



PARKS AND RECREATION

5-ON-5 INDOOR BASKETBALL RULES

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Contact Information

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Facilities Use/Regulations:

Gym time and space is provided by the Boise School System. Continued use of these facilities requires that we abide by the rules and regulations set by Boise Schools:

1. After the last game of the evening, participants must leave the school five minutes after completion of the game to allow for the custodians to clean the gym.
2. Parents - your children **MUST** be closely supervised always during games by an adult not participating in the program. They must remain seated in the gym. If a child is unattended, the player responsible for the child will be removed from the game to supervise the child.
3. Enter and exit the gym from the main entrance only. For the first game, please enter no earlier than ten minutes prior to scheduled time and not before. Participants must remain in the gym and spectators must always remain seated in the bleachers. Do not warm up in the hallways!
4. Park in approved areas. Illegally parked cars may be towed away at owner's expense.
5. No glass containers are allowed in the gym.
6. No eating or drinking inside the school or gym. (Exception: water either from the fountains or brought to the gym in a plastic container.)
7. No alcohol or illegal substances are allowed inside the school or on the school grounds.
8. No colored-soled shoes that scuff or mark the floors are allowed in the gym. This includes running shoes, street shoes, or boots on the court at any time, including before and after the game.
9. Be considerate of groups using the facility before or after your scheduled game time.
10. **CLOSED GYM:** If your gym is closed on your team's scheduled time and date, your team must wait 15 minutes before leaving. Unfortunately, sometimes our office is not notified of closures. The game will be rescheduled at the earliest available time slot(s)

Gym Locations

BOISE HIGH - Washington & North 9th Street (Old gym)

BORAH HIGH - 6001 Cassia, South on Curtis, right on Cassia (old gym)

CAPITAL HIGH SCHOOL - Auxiliary gym - 8055 Goddard

TIMBERLINE HIGH SCHOOL - 701 E Boise Ave – Apple St & Boise Ave
EAST JR HIGH – 5600 E Warm Springs Ave (Located on Harris Ranch)
FAIRMONT JR HIGH - Northview & Cole Road
HILLSIDE JR HIGH - Corner of North 36TH & Hill Road
LES BOIS JR HIGH - (Columbia Village) from 1-84 South go East on Gowen Rd, past Federal Way, then left on Grand Forest Drive follow to the school
NORTH JR HIGH - Enter back of school off Fort St between N 13TH & N 15TH (the new gym)
RIVERGLEN JR HIGH - Coming from downtown turn right from State St onto Gary Lane pass Gillis and the school will be on the left side of road. From Hill Road turn left onto Gary Lane pass Landover subdivision and the school will be on the right side of road
SOUTH JR HIGH - Corner of Shoshone & Cassia
WEST JR HIGH - 8371 W. Salt Creek Ct, South Cole Rd, turn right on Victory then left on Trabuco
FRANK CHURCH HIGH SCHOOL – 8051 W Salt Creek Ct, turn right on Victory then left on Trabuco

League Structure:

CLASSIFICATION: In order to make the leagues competitive, the Boise Parks and Recreation Office has established guidelines for teams to follow when selecting players to play in specific classifications. The Boise Parks and Recreation League Director reserves the right to make the final determination regarding players playing in classifications below their ability level.

MEN'S DIVISION:

1. Men's B1 League: "B+" Elite: Exceptionally skilled teams should have at least four (4) or more players with college experience, capable of slam-dunking and/or scoring 20+ points. Players should be able to run open court on a fast break hit open shot if guarded, have above average and strong defensive skills.
2. Men's B2 League: "B" Very Good: No more than three (3) players with college or high school varsity experience and/or capable of scoring 15 points per game. Players have very good playing skills and defensive abilities and can play a running game.
3. Men's B3 – B5 Leagues "C+" Average: No ex-college players under the age of 30 years old. Players should be able to play team ball with limited turnovers. No more than one (1) player capable of consistently scoring 25 points per game and have average defensive abilities.
4. Men's B6 – B8 Leagues "C" Recreational: No ex-college or high school varsity players under the age of 30 years old. Players who love to play but have limited experience; limited/no ability to play above the rim; no more than one (1) player with the ability to consistently score more than 20 points per game. Play is sometimes "playground" style and recreational.

WOMEN'S DIVISION:

1. C1 League: 1-2 players who have high school and/or college experience; competitive.
2. C2 League: No ex-college or high school varsity players under the age of 30 years old. Players who love to play but have limited experience; limited/no ability to play above the rim; no more than one (1) player with the ability to consistently score more than 20 points per game. Play is sometimes "playground" style and recreational.

