



**DES PERES PARKS AND RECREATION**  
1050 Des Peres Road; Des Peres, MO 63131  
[http://www.desperesmo.org/index.aspx?nid= 398](http://www.desperesmo.org/index.aspx?nid=398)  
(314) 835-6150 The Lodge  
(314) 835-6138 Weather Hotline



## **ADULT MEN'S BASKETBALL LEAGUE RULES**

Current MSHSAA rules will govern the Des Peres Men's Basketball League with the following emphasis and modifications:

### **EQUIPMENT/Court**

- Official game basketball will be provided on site.
- Two officials and one scorekeeper will be provided. All game officials are MSHSAA Certified Officials.
- All basketball games are played on a regulation court at The Lodge (1050 Des Peres Road; 63131)

### **PLAYERS**

- Rosters are to be completed upon online registration by the first game.
- All players shall be at least 18 years of age and out of high school.
- No player shall play on more than one team the same night.
- There shall be no more than 15 players on a roster.
- A player shall not play for any college or professional basketball team during the current basketball session.
- Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated. Any ineligible player who participates, will automatically be suspended from all City of Des Peres activities for a period of one (1) year from the date of the incident.
- A player must be officially released in writing before he may play with another team.
- Any team dropped from the league shall forfeit their entire league fee, unless otherwise stated by the league administrator.

### **THE GAME**

- All games shall consist of two, twenty minutes halves.
- There shall be a five minute rest period between the two halves.
- There will be two, one-minute timeouts that can be used anytime during the game for each team.
- The clock will stop on timeouts only, except during the final two minutes of each half when it will be stopped for all whistles.
- The first two overtime periods shall be four minutes each if needed.
- At the conclusion of each game, the official will evaluate each team on their sportsmanship. Each team will be given a 1 Well Below Average, 2 Slightly Below Average, 3 Average or 4 Above Average for their sportsmanship rating. In order to qualify for a playoff game, teams must maintain an average sportsmanship rating of 1.5.

### **RULES**

- Unless modified by these rules, all games of the league shall be played in accordance with the current Missouri State High School Activities Association. These can be found at <https://www.mshsaa.org/activities/info/basketball.aspx>.
- The number of players needed to start a game shall be as follows: A game may start with a minimum of 4 players and a team must start the game at the scheduled starting time if the minimum number of players are present. (NOTE: Once a team has met these requirements, a team may finish the game with as few as 1 player providing said team has a chance to win the game.)
- Substitutions shall be unlimited, but must enter at the scorer's table first.
- Each team shall be allowed 6 team fouls per half before the one and one rule shall apply. One and one takes effect on the 7<sup>th</sup> team foul and continues until the 10<sup>th</sup> team foul at which time two shots will be taken on all common fouls.
- Personal and technical fouls are combined to reach the bonus, which begins with the 7<sup>th</sup> team foul of each half.
- There shall be a ten-minute grace period from the scheduled starting time for the first game of each night only. A team must start the game at the scheduled starting time if the minimum number of players are present within the ten-minute grace period. The subsequent games that evening shall start at the scheduled starting time or within five-minutes after completion of the previous game, whichever is later.
- **DUNKING OR GRASPING THE RING** is not allowed before, during, or after the game. Any player guilty of dunking/grasping the ring will automatically be ejected from the game. Each team will held responsible for replacing any backboards, glass or rim broken or damaged by their players.
- **UNIFORMS:** All team players shall dress in the same color shirts with at least a 6 inch number on the back (no duplicate numbers).
- On foul shots, players will play the rim. The ball must hit the rim before any player enters the lane.

- If a game is stopped due to team conduct, that team loses that game regardless of the score, and if officials or recreation staff end a game prematurely due to both team failing to heed warnings of their unsportsmanlike conduct, the game will result in a double forfeit.

## SPORTSMANSHIP

- Abusive or insulting language, acts of unfair play, or any other inappropriate behavior judged by the official will result in suspension or forfeit or a Unsportsmanlike Technical Foul be handed out.
- A player, manager, coach, or spectator who is ejected from a game by an official shall be suspended for at least one (1) additional game (next league game played by that team). A second ejection during the season shall be an automatic suspension for a period of at least one (1) year from the date of the second incident.
- Any player, manager, coach, or spectator who approached an official in a negative manner after the conclusion of a league game shall be suspended for at least one (1) game.
- Anyone who makes physical contact with or threatens an official shall be suspended for at least one (1) year from the date of the incident.
- Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the league.

