspended for a minimum of one game.

Flagrant Foul

- A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking, kneeing or an attempt to injure.
- Any player who receives a flagrant foul shall be ejected from the game and will serve a minimum of a one game suspension.
- A flagrant foul will also count as a technical foul.

Player Conduct

- The following actions may result in a technical foul:
- Use of profanity.
- Complaining about or questioning an official's call by a non-team captain.
- Persistent complaint about judgment calls by any player (including captains).
- Abusive or profane language by a spectator (team technical shall be assessed).
- The following actions shall result in a technical foul, double technical (ejection) or flagrant foul:
- Use of profanity toward an official or an opposing player.
- Making a comment that is personal in nature to or about an official or opposing player.
- Any attempt to "bait," taunt or otherwise instigate an opponent.
- An attempt to physically intimidate an opponent or official.
- Any physical contact with an official will result in ejection from the league and notification of authorities.

- NOTE: The officials' jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul or ejection.
- Alcohol and tobacco is not permitted to be on-site during any LNSP activities.

Fighting

- Any fighting is not tolerable and will result in an automatic ejection from the game and may be ejected from the league for the remainder of the season without refund. LNSP Management will review any ejection (with the referees if necessary) and base further games suspension(s) upon the situation in which the ejection happened.
- LNSP will use a strict definition of fighting, and shall impose the fighting for penalty for any of the following action:
 - Throwing a punch (regardless of whether or not it is landed).
 - Slapping or pushing a players face or head area.
 - Grabbing or pushing a player during an altercation (exception, trying to restrain a player from your own team).
 - Any violent, physical act on another player outside of the actions allowed in basketball. Example: throwing a player to the court.
- Any player who leaves the bench while an altercation is happening shall be considered to be fighting (exception: if an official specifically asks players to help to restore order).
- The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out of control situation.

Officials

- The officials for the LNSP Adult Basketball league are expected to treat players in a professional and respectful manner, and uphold all of the rules and policies in this manual.

- LNSP schedules two officials per game and intends to play each game with two officials.
- In the event that one official is unavailable, a game may be officiated by one official and will be considered an official game.
- In the event that either neither official is present, teams may decide to proceed in one of the following ways:
 - Solicit a volunteer(s) to officiate the game. The volunteer officials will be paid the officials' fee and all stats and scores will be final.
 - Reschedule the game for a later date.

Team Conduct

- Any team which consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.
- Officials and teams shall report all poor sportsmanship to the league director.

Playoff Tie-Breakers

In the event of a tie in any division. Tie-Breakers will be in the following order

- Head to Head (If there is a 3 or more way tie, head to head is only in effect if one team has beat all of the other teams they are tied with)
- Point differential
- Points against

OFFICIAL RULES AS OF FEBRUARY 1st, 2024