NOTE: All classifications are subject to change at the discretion of the League Director, if deemed necessary. Also, any teams that have misclassified themselves are subject to be reclassified by the Boise Parks and Recreation League Director, if deemed necessary. Teams may be subject to forfeiture of games played.

Player Eligibility:

1. Age Requirements: Players must be **16 years of age** as of the date of the first game.
2. No Men's B1 caliber basketball players in the Boise Parks & Recreation will be allowed to play in any division lower than B2 and no more than 2 per team. Individual player classification will be determined and designated by the league director.
3. Players can play on more than one team under the following conditions: A player cannot play on more than one team in the same division unless the divisions were combined. A player cannot play more than 2 divisions lower than their highest level of play. Players must register on all teams and pay any fees required.
4. Ex-college players are encouraged to play at a higher level that meets their ability.
5. New Players. Additions may be made to team rosters by the new player or team captain coming into the Parks and Recreation Office from 8:30 a.m. to 5:00 p.m. weekdays. New players are eligible to play the same day they register. Deadline to add players to roster: Second Friday in February.
6. Hardship. When a team's (active) roster is reduced to below five players for some unforeseen reasons, the team captain may claim hardship. The team captain may then request to add players after the new player registration deadline by submitting a written report detailing the events and reasons leading to the request. Such reports must include the names of players no longer with the team and reasons for leaving. The Advisory Board may allow additional players to bring the roster up to five (5) players. Players added must be equal to or less in ability than the players they are replacing.
7. Team Captains that pick-up player from our office player list AND put these players on their roster must communicate all scheduled games and play each player fairly. Note: It is not the responsibility of the Boise Parks and Recreation office to ensure player(s) playing time or refund individual fees.

PLAYER NOT ON ROSTER.

Players not on a roster are ineligible to participate. The opposing team captain **must protest** an illegal player by notifying the official that they are protesting and who. Officials will notify the other team. The protested player must provide photo ID. Protests must be written in scorebook and on score sheet and signed by the official, scorekeeper and team captains and will be reviewed the next business day by the league director.

ELIGIBILITY VIOLATIONS.

The following penalties will be assessed for eligibility violations:

- a. League Play - Ineligible player and team captain will be suspended (See 3rd degree violations under conduct). This will include all teams the ineligible player is registered on.
- b. Tournament Play - A team using an ineligible player(s) will be automatically disqualified from the tournament.

Team Composition:

As administrator of the team, the team captain is the official contact between team members and Parks and Recreation. Current address and phone number of the team captain must be designated on the roster and any changes should be reported to Parks and Recreation immediately.

1. Team captains are expected to attend all program-related meetings and clinics to be able to transmit current information to their teams. Only the team captain that attends the pre-season meeting will have the privilege of direct communication with the Officials Coordinator. Team captains must be available to receive email and phone calls from Parks and Recreation during the basketball season. Information such as rescheduled games and tournament deadlines/schedules may be transmitted by phone or e-mail. Email not returned to Parks and Recreation will be assumed to have reached the team captain.
2. Team Captains are responsible for distributing schedules to players on their rosters. Game time is the noted time on the schedule.
3. Game-related Responsibilities. The Team Captain is responsible for their players conduct immediately before, during and after each game. If the Team Captain cannot control the behavior of his/her players, he/she may be suspended for a minimum of one game to maximum of one year, provided sufficient warning has been given.
4. Team Captains must be identified to the referee and scorekeeper prior to the start of the game.
5. The Team Captain must list the players first and last name and number on the lineup card and give it to the score keeper/official before the pre-game.
6. Teams may have up to eight (15) players on a roster that meet the minimum age requirement and league classification requirements.
7. **ONLY THE TEAM CAPTAIN/FLOOR CAPTAIN MAY SPEAK TO THE REFEREE.** The referee will direct all warnings about player conduct to the Team Captain/floor captain. The Team Captain/floor captain is responsible for seeing that all players know and follow the rules. Therefore, team captains should be the individual to meet for all the pre-game meeting.

Equipment/Uniforms:

Teams that do not have enough players with legal uniform tops, will forfeit the game, although, it will be played/ officiated as a practice game.

