



**OSHKOSH RECREATION DEPARTMENT
ADULT BASKETBALL RULES
2024-2025**

RULE 1 - REGISTRATION

1. All teams shall have the entry fee of \$436.00 paid to the Recreation Department by October 7, 2024. The team's complete roster is due at the time of registration.
2. Any player not registered in the Recreation Department Office is not eligible to play.
3. A team must have at least 8 players, but not more than 12 players on their original roster.
4. **Players may be added to the roster or roster adjustments may be made on or before Thursday, December 12.**

RULE II - ELIGIBILITY

1. **No residency requirements.**
2. No college, high school varsity, high school JV1 or high school JV2 player officially listed as team members from the current season shall be permitted to play on any team in the adult recreation league. This includes all college players who may be dropped from or quit their college team. These players may not be added to the roster any time during the current season.
3. No player can transfer teams.
4. No changes in personnel will be accepted by phone or email.
5. Roster additions must be completed in the Recreation Department Office. The player's signature is required for player addition.
6. The new player cannot play until officially added to the roster and approved by the Recreation Department.

RULE III - POSTPONEMENTS, FORFEITS AND PROTESTS

1. Postponement of games due to poor weather conditions or other reasons shall be made by the Recreation Department before 4:00pm. All postponed games will be listed on the website (www.oshkoshrecdept.com) and on the Oshkosh Recreation Department Facebook page.
2. All rule interpretations will be handled by the officials. The official's call is final.
3. The use of ineligible players(s) automatically forfeits the game. Offended manager must present the protest in writing by 4:00pm the day following the game in question. No fee.
4. No game shall start earlier than the scheduled time unless both managers agree and 2 officials are present.
5. There is no grace period regarding the forfeiture of a game. Five officially registered players must be present for the start of the game.

6. Any team forfeiting 3 games for any reason will be dropped from the league.
7. In the event a game is forfeited, players may play a scrimmage game. This scrimmage game will not utilize officials or the scorer. The scrimmage may be terminated at any time at the discretion of the Gym Supervisor.

RULE IV - GAMES

1. Official National Federation rules shall govern all games except for the changes noted in these rules.
 - A. The game shall consist of 2 halves, each 20 minutes in duration. The game clock shall run continuously and will not stop for any fouls, violations, jump balls or substitutions. The clock will be stopped for any injury sustained by a player or for any timeouts called by the teams or officials.
 - B. At the 2 minute mark of each half, the game clock rule will revert to regular conditions with the clock stopping upon the call and signal of an official for any reason.
 - C. Any time in the last 2 minutes of the 2nd half, the difference in score reaches 10 or more points, the clock will continue to run when the whistle is blown to signal a violation. This does not include fouls, jump balls and substitutions.
 - D. A 5 minute half time will be allowed between each half. In the event of a tie at the completion of regulation time, the game will be decided according to WIAA rules. Overtime periods shall be 4 minutes with a 1 minute rest between the end of regulation and all subsequent overtime periods.
 - E. During the first 18 minutes of each half, all players must line up immediately for the administration of any free throws. If in the judgment of the game officials any intentional stalling or other delay of progress of the game at any time shall result in awarding of a team technical foul to the offending team. This will automatically result in 2 points and possession of the ball being awarded to the opposing team pursuant to the assessment of all technical fouls.
 - F. Free Throws-the 2 marked lane spaces closest to the end line will be vacant. Players may enter the lane upon the release of the basketball by the free throw shooter.
 - G. Four time-outs (30 seconds each) may be charged to each team during a regulation game. Each team is entitled to 1 additional time-out during each extra period. Unused time-outs accumulate and may be used at any time. Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any extra period at the expense of a technical for each.
 - H. Managers must submit their line-up to the scorer 10 minutes before each game starts. Include the full name (first and last).
 - I. In the event 2 teams are tied for a league championship, there will be a 1 game playoff.
 - J. Each player shall be numbered on at least the back of his shirt, or on both sides of the shirt, with plain Arabic numerals of solid color contrasting with the color of his shirt and made of material not less than $\frac{3}{4}$ of an inch wide. The number on the back shall be at least 6 inches high and on the front, at least 4 inches high. A player will be unable to participate in a given evening if he/she is wearing the following:
 - A different colored shirt than the rest of the team (light and dark shades of the same color on the same team will not be acceptable if the officials feel they will have difficulty).
 - A shirt with no numerals.
 - A shirt with a different numeral on the front than the back.
 - A shirt with a numeral the same as a team mate (duplicate).
 - A shirt with more than 2-digit numerals.
 - A shirt with adhesive tape numeral.
 - K. There shall be no desperation shots taken from half court or further back. Penalty: technical foul.
 - L. There shall be no dunking allowed at any time (before, during or after game). A made basket will be disallowed. Penalty: technical foul. If any damage occurs as a result of dunking as determined by the Recreation Department, the individual will be responsible for reimbursement of equipment repair or replacement.
 - M. A bonus free throw will be awarded for each common foul except a player control foul) committed by a player of a team, beginning with that team's 7th personal foul in a half and continuing with the 8th and 9th team foul. Two shots will be awarded to any common foul committed thereafter in the same half, other than a player control foul.
 - N. A technical foul assessed to a player for any reason will automatically result in 2 points and possession of the ball being awarded to the opposing team.

