

All games will be played under current National Federation of State High School Associations (NFHS) rules with the following modifications:

I. Rules & Regulations

A. Equipment

1. The game ball will be furnished by the City of Clermont for all games.
2. Each team must wear jerseys of the same color with permanent numbers of contrasting color. Numbers must be whole numbers between 0 and 99. Teams will provide their own jerseys.
3. Only tennis, court, or basketball shoes with pliable synthetic or rubber soles shall be worn. No marking black soled shoes, boots, or running shoes will be allowed.
4. Braces, splints, or other wearable articles that contain metal, hard surfaces, or sharp edges may not be worn by players on the court.
5. Jewelry (including, but not limited to: earrings, necklaces, bracelets, exposed body piercings, rings) may not be worn by players on the court. Medical alert jewelry may be worn, but must be taped down with athletic or clear tape.

B. Cancellation

1. There will be NO refunds upon withdraw from a league once the season officially starts (week all league play begins).

C. Ejections

- a) Any official or staff member may eject a player from the gymnasium for using indecent language, unsportsmanlike conduct or a serious violation of the rules. In case of ejection, the manager or coach will be notified that the ejected player must leave the facility within one minute or the game will be forfeited. The manager shall be the spokesperson for their respective team.
- b) An ejection letter detailing the penalty will be mailed or e-mailed to the manager. For faster notification, managers are encouraged to call the Parks and Recreation office at 352-394-3500 regarding the penalty and then notify the player of the penalty after the ejection. The City of Clermont will NOT notify the player.
- c) Players are automatically suspended or reprimanded from the date of ejection.
- d) Suspensions can only be appealed in writing before the teams next scheduled game. Appeals are to be sent to the Parks and Recreation Department.
- e) ALL PENALTIES ARE MINIMUM AND IF DEEMED NECESSARY, GREATER PENALTIES MAY BE IMPOSED.
- f) If while on probation, a player commits an infraction of the rules, they will be placed on suspension for the appropriate time period determined by the City of Clermont.

1. Major Offenses

- a) Physically attacking an official or staff member in any manner.
Penalty: Minimum 2 years suspension & 2 years probation depending on severity of attack.
- b) Deliberate act that causes bodily harm to another player or property (i.e. starting a fight or physically attacking an individual).
Penalty: Minimum 1 year suspension & 1 year probation.

- c) Threatening an official or Parks and Recreation employee with physical harm.
Penalty: Minimum 1 year suspension & 1 year probation.

2. **Minor Offenses**

- a) Act of Fraud (ex. playing a player under an assumed name).
Penalty: Minimum 1 year suspension & 1 year probation for player and manager.
- b) Multiple technical fouls in a single game.
Penalty: Minimum 1 game suspension.
- c) A flagrant foul
Penalty: Minimum 1 game suspension

D. **Eligibility (Player)**

1. **A player must be 21 years of age.** Positive ID may be requested of every player at every game.
2. Players may only play on one team at a time within the City of Clermont Basketball League.
3. Suspensions and ejections from other City of Clermont Recreation Leagues carry over to all leagues on all sports.
4. Players must be listed and have signed the team roster to be considered eligible.
5. To be eligible to play in the playoffs, players must have played in at least three (3) regular season games.

E. **Forfeits**

1. A team must have a minimum of 4 eligible players on the court at the start of the game to avoid a forfeit.
2. Forfeit time for the first game of the night is five minutes after its scheduled start. The clock will begin immediately at the game's scheduled start time. The forfeit time for all other games is the same as its scheduled start time. **The Recreation Representative will have the official game clock and determine forfeit times.** Any game may start before its scheduled time if agreed to by both captains and officials.
3. Teams with two or more forfeits will be ineligible for playoffs.

F. **Game (Regulation)**

1. Playing time shall consist of two halves of 20 minutes each. The clock will run continuously except during time-outs and the final 2 minutes of the second half. During the final 2 minutes, the clock will stop for all fouls, violations, and official's signals.
2. Each team consists of 5 players, one of whom is the captain. A team must begin with at least 4 players, but if it has no substitutes to replace disqualified players it must continue with less than 5. A team may continue with as few as 3 players. If the number of qualified players drops below 3, then a forfeit will be declared.
3. Lineups must be submitted to the scorer no later than five minutes prior to the scheduled tipoff.
4. Each team is entitled to two (2) time-outs per game. Time-outs may not exceed one minute in length. The clock will stop on all time-outs. Successive time-outs may be called. Unused time-outs in the first half may be used in the second half. Unused time-outs **WILL NOT** carry over to any extra periods. **A timeout may not be called when a**

player is jumping out of bounds to save a ball. Timeouts must be called by a player on the court. Time will begin again once the ball is touched by another player during a legal throw in or missed free throw.