1. No hats, visors, or bandanas are allowed. Any issues team captain must notify the Program Director.
2. Home team will wear light colored jersey's; visitors will wear dark colored jerseys. Home/visitors will be designated on the schedule at Boise Parks and Recreation.
3. **BALLS:** Game balls are not provided by the Parks and Recreation Department. Selection of game ball will be made by the referee. Teams are encouraged to provide a quality game ball.
4. **Shoes:** Participants must wear court-approved shoes. Black or blue-soled running shoes, street shoes, hiking boots, or any shoe that marks the court surface are not allowed on the court. No player will be allowed to wear socks without shoes or go barefoot.
Penalty: Removal from game.
5. **Jewelry:** Wearing of exposed jewelry will not be allowed during play. Exposed jewelry includes wrist watches, earrings, bracelets, necklaces, and rings, hard items on head such as bobby pins, barrettes, etc. The officials shall make all decisions regarding exposed jewelry.
6. **First Aid:** Ice packs, tape and first aid kits are the responsibility of the team and not provided by Parks and Recreation.
7. **Brace** covered or padded if a sharp edge or point is exposed, to protect themselves and the opposing team's players from injury.

Rules of the Game:

A combination of high school and college rules will govern play during all games, except as stated in the league rules. Each team will receive a copy of the league rules. Players and Team Captains are responsible for knowing these rules. (The Rules and Regulations are subject to revision at the discretion of the Program Coordinator).

Schedule: Teams must show up for a game unless notified otherwise by the Parks and Recreation Office. Teams must be ready to play at the scheduled time.

Grace period/forfeit: Teams must have a minimum of four uniformed members who have signed the roster at their scheduled game time, or by the conclusion of the previous game, whichever is later. If a team does not have 4 eligible players at that time, the scorekeeper will be directed to place five minutes running time on the game clock. Should a team fail to have (4) legal players when the 5-minute grace period ends, the game will be declared a forfeit. **GRACE PERIOD: Teams are allowed one (1) 5-minute grace period during the season. The grace period is only allowed to reach a minimum of four (4) rostered players to begin the game. PENALTY: deduction of one (1) timeout.**

Forfeits: When a team is not at the gym ready for their scheduled game time before the 5-minute grace period has expired, or a team does not have the required number of

players, the game will be forfeited. Teams forfeiting three league games without one days' notice may be dropped from the program.

1. If you know in advance that your team will not be able to play, you must contact the parks and recreation department preferably 48 hours in advance of your game time, in addition to the other team captain. The city will provide a variety of options for a make-up game but if both teams cannot agree on a make-up time/location then the team who requested the reschedule will be given the loss by forfeit.
2. If a team is a no show, with no notice to Boise Parks and Recreation, the team is subject to game/referee fees and could become ineligible for any tournaments or removed from the schedule for the remainder of the season.

Clock:

Two 20-minute halves with a running clock except for the last minute of the first half and the last 5 minutes of the second half at which time the clock will stop for all whistles.

Exceptions: The clock will not stop and will continue to run at any time during the last 2 minutes of the second half, once a team is ahead by 15 points or more.

Half time - 3 minutes

Time Outs – Each team is allowed 3 time-outs per game, maximum 1 minute in length.

Overtime – If the score is tied at the end of regulation, then the teams will play a 2-minute, overtime period started by a jump ball. Each subsequent overtime, if needed, will be 1 minute in length. Clock will stop with each whistle. Possession will start with the possession arrow.

Teams will be given 3 minutes between each game for warm up.

Subs: Substitutes cannot go into the game until they are waved in by the official.

Bleeding: Any player that is bleeding must exit the game and will not be allowed to re-enter until the bleeding has been stopped. Any player with blood on their uniform will be required to have the blood removed before coming back onto the court.

No press rule: (Women's C2 League Only) once a team has reached a lead of 15 points or more at any time in the game, they cannot press or closely guard until a player in possession of the ball fully crosses the mid court line.

Fouls:

- a. Each player is allowed a maximum of **5** personal fouls.
- b. Starting with the seventh team foul in a half, the opposing team will receive one free throw and, if made, one more attempt, regardless of the type of foul.
- c. Starting with the tenth team foul in each half, the opposing team will receive two free throws.
- d. Technical Fouls will not be shot. The opposing team gets two points and the ball out of bounds.

Technical fouls:

- a. **An unsportsmanlike foul:** is a non-contact technical foul which consists of unfair, unethical, or dishonorable conduct. Acts of deceit such as accepting a

teammates(s) foul or free throw, use of profane or inappropriate language or gestures, and taunting are unsportsmanlike.

- b. **A flagrant foul:** may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kicking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.
- c. **Rule Technical:** technical fouls that do not warrant an ejection. Example: Not being in the book, too many players on the court, intentionally slapping the backboard, reaching over the plane during a throw in and contacting the ball.
- d. **Penalty:** For all conduct-related/unsportsmanlike technical fouls, offender must immediately substitute out of the game and sit quietly on the bench for (5) minutes of game time. The (5) minutes starts when player is seated on the bench. Exception: Players are ejected after 2nd technical foul.

