I. Philosophy
   A. This league is sponsored by the Lee’s Summit Parks and Recreation Department as a recreational activity. We hope that all teams will follow our philosophy of friendly competition in a recreational setting. You can be competitive and courteous at the same time. Respect your opponents and the officials. With this philosophy in mind, the following rules will apply.

II. Eligibility
   A. A player’s eligibility may be questioned at any time prior to the game or to the player entering the game for the first time. The opposing team captain can question the eligibility of a player by asking the scorekeeper to check the team’s roster for the player’s name. The questioned player should have a valid photo ID. If the player is not on the roster, he is out of the game and the team may be penalized a technical foul. A player may be given reasonable time to come up with identification at the scorekeeper’s discretion. The player will not play until he shows identification.

   B. Each team will be allowed a maximum of 12 players on its roster.
      1. Team coaches must make out an official roster for their team.
      2. No player may register on more than one team at a time.
      3. Teams may drop a player at any time without a refund.
      4. Complete team rosters must be on file at Harris Park Community Center prior to league play.

III. Playing Rules
   A. Each game will consist of two, twenty minute halves.
      1. There shall be a time limit of 2 minutes between halves.
      2. There shall be two, one minute time outs per team per half. During time outs the clock stops. Time outs may not be carried over to the second half.
      3. Players will foul out of the game on the fifth foul.
      4. The bonus foul shot (1 and 1) will start on the seventh team foul per half. The tenth team foul will result in two shots.
      5. The Missouri State High School Boys’ Basketball rules are in effect except logo restriction and minor infractions.

   B. A five minute grace period shall apply if a team does not have four players ready to play. If both teams fail to have four players present, the contest is constituted as a double forfeit. If one team has five and the other has four the captains must agree on whether to call the game or proceed. The clock will begin running at that time.

   C. Time stops only during the last two minutes of the final half on each whistle by the official and on each time out as described previously, if the score is fifteen (15) points or lower.

   D. In case of a tie score at the end of regulation time, an overtime period of three minutes shall be played without any stops. If the overtime period ends in a tie, it will be followed by a sudden death overtime period. (First point scored ends game.) Each team will be allowed a one minute timeout in the overtime period and carry over from second half will be allowed.

   E. In the event of ties at the end of regular season play, the head-to-head record between the two teams will determine the winner. If split, point spread between the two teams will determine the winner.

   F. Uniforms – All players must wear the same color jersey with a number, at least, on the back. Numbers should not exceed 55. Only rubber-soled nonmarking athletic shoes will be allowed.

   G. The team listed first on the schedule shall be the home team.

   H. Inclement Weather: The Recreation Supervisor will call games. Players should call the program information line at 969-1516 to check for game cancellation. A recorded
message will answer at that number if games have been cancelled. Cancelled games will be made up at the Recreation Supervisor’s discretion.

**NOTE:** Missouri State High School Boys’ Basketball Rules will apply, except where noted in the above section.

IV. **League Distinction**

A. “A” League or Competitive League should have higher level, more competitive athletes and will be officiated as the level dictates.

B. “B” League or Recreational League should have more recreational level athletes and will be officiated as the level dictates.

V. **Player and Team Conduct**

A. The Parks and Recreation Department reserves the authority to forfeit any game in which an infraction of league rules has been committed.

B. Technical Fouls

1. Technical fouls such as grasping the rim, six men on the court, excessive bickering, etc. will be considered an unsportsmanship technical foul. The type of foul will result in a ten minute dismissal from that game.

2. Two unsportsmanship or flagrant technical fouls in one game will result in team forfeit of that game.

3. A flagrant foul (i.e. profanity, profanity to referees or confrontation with other participants, or any other such extreme behavior) will result in a technical violation with dismissal from the game and possibly the building.

4. Two (2) forfeits in one season of play will automatically disqualify a team from the league with no refund. (Supervisor’s discretion)

5. If a player receives one flagrant technical foul in the game, it will result in dismissal of that player from the game and he will be required to leave the building within reasonable time. If the individual doesn’t leave immediately, the game will not continue but the clock will run.

6. A player will be put on probation for the remainder of the season after one (1) flagrant technical foul and may be dismissed at anytime from Harris Park Community Center for further violations.

7. Technical fouls may be called on the spectators if official(s) feel it necessary. At the Supervisor’s discretion, it could be classified as a flagrant foul and be counted against the team’s total.

8. Any player or coach who hits another player or hits an official will be suspended from all Lee’s Summit Parks and Recreation activities for a period of not less than six (6) months.

9. Any team, coach, or player who, in the opinion of the officials and the recreation supervisor, is especially flagrant in rule violations or inhibits fair and sportsman like competition will be suspended from the league.

10. No alcoholic beverages are allowed on Park premises by anyone. Such an infraction will result in suspension of a player or team.

11. If an adult/minor creates a peace disturbance beyond your control then he/she can be arrested in accordance with Section 24-10 Peace Disturbance of the Lee’s Summit Code. If an adult/minor fails to leave the premises after an ejection, he/she can be arrested for trespassing in accordance with Section 24-31 (Trespass Generally) of the Lee’s Summit Code.

During community activities and events, such as the Chief’s home football games, the Lee’s Summit Parks and Recreation Department may change league schedules, when possible, if a majority of league captains wish.

The Lee’s Summit Parks and Recreation Department, it’s staff and the R-7 School District will not be responsible for any injuries or accidents incurred by players or spectators due to participation in this league.