O. There will be no shooting of basketballs allowed at the side baskets or game baskets at any time (including time-outs) during the course of a game by players of the teams waiting to participate in the next game. Also, there shall be no standing on the game court sidelines by players waiting to play the next game. Teams may stretch in the areas (corners) designated by the Gym Supervisor.

P. All equipment used by players should be safely secured behind the team bench areas. This includes basketballs, sweat pants, shirts, bags, towels, etc. The Gym Supervisor will have full authority in having teams properly store this equipment during a game. Your cooperation in this matter will prevent unnecessary injuries.

Q. In the event a player sustains an open cut or wound, that player must leave the game and may not return until the cut or wound is completely covered and the external bleeding is controlled. Furthermore, a player who has an excessive amount of blood on the jersey or shorts will be directed to leave the game and cannot return until a replacement is secured.

R. Substitutions may occur during any dead ball.

RULE V - OFFICIALS

1. Officials shall be in full authority of the game(s) they are assigned. This includes full authority of players, scorers and spectators.
2. Only a team manager may question a decision of the referee and only in case of a rule interpretation and not in the case of a judgement call.
3. Supervisors shall have the authority to recommend a game be stopped because it is out of hand and the suspension of any player for misconduct.
4. Referees shall have the same authority as mentioned in Rule V, Section 3.

RULE VI - CONDUCT OF PLAYERS AND SPECTATORS

1. Two technical fouls charged to a player in a game shall result in that player's suspension for the remainder of the game and the next 2 scheduled games for said player's team. Upon said player's suspension from the remainder of the game, that player must immediately leave the facility. Furthermore, the suspended player will not be allowed to enter the playing facility of the next 2 scheduled games. In extreme cases of unsportsmanlike behavior, the suspension may be more than 2 additional games as determined by the Recreation Department.
2. In the event a player is suspended for a 2nd time during the season while playing on any Recreation Department team, the length of suspension will be for the remainder of the current basketball season for all teams that the player is registered with.
3. Any player, who participates on any Recreation Department basketball team while under official suspension, shall be suspended for the remainder of the season. The game in which a suspended player participates in will result in an automatic victory for the opposition.
4. Any team accumulation 6 or more player technical fouls during the season will be subject to the following game forfeiture schedule:
 - 6 total technical fouls - 1 forfeited game. The next scheduled game will be declared a forfeit and the win awarded to the opposition. The offending team may not enter the playing facility.
 - 7 total technical fouls - 2 forfeited games. The next 2 scheduled games will be declared forfeits and the wins awarded to the opposition. The offending team may not enter the playing facility.
 - 8 total technical fouls - all games for the entire 2024-2025 season will be forfeited and the team will be dropped from the league. Registration for the offending team for the 2025-2026 season will be scrutinized.
5. Players must remain seated on the bench at all times while the clock is running. Players may rise in front of their seats to spontaneously react to an outstanding play by a member of their team or to acknowledge a replaced player(s), but must immediately return to their seat. Penalty - technical foul.

6. Physical contact by player(s) or spectators with an official, scorer or supervisor shall result in forfeiture of game by that player's team. The player(s) shall be suspended from participation in all Recreation Department programs for up to one year.
7. Excessive verbal abuse of officials, scorers the supervisor by players or spectators shall carry the same penalty as stated in Rule VI, Section 1.
8. Unsportsmanlike conduct by player(s) or spectators toward other players or spectators may be penalized as stated in Rule VI, Section 1.
9. There shall be no smoking, vaping or use of any tobacco product or drinking of alcoholic beverages in the gym, locker room or on any other school district property.

RULE VII - AWARDS

The Recreation Department will provide t-shirts and a sponsor plaque for the champion of each league.