Free throw: Only 4 defensives and 2 offensive players are permitted on the marked lane spaces during free throws. The two opposite lane spaces closest to the end line below the block shall remain vacant. Players along the lane can enter the key as soon as the shooter releases the ball during a free throw. Players behind the 3-point line must be beyond the free throw line extended and cannot cross the line until the ball hits the rim. Shooter cannot enter the key until the ball hits the rim. After time out – clock starts when the ball is touched on a rebound or inbound play.

Conduct of players/spectators:

- a. There is a certain standard of conduct expected from every member and person associated with a Boise Parks & Recreation team. If in the opinion of the official(s) the game cannot be continued in a sportsmanlike manner, the game shall be forfeited by the offending team.
- b. Officials are not required to warn a player or Team Captain prior to ejection. When a player is ejected from a game, he/she must leave the facility immediately or the team will forfeit the game.
- c. The team captain is responsible for their spectators. Spectators displaying inappropriate behavior will be asked to leave the facility or the team will forfeit the game. There is a zero-tolerance policy regarding spectators causing undue interference with the playing of games. Any spectator who conducts themselves in an inappropriate, offensive, and/or disruptive manner, including entering the court area during a game will be ejected and banned from attending an indefinite number of future games. Teams accompanied by any disruptive spectator(s) are subject to immediate disqualification of the game and possible suspension from further play.

Individual and team conduct:

It is expected that individuals and teams will conduct themselves in a sportsmanlike manner toward their opponents and the officials. Failure to do so will result in the following:

1. **OFFICIAL'S FORFEIT:** The official has the authority to forfeit the game for unsportsmanlike conduct or failure to abide by the official's decision. If the official's order is not obeyed; he/she may also remove a player from a game. This is a judgment decision by the official and cannot be protested.

2. EJECTED PLAYERS: Any player ejected from a game, or receiving two unsportsmanlike technical fouls, will receive the minimum one (1) game suspension for the next game. The player may not hang-out on premises, nor return to gym until suspension is lifted. Suspended players may not attend games.
3. TECHNICAL FOULS: All "Technical Fouls" will carry a penalty of two points and ball out of bounds (at the division line). Technical foul counts toward the team foul total and the individual player's personal fouls. All bench personnel technical fouls are charged to the offender.

Penalties: (League and Tournament play)

1st Degree Violation

- 1) Unsportsmanlike technical foul.

Automatic Penalty: Offending player sits out of the game for 5 **minutes** (game clock time). For a violation that occurs with less than 5 minutes left in the game or after the game, the balance of time will be assessed at the start of the player's next game.

2nd Degree Violation

- 1) Attempting to arouse spectators against the official, scorekeeper, or Boise Parks and Recreation representative.
- 2) Any flagrant foul (non-contact unsportsmanlike technical foul)
- 3) Taunting or using language or gestures to provoke another player or official.
- 4) More than one first degree violation.

Automatic Penalty: Offending player ejected from the game and facility and suspended from the following game.

3rd Degree Violation

- 1) Flagrant foul. (Contact)
- 2) Participating in a game as an ineligible player.
- 3) Playing under another name.
- 4) Player receiving more than two unsportsmanlike technical fouls in a season.
- 5) Leaving the bench to participate in an altercation.**

Automatic Penalty: Offending player and the team captain (**in #2 & #3 above**) will be ejected from the game and the facility, suspended from the following **two games**, and placed on probation for the remainder of the season including the league tournament.

4th Degree Violation

- 1) Fighting immediately before, during or after any scheduled game whether the physical act connects with the body or not. Also applies to a player who retaliates.
- 2) Pushing, striking, kicking, or throwing objects at a player, official, scorekeeper, Parks & Recreation representative, or spectator.
- 3) Teams/players that continue to be out of control after warnings and/or technical.
- 4) Whenever the safety of the participants, officials, spectators, or Parks & Recreation representatives are threatened by verbal or physical acts.
- 5) Refusing to leave the gym when instructed by an official.
- 6) Approaching or following an official, scorekeeper, or staff person out of the gym after the game is complete **with harassing or threatening intent.**
- 7) Causing, aiding, or assisting to the damage or destruction of property of the facility or individuals associated with the program.

Automatic Penalty: Offending player(s) is/are ejected from the game and facility, suspended for a minimum of the next four games with a possible hearing and placed on probation for the remainder of the current season and the following year.

FOR ALL VIOLATIONS: Based on the severity of the violation, the penalty may be increased. A player and/or team may be suspended from further play in the Boise Parks & Recreation league until a hearing is held.

Any Parks & Recreation sports program participant who is suspended or placed on probation for a conduct violation shall serve the same penalty in all Boise Parks & Recreation sports programs they may be participating in, or registered for, during the specified period.

