

CITY OF LARGO

**LARGO**



BASKETBALL RULES AND  
REGULATIONS



CITY OF LARGO RECREATION, PARKS and ARTS DEPARTMENT  
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MEN'S BASKETBALL BYLAWS

**The object of these leagues shall be: To develop character, skill, sportsmanship and good will among teams and individuals participating**

I. AGE REQUIREMENTS:

A. Men's Leagues: All players must be at least 16 years old.

II. PLAYER ROSTER ELIGIBILITY AND CONTRACTS:

A. Rosters are frozen after the 3rd game. Any player(s) added after the cutoff must be approved by the league director.

B. The legality of all players is the responsibility of each manager.

C. Players are eligible to play on more than one team in separate divisions.

D. In order for a player to switch teams, he/she must do so before the 3rd game and contact the Athletics office for approval. After the 3rd game, all rosters are frozen and players will not be allowed to switch teams.

E. All players must COMPLETELY AND LEGIBLY sign their team's roster.

F. Teams are NOT required to have uniforms. However, they are STRONGLY ENCOURAGED and RECOMMENDED, as it makes for a more professional look and feel to the league.

**Regardless of skill level or division, this is a RECREATIONAL basketball league.**

I. Game Procedures:

A) Profanity of any kind is prohibited. All players using profanity will be given an immediate technical foul. Additionally, two points and the ball will be awarded to the opposing team. A technical foul for cursing will also count towards a personal foul. Players who receive two technical fouls for cursing will be ejected from the game. \*Profanity is not the only way to receive a

technical foul. Players may be given a technical foul for excessive unsportsmanlike conduct.

- B) Time: There will be four 10-minute quarters with a running clock. The clock will stop during the last two minutes of the second and fourth quarters. The only exceptions will be for timeouts, injuries, and the last two minutes of each half. If a team is winning by more than 20 points with two minutes remaining in the fourth quarter, the clock will not stop on dead ball plays.
- C) Timeout: Each team will have two timeouts per half. Timeouts do not carry over. Each team will have one timeout in overtime. Timeouts are approximately 45 seconds long, but are at the discretion of the referees.
- D) Overtime: Overtime will be 3 minutes long with a running clock for the first 2 minutes. The clock will stop on dead balls during the last minute of the overtime.
- E) Halftime: Halftime will be approximately 3 minutes long, but the time is at the discretion of the referees.
- F) Players: Each team must have a minimum of four players to begin a game. If a team has three players, the opposing team can lend a player if they have extra, or the team can pick up an extra player. The opposing team can refuse both of these. If they accept, they have the option to accept a technical foul and the ball to begin all quarters. If they decline, the game begins as scheduled / continues.

#### I. Fouls

- A) Players Fouled Out: A player will be disqualified from a game after committing his 5<sup>th</sup> personal foul. If a player that has fouled out must come back into the game for any reason, that team will be given a technical foul. If that player fouls again, another technical foul will be given to that team.
- B) Technical Fouls: Technical fouls are considered personal fouls. If a player commits two technical fouls in one game, he shall be disqualified. A technical foul caused by profanity will result in an automatic two points and the ball for the opposing team. **This is only for profanity.** All other technical fouls will result in two free throws and the ball.

If the technical fouls are of the flagrant nature (as determined by the referees and the league director), the player will need to vacate the gymnasium immediately and may be disqualified from following games (again, as determined by the referees and the league director). If a team commits three flagrant fouls, the team shall forfeit the game. All technical fouls can result in forfeit, suspensions and/or expulsion from the league at the discretion of the league director.

- C) **Player Conduct:** No player shall threaten an opposing player, spectator, official, or scorekeeper in any manner. Threatening conduct will result in disqualification from the game and suspension from the following game. Threatening conduct may result in removal from the league altogether and is at the discretion of the program director. Players using profanity will receive a technical foul. If the profanity continues, they will be ejected from the game and subject to further suspension. All players fighting will be expelled from the league for the rest of the season.
- D) Only captains may discuss referee calls with the referees.
- E) All viewers (fans) must watch the game with respect towards officials, players and staff. Any viewers who excessively taunt or disrespect the game will be removed from the gym and subject to banning from the gym during season.