

**OCONEE COUNTY PARKS AND RECREATION DEPARTMENT  
INTRAMURAL BASKETBALL RULES  
2022-2023**

**I. GOVERNING BODY**

The governing body consists of the Oconee County Parks & Recreation Department.

**II. REGISTRATION**

A. Registration fee:

1. In County Fee: \$110, School Facility Fee: \$35 = In County Total due is \$145 per player.

2. Out of County Fee: \$220, School Facility Fee: \$35 = Out of County Total due is \$255 per player.

B. **Team Entry Form and Team Roster are due on or by October 27, 2022.**

C. **Individual player registration will take place on November 2<sup>nd</sup>, 4<sup>th</sup>, or 7<sup>th</sup>. – in person only at Oconee Veterans Park; teams will be assigned a date and time.**

D. Individuals must be on a roster and declare the team's name of which they will be playing.

**III. ORGANIZATIONAL MEETING**

A. Wednesday, November 16, 2022 at 6:00 pm at the Oconee Veterans Park Community Center.

B. **All team captains must attend.**

**IV. UNIFORMS**

A. Jerseys will be provided by Oconee County Parks and Recreation Department.

B. Participants must wear provided jersey to all games in order to participate in the game.

**NO JERSEY = NO PLAY**

C. Jerseys may not be altered in any way. Altered jerseys will be considered illegal.

D. Players will not be allowed to swap jerseys after a game begins.

**V. PLAYER ELIGIBILITY**

A. Age control date is September 1, 2022.

B. All players must be 14 -18 years old and must be in high school to participate.

C. All players must have a parent or guardian sign the player registration form to be eligible.

D. Players are only allowed to play on one (1) intramural team during the season.

E. **All players must either reside in or attend school in Oconee County (proof may be required).**

F. All players must be checked in by staff at each game before game begins.

G. **Any person playing for a school sponsored basketball team in the current school year is ineligible to play.**

a. If a team plays an ineligible player, the game will be forfeited, and the team manager will be suspended for one (1) game.

**VI. TEAM ROSTERS AND PLAYER CONTRACTS**

A. Each player must register by completing the **Individual Player Registration Form** in person at OVP before he/she is eligible to play *and* each team must complete a **Team Roster Form** to participate in the league.

B. Team Rosters must be turned in to the Program Coordinator to cement the team's place in the league. The Team Entry Deadline is **Thursday, October 27 at 5:00 pm**. However, the league is first come, first serve.

**NOTE: Team Names – OCPRD reserves the right to refuse a name provided by a team and require the team to provide a more appropriate team name for usage in the program.**

C. Team rosters must have a **minimum of 7 players and a maximum of 12 players.**

D. No names may be added to team roster until a player contract is completed, signed by all parties, and turned in to the Program Coordinator.

E. The last day to add players to the team roster will be by tip off of the 3<sup>rd</sup> regular season game: **Sunday, December 11, 2022.**

F. Any player removed from a team roster may not be added to another team's roster.

- G. Any illegal player will be removed from the program, the adult sponsor/team captain can be suspended for one game or more, and the game will be recorded as a loss.
- H. Players must check in at every game before the game.
- I. **Players must bring a photo I.D. to every game. Photo I.D. must be either a driver's license, school I.D. or PowerSchool form with a picture. 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. **No food or beverage, except water, is permitted in the gym. 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 captain/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 scheduled game.
- B. Any player or captain/manager who receives one (1) flagrant foul in a game will be ejected from the game and suspended from the next 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 foul and will be ejected from the game and be 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 four (4) unsporting technical fouls and/or two (2) flagrant fouls during the course of the season will be suspended for the remainder of the season, including tournament (if applicable).
- 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 foul.
- F. Any team with six (6) unsporting technical fouls and/or four (4) flagrant 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 captain/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 a player dunked the ball. In addition, technical fouls will be given for players hanging onto the basketball rim unless to prevent injury.
- I. Any player, captain/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 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, captain/manager and/or spectator) in violation of the rules to leave the premises.

**Note: A player, captain/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 except for the last two (2) minutes of the game at which time on the clock will be stopped on the official’s whistle. Exceptions will be serious injuries, unusual delays, free throws and timeouts. There will be a 5-minute break for half-time.
- B. There will be a five (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. Any team forfeiting two (2) games in a row or three (3) games during the season will be removed from the league for the remainder of the season without refund
- 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. Unused timeouts can be used in the overtime period. Teams will have 1 additional timeout per overtime period.
- E. One overtime period 2–minutes in length with the clock stopping on the official’s whistle will be played in the event a game is tied at the end of regulation play. If game is tied at the end of the 2-minute overtime, the game will end in a tie.
- F. Teams will be allowed to have players and one non-player team manager on the bench during games. No other persons will be allowed in the bench area of the court.
- G. Full court pressure may be used until a team is up by 15 points, at which time full court pressure is not allowed. Once the lead is cut to 10 points, teams will be allowed to apply full court pressure.
- H. If a team is up by 30 or more points at any time the game will be played with a running clock including during foul shots, including the final two (2) minutes. When the lead is reduced to 15 points, clock operator will resume normal clock procedures.
- I. When a team has a 30 point lead, gym supervisors reserve the right to end the game based on player conduct.

## **League Standings & Tournament Details**

Standings are calculated based on a point system applied to regular season games. Tournament brackets will be seeded based on each team's end of season total points. The top 4 teams in the league will advance to the playoffs. There will be two (2) semifinal games and one (1) final.

Win= 3 points

Tie= 1 points

Unsporting Technical = 1 point deduction

Forfeit = Recorded as a 20-0.

Team Tie Breaker Criteria (In Order):

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

### **Tournament Overtime:**

Overtime periods 2–minutes in length will be played with the clock stopping on the official's whistle in the event a game is tied at the end of regulation play. Additional periods will be played until there is a winner concluding the end of an overtime period. Each team will have one time-out per overtime period.