NOTE: SUSPENDED PLAYERS WILL NOT BE ALLOWED TO BE AT THE SITE OF THE GAME FOR WHICH THEY ARE SUSPENDED.

PROCEDURES FOR APPEALING CONDUCT VIOLATION PENALTIES

A person has a right to appeal an automatic penalty and shall be entitled to a hearing before the player advisory board, if they feel there were extenuating circumstances by submitting their written request to the Program Director at the Parks & Recreation Office within five (5) working days from the assessed penalty. Violations that occur while a player is on probation cannot be appealed. Players will be suspended from play pending a formal hearing.

After hearing all the evidence, the disciplinary committee (the formal Hearing Board will consist of multiple players in the league/program) may take whatever action it deems appropriate. Suspension may be one game to a maximum of life. The person charged shall be advised at the hearing of the action to be taken.

During the tournament, a protest of illegal players by the team captain must be made by the opposing team during the game and a ruling must be made before the next game by the officials and/or Program Coordinator/Supervisor.

PROTESTS

- a. **Definition.** Protests will be considered for reasons of player eligibility and rule interpretation.
- b. **Filing a Protest.** Protests may be filed by team captains. Protest of a rule interpretation must be made by the team captain before play resumes. The officials must be notified, who will in turn notify the other team. The protest must be written in the scorebook and signed by the officials. The game must be finished. A Protest against a player eligibility must be submitted by 10:00 am the following workday. During league play, protests for ALL incidents in question must be made in writing to the Parks and Recreation Office within two working days following the incident.

If a player's eligibility for the following season is affected during their last game of the current season, a letter will be sent outlining the necessary actions to be implemented (SEE RULE #15 - 3RD DEGREE VIOLATIONS). If a player wishes to file a protest concerning their eligibility, the protest must be filed in writing to the Recreation Program Coordinator no later than ten working days from the date of the notification letter.

NOTE: If a team fails to follow protest procedures as outlined, they forfeit their right to file an official protest.

The protest must contain the date, time, location, the name of the teams, the name of the officials and scorekeepers, the names of the players involved and an account of the incident and all facts essential to the protest. The officials must sign the score book as knowledge of the protest.

- c. **Review.** The protest will be reviewed by the Recreation Coordinator, and if deemed necessary, a hearing will be scheduled. The protest may be presented in front of the Advisory Board for due process. Suspended players will not be eligible to play until after the hearing and then based on the board's decision. Refunds will not be given to teams/players that are suspended from play.

17. RESCHEDULED AND CANCELED GAMES

- a. **Reschedules:** Games will only be rescheduled if they are canceled due to weather, power outages, no officials, the gym being locked, or scheduling error.
- b. Please call 608-7653 after 4:00 pm on days of questionable weather for cancellations. Note: During business hours, 8:30 am thru 5:00 pm, Monday thru Fridays, any game cancellations will be emailed to the captains. After business hours, teams must show up their scheduled game.
- c. Teams not able to play on their scheduled date have the option of switching with another game. All arrangements must be made by the team wanting to reschedule, notify Parks & Recreation of your intent. Please be courteous to your fellow opponents ...if you know you cannot field a team you must call us before 4:30 pm the day of the game

18. **LEAGUE STANDINGS.** Standings will be determined in the following manner and will be posted on the current website: [Adult Basketball | City of Boise](#)

- a. **Percentages.** The team with the highest percentage of wins compared to games played will take the higher seed.
- b. **Tie Breaking Criteria:**
 1. Total Wins

2. Win Percentage
3. Head-to-Head play between the two teams
4. Points Allowed
5. Points Scored
6. Point Differential
7. Coin Flip

POST-SEASON TOURNAMENT PLAY- Tournament starts 1st week of March

(Single elimination with the best team seeded against the lowest team.)

1. Post-season league tournaments will be played according to local rules and any additional rules made by league director.
2. Deadline for teams to register for the end of season single elimination tournament is **Friday, February 2nd**.
3. **Seeding.** Seeding for the tournament will be according to league standings at the time tournament schedules are created. Best record against worst record. Team captains must call in to get their first game time or check the website for the bracket.
4. **Protests.** Protests should be handled on the spot by assembling a committee of five people: The two referees, a representative from each team, and a neutral person. No protest fee is required.
5. **Conduct.** Any player receiving an **unsportsmanlike technical foul** will be disqualified from the remainder of the tournament. Two or more technical fouls for a team in one game, or an accumulation of in the tournament, will result in the team being suspended for the remainder of the tournament.

NOTE: If enough teams sign up for their division, divisions will not be combined.