5. The time between the first and second halves will not exceed five minutes in length.
6. If at any time during the final 2 minutes of the game a team is ahead by 20 or more points, the clock will not stop, even if the team is no longer ahead by 20 points.
7. In the event that the score is tied at the end of regulation play, a three minute extra period will be played. The clock will stop on the officials' signal during the final minute of each extra period. One time-out per team is allowed during each extra period. Personal, team, and technical fouls accumulated in the second half and/or overtime periods will carry over into each succeeding extra period. A one-minute rest period will proceed each extra period.

G. Fouls

1. **Personal Fouls**

- a) A player is allowed 5 personal fouls per game. On the fifth personal, that player will be removed from the game. A personal foul is a player foul that involves illegal contact with an opponent while the ball is live, which hinders an opponent from performing normal defensive and offensive movements. Intentional, technical and flagrant fouls all count toward personal and team foul totals.
- b) A player will receive the one-and-one bonus after the offending team has accumulated 7 fouls each half. On the 10th foul and thereafter the opposing team will shoot two free throws for all fouls except player control. All fouls are counted toward the 7 and 10 team fouls.

2. **Technical Fouls**

- a) Any player may be ejected after receiving the first technical foul. He/she must be expelled after receiving a second technical foul. The second technical foul on any player is considered flagrant. A team that receives three unsportsmanlike technical fouls in the same game will forfeit that contest.
- b) Two free throws will be awarded for all technical and flagrant fouls. The offended team gets possession of the ball after the free throws have been attempted.

H. Insurance

1. The manager shall advise each player upon signing a ROSTER/RELEASE OF LIABILITY SHEET that accident insurance is NOT provided and that the player participates in the league at his/her own risk. **EACH PLAYER IS RESPONSIBLE FOR HIS/HER OWN INSURANCE.**

I. Protests

1. A written protest must be turned in to the recreation office at the Arts and Recreation Center or given to a league representative within 24 hours. **NOTICE OF INTENT TO PROTEST MUST BE MADE TO THE OFFICIALS & SCOREKEEPER AT THE TIME THE PLAY OCCURS AND BEFORE THE NEXT LIVE BALL.** The official is instructed to change the decision if the opposing captain concedes the point and not permit the protest. If the protest is made, the official shall notify both managers that the

game is being played under protest. Judgment calls **CAN NOT** be protested. Forms will be available at the court.

J. **Roster (Team)**

1. A maximum of 10 players may be on a team roster at any given time.
2. The last day to add a player is at the end of the fourth (4) SCHEDULED week.

K. **Transfer (Player)**

1. A player transferring from one team to another must secure a release from his/her manager. If a manager refuses to release a player, the player may appeal in writing to the Recreation Department. **ONE (1) TRANSFER IS ALLOWED PER PLAYER DURING THE SEASON- NO EXCEPTIONS!**

L. **Playoffs**

1. The top four ranked teams in regular season will advance to the playoffs. Ranking will be determined by regular season record.
2. In the event two or more teams have the same regular season record, the head-to-head record will be used as the first tie breaker. If there is a forfeit between one of these teams, that team will be forced to take the lower ranking. If there is still a tie, the points scored against the teams involved (**NOT POINTS SCORED IN WHOLE SEASON**) will be the next tie breaker. In the event there is a tie between two or more teams that did not play each other during regular season, the total points scored during the entire season will be used as the tie breaker.

II. ARC Rules and Regulations

- A. Captains are responsible for all team members and spectators. Failure of participants and spectators to follow all rules of the Clermont Arts & Recreation may result in a team technical and ejection.
- B. Only players are permitted on the court at all times. Spectators must remain four feet away from the court on all sides.

The City of Clermont reserves the right to modify the league, any rules, schedules or team rosters as needed at any time.

Plays, Rules or Situations that occur that are not in this rulebook will be handled on a case to case basis by staff members and designees. All parties will meet and decide the best way to interpret and implement during the situation. After this has occurred, a rules modification will be distributed if necessary.