



Hagerstown Field House: Adult Basketball League Rules and Policies

1. Administration

a. Team Roster Requirements

- Each team must have a minimum of five players who have fully paid to be included in the schedule.

b. League Standings

- League standings will be determined by each team's win/loss record.
- In the event of a tie, the following criteria will be used to determine placement:
 1. Head-to-head results between the tied teams.
 2. Point differential across games involving the tied teams.

c. Game Scheduling

- The Sports Director is responsible for scheduling all games, including rescheduled matches.
- Coaches and Team Managers must coordinate with the Sports Director regarding all matters related to the basketball league.

2. Eligibility

a. League Participation

- The league is open to players 18 years of age or older and not currently enrolled in high school.

b. Team Rosters

- Rosters are open, and teams may add or drop players as needed up until the roster lock date.
- Rosters will lock after the 4th game of the season.

c. Player Registration

- To be added to a team roster, a player must either pay in full.

d. Player Restrictions

- Once a player has suited up for a team, they are not permitted to play for another team in the same division for the remainder of the season.

e. Guest Players

- Guest players may participate for any team with a \$15 fee per game.
- Guest players added to a team roster before the roster lock date will have their guest fees deducted from the total registration fee.
- No guest players will be permitted in the playoffs.

3. Competition

a. Game Structure

- Games will consist of two 20-minute running halves with a 2-minute halftime.
- The clock will run continuously, stopping only for timeouts and at the referee's discretion, except during the final two minutes of each half, when the clock will follow standard regulation rules.
- Each team is allowed 3 timeouts per game: 1 timeout lasting 60 seconds and 2 timeouts lasting 30 seconds. Timeouts may be used at any point during the game.

b. Mercy Rule

- If a team leads by 20 or more points with 2 minutes or less remaining in the second half, the game clock will continue to run without stoppage.

4. Rescheduling, Forfeits, and Protests

a. Rescheduling

- Rescheduling requests will be considered if the team notifies HFH Leagues at least 72 hours before their game, providing an acceptable reason for the absence. Rescheduling is not guaranteed. If a game cannot be rescheduled, the game will be forfeited.

b. Minimum Players

- A team must have at least 4 players on the court at the scheduled game time to avoid a

forfeit.

c. Grace Period

- An 8-minute grace period will be granted for the first game of the night. After 5 minutes, the offending team will receive a technical foul, and the opposing team will be awarded possession of the ball to start the game.
- The forfeit grace period begins at the scheduled game time.
- No grace period will be allowed for games scheduled after the first game of the night; a forfeit will be issued immediately.

d. Game Scores

- Game scores are final and will not be revised after the game.

e. Forfeit Penalties

- A team's second forfeit due to no-show during the season may result in removal from the league. No refunds will be issued for forfeits.

f. Protests

- Protests based on rule interpretation must be made to the officials at the time of the alleged infraction, before either team leaves the court.
- The Coach/Team Manager must submit a memo outlining the circumstances and the rule in question to the Sports Director by the next business day. Emails will be accepted.
- After gathering all necessary information, the Sports Director will issue a ruling, which will be final.
- Judgment calls made by officials are not subject to protest.

g. Illegal Players

- The use of any illegal player(s) will result in the forfeiture of the game.
- An **illegal player** is defined as:
 - **Non-registered players:** Individuals not listed on the team's official roster or who have not completed the necessary registration with the league.
 - **Ineligible players:** Players who do not meet the league's age or specific eligibility requirements.
 - **Unpaid players:** Individuals who have not paid the required registration fees.
 - **Players using false identities:** Individuals who are playing under someone else's name or personal information.
 - **Suspended or banned players:** Individuals serving a suspension or who have been banned from participating in league activities.

5. Uniforms

a. Jersey Requirements

- Teams must wear matching jerseys or shirts with visible numbers on both the front and back.
- It is recommended that teams have two sets of jerseys: one dark-colored and one light-colored.
- If both teams are wearing the same color jersey, the home team must change to a different color.
- If needed, the home team will be provided with pinnies, which must be worn during the game.

b. Equipment Restrictions

- Shorts with pockets, zippers, or belt loops are not allowed.
- Shoes that leave marks on the floor and jewelry are prohibited.

c. Home vs. Away Jerseys

- Home teams are required to wear light-colored jerseys, and away teams must wear dark-colored jerseys.

7. Conduct

UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED!

a. Responsibility for Conduct

- Coaches and Team Managers are responsible for the conduct of their players, and teams are responsible for the conduct of their Coaches/Team Managers. The following are examples of unsportsmanlike conduct, which may result in disqualification:
 1. Refusing to abide by an official's decision.
 2. Physically attacking, touching, or endangering the safety of any official, player, coach, team manager, spectator, or HFH staff member.
 3. Objecting to an official's decision by throwing basketballs or any personal equipment or using any other forceful action.
 4. Verbally abusing, threatening, or attacking any official, player, coach, team manager, spectator, or HFH staff member.
 5. Using obscene language or gestures toward any official, player, coach, team manager, spectator, or HFH staff member, on or off the court.
 6. Continuously arguing or disrupting the game by questioning judgment calls in a manner that disrupts the game, including the officials, league supervisor, fans, and participants.

b. Disqualification

- Coaches/Team Managers or players may be disqualified for the night if issued two technical fouls or one flagrant foul.
- A disqualified coach, team manager, or player must leave the gym within 2 minutes and exit the premises within 10 minutes.
- After disqualification, all involved (officials, player, coach, or team manager) must submit a report to the League Director by the following day. This report should detail the incident.
- Officials must also provide recommendations and supporting data for any potential suspension.
- HFH will make the final decision regarding the length of any suspension.

c. Suspension Policy

- Any player or coach/team manager who receives two separate suspensions will be automatically dismissed for the remainder of the season. No refund will be given.
- Suspensions may carry over to future seasons.

d. Physical Assaults or Threats

- Any player, coach, team manager, participant, or spectator who physically assaults or threatens another player, coach, team manager, spectator, or official will be permanently banned from all HFH leagues and programs.

e. Kids Supervision

- Children accompanying parents to games must be supervised at all times. Children are not allowed to run alongside the bleachers.
- If a ball goes onto the court and play is stopped, the child responsible for the ball will result in a team timeout.

f. Responsibility for Rules

- Coaches and Team Managers are responsible for ensuring all players have read and understand the league's rules and regulations.

g. Post-Game Clean-Up

- Coaches and Team Managers are responsible for ensuring their team cleans up the bench area after the game.

Important Rules Summary

To ensure a smooth and enjoyable experience for everyone, please keep the following key rules in mind:

- **Game Play:** Each game will consist of two 20-minute running halves, with a 2-minute halftime. Teams are allowed 3 timeouts, and overtime will be played if the game is tied at the end of regulation.
- **Uniforms:** Teams must wear matching jerseys with visible numbers on both the front and back. Home teams must wear light-colored jerseys, and away teams must wear dark-colored jerseys. Shorts with pockets, zippers, or belt loops are not permitted.
- **Conduct:** Unsportsmanlike conduct, including physical or verbal abuse, arguing with officials, and other disruptive behaviors, will not be tolerated. Disqualifications and suspensions may occur for violations.
- **Player Eligibility:** Only registered players, who have paid their fees in full or have an approved payment plan, are allowed to participate.
- **Forfeits & Rescheduling:** Teams must notify the league 72 hours in advance for rescheduling requests. A team must have at least 4 players present to avoid a forfeit.

These rules are in place to maintain fairness, safety, and enjoyment for all participants. Please read and follow them carefully to help ensure a positive experience for everyone involved.