## DISCIPLINARY ACTION

- A player, manager, coach, or spectator who is ejected from a game by an official or for dunking/grasping the rim shall be suspended for at least one additional game (next league game played by that team). A second ejection during the season shall be an automatic suspension for a period of at least one year from the date of the second incident.
- Any player, manager, coach, or spectator who approached an official in a negative manner after the conclusion of a league game shall be suspended for at least one game.
- Anyone who makes physical contact with or threatens an official shall be suspended for at least one year from the date of the incident.
- Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the league.
- There will be no excessive dunking with rim (including warm-up periods). Any player breaking this rule will receive an automatic technical foul.
- Any player receiving a technical foul during game-play will be immediately removed from the game for a **five-minute "cool down" period**. Unsportsmanlike Technical Fouls can be given out after the game has concluded by either official or by the league administrator.
- Any player receiving two unsportsmanlike technical fouls in one game will be ejected and suspension rules will be in effect.
- Any player receiving three unsportsmanlike technical fouls during the session will automatically be suspended for the remainder of the session and may not be allowed back for the next session.
- Managers/Captains are responsible for the behavior of their team. For any team that receives four unsportsmanlike technical fouls during the session, the manager or captain will be automatically suspended for two games. If, after the suspension of the manager/captain, this team receives one more unsportsmanlike technical foul, the entire team will be suspended for the remainder of the session without refund and will not be allowed back for the next session of play. If a team obtains a total of 10 Unsportsmanlike Technical Fouls over the course of a calendar year then the team will be banned from play for one year from the date of the 10<sup>th</sup> foul.

## SUSPENSION RULES

- Game officials and The Lodge Staff have the authority to eject any individual or team from a game. Grounds for ejection include but are not limited to the following: (Displays of unsportsmanlike conduct, Derogatory remarks or gestures, Threats of violence, Acts of violence, Other behavior deemed detrimental to the league).
- Any player ejected from a game must leave the gym immediately if asked. Failure to do so will result in the game forfeited and Public Safety will be called. A player ejected for any reason will receive an automatic one game suspension from the League Administrator. The League Administrator's decision will be final and could vary from one game to a lifetime suspension depending on the severity of the act.
- When a player is ejected from a game, it is the team manager's responsibility to report to the scorer's table and give the player's full name.

## LEAGUE AWARDS

- Team Championship T-shirts will be provided to 1<sup>st</sup> Place Playoff Winner of each league.

## **TIE BREAKER**

- In case of a tie when it comes to seeding the teams for the playoffs:
  1. Head-to-head competition.
  2. Least amounts of forfeits. (Forfeited games result in a 0-21 score)
  3. Point differential between the teams in the games they played against each other.
  4. Team Total point differential for the entire season.
  5. Coin toss.

## **GYMNASIUM RULES** All Facility Rules remain in effect!

- No outside food or beverages are allowed in the gym or brought into the facility.
- Only sealed water bottles are allowed on the gym floor.
- Balls may not be kicked or thrown against the walls or the dividing screen.
- All children under 9 years old must be supervised at all times in the facility.
- Shirts and non-marking tennis shoes must be worn at all times.
- Please pick up and throw any trash left on the players benches and fans on the bleacher areas after your game ends before the next group arrive and also if you're the last game.
- DUNKING or GRASPING THE RIM is not allowed.
- THIS IS A FAMILY FACILITY WHERE CHILDREN ARE PRESENT THROUGHOUT THE BUILDING. NO PROFANITY WILL BE TOLERATED.

## **INCLEMENT WEATHER POLICY**

- In case of inclement weather on the day of the game, call the weather hotline after 3pm on game day at (314) 835-6138.

## **PROTESTS**

- Judgment calls by officials are not protestable.
- Any protest on player eligibility must be brought to the attention of the officials before the end of the game.
- Any protest on a rule interpretation must be made at that time, before the ball is put back into play. In order to do this, the official must be informed that you would like to protest at the time of the play. You can submit formal protests to the Sports Supervisor at [dmiller@desperesmo.org](mailto:dmiller@desperesmo.org). Along with the protest, we require a \$25 refundable deposit. If the Recreation Supervisor finds the protest valid, she will issue back the \$25 and take necessary action. If the protest is found invalid, the \$25 deposit is forfeited to Des Peres Parks and Recreation.

## **FORFEIT POLICY**

- If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
- The official will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players.
- If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Forfeited games will not be rescheduled.
- If your team is not going to be able to make it to your game, please contact Darryl Miller by 3:00pm that day at (314) 835-6164. If you cannot reach him, leave a message and then contact the supervisor on duty at (314) 835-6150.
- In this situation, we will contact the opposing team to inform them of the situation. Your team will receive a loss with a score of 0-21, your team will receive a sportsmanship rating of 1, and no further action will be taken
- If you do not call and nobody from your team shows up for a game, your team will be removed from the league.
- In order to gain re-entry into the league, you will need to pay a \$25 reinstatement fee before the start of your next game. If you pay the reinstatement fee, your team will still receive a 0-21 loss. However, you will play the rest of the games as they were originally scheduled.

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