

***City of Hendersonville Parks & Recreation Department***  
***High School Basketball Leagues / General Rules***

*Revised: February 12, 2020*

**1.0 Administrative Regulations and Information**

- 1.01 All leagues will play with current rules established by National Federation of State High School Associations and the TSSAA, except for these exceptions or modifications. .
- 1.02 High School: Player must be currently in high school and in grade 9-12 during the current season. TSSAA age restrictions also apply (player must turn 19 after August 1).

Player must obtain legal age for the respective league prior to being added to the roster.

- 1.03 Any player who plays for any school (public or private) WILL NOT be eligible to participate in any city leagues. This includes 7th & 8th grade teams, "B" teams, J.V. and any other sanctioned high school or college teams.
- 1.04 **Games will not be postponed for any reason other than inclement weather or unavailability of playing sited, in which case games will be postponed by the League Office.** Any other reason for postponement will be determined by the Commissioner on a case by case basis **(After 4 pm and on weekends recorded postponement/cancellation information may be obtained by calling 615- 264-5313.**
- 1.05 Not including game conditions, the gym supervisor has total control of gym facilities. No warm-up drills or balls bouncing around the court, in the halls or anywhere else in the building except on court during your team warm-up time.
- 1.06 All rosters, roster changes, protests or any other paperwork affecting the administration of this league will not be considered official unless the Commissioner is notified in writing. PAPERS SENT BY MAIL SHOULD BE VERIFIED BY TELEPHONE.
- 1.07 Players on all teams (except HS Parks league) must complete and sign the roster form given to each coach. Players can be added to the roster on or before January 3 for the current season.
- 1.08 **Each team manager/coach is urged to carry these rules and regulations to each game in case of a violation by an official and/or team. A copy of the rules must be presented to the staff, the opposing teams and the official immediately after the alleged violation. The violation must be corrected before the game may continue.**

- 1.09 Continued violation of any of these rules and regulations by a team or a player may result in forfeiture of game, removal of player from league, or team being dropped from league.**
- 1.10 Any question or situation not included in these rules or official interpretation thereof, shall be referred to the League Commissioner for final disposition.**

## **2.0 Coaches/Managers**

- 2.01 The coach, manager or his designee shall be the team representative.**
- 2.02 The team representative shall be responsible for the following:**
- a. **attending all league meetings**
  - b. informing team members of the outcome of league meetings or protest review
  - c. knowing the league rules and informing team members as to their interpretation
  - d. distributing league materials to team members
  - e. controlling the language and conduct of his/her players and spectators**
  - f. liaison to the League Office
  - g. Fees, rosters, protests, and any other league paperwork required by the League Office or these rules, and the timely submission of same.
- 2.03 High School Leagues must have an adult parent or legal guardian as coach, and they must be present at all scheduled practices and games. Failure to have a coach present at game/practice time will result in a forfeit.**

## **3.0 Officials**

- 3.01 Officials shall be members of an approved local association holding a current contract with the Hendersonville Parks Department.**
- 3.02 Officials shall be assigned to games by the Association's Commissioner.**
- 3.03 If an official(s) fails to appear, managers may, by mutual agreement, appoint officials for the game. Games must be played if one official is present.**
- 3.04 Any player, manager, coach or team official striking or shoving an official, facility attendant, or league officials will be barred from further participation. (see section 12.01)**

#### 4.0 Franchise Fees

- 4.01 The franchise fee shall be an established amount to cover league expenses, including but not limited to the following:
- a. Officials
  - b. Supervision
  - c. Registration and user fees
  - d. Awards

#### 5.0 Player Eligibility

- 5.01 All players must obtain legal age and/or grade for the respective league prior to being added to the roster. See rule 1.02 for age requirements for each league/division.
- 5.02 A player may participate on only one team under the jurisdiction of the Hendersonville Parks Department. No player on a current high school or college team may participate in these leagues (entry of name on any school roster constitutes participation).
- 5.03 **Any player suspended or barred from participation in any league managed by the Hendersonville Parks is ineligible to participate on any team, in any league under the until the suspension is lifted. Suspended players must take the initiative to contact the League Office to apply for reinstatement of eligibility.**
- 5.04 **A team playing an ineligible player shall automatically forfeit all games in which this player participated. Participation is defined as being rostered on a team, playing or serving as a player-coach. An individual may serve as a non-playing coach/manager for more than one team.**
- 5.05 **Any player using an assumed name shall be permanently barred from these leagues.**

#### 6.0 Team Rosters

- 6.01 Team rosters must be submitted to the League Office by November 9th. Rosters must be typed or printed on the roster form provided by the League Office in original form. Rosters must list the proper name (no nicknames), signatures, address, zip code, jersey number, and either a home or work telephone number of each player, manager or coach. **INCOMPLETE ROSTERS AND DUPLICATED COPIES WILL NOT BE ACCEPTED.**
- 6.02 **All roster changes, i.e., additions, deletions, etc., must be made in writing on a separate change of roster form and filed with the League Commissioner prior to that player's**

participation in league games. Team roster may be changed only by team managers or coaches.

- 6.03 A player who is dropped from a team may not be reinstated to that team during the same season or to a team within that division.
- 6.04 If it is determined that a team roster is falsified, the team representative shall be subject to suspended from the Hendersonville Parks basketball leagues.

### **7.0 Uniforms and Equipment**

- 7.01 Teams are required to have matching reversible jerseys (in color), and any 1-digit or 2-digit number is valid. Teams may not, however, have two players with the same number. No “tape” numbers. Players without matching jerseys are subject to not being eligible to play.
- 7.02 **HS – Parks teams** will have uniform jerseys provided by the League Office. These uniforms may not be substituted. Undershirts must still match the color of the jersey, meaning that players wearing undershirts must be prepared with two different colors.  
**HS- OPEN teams** must provide their own jerseys.
- 7.03 For safety and injury prevention, cast, jewelry or any other item deemed dangerous by the officials may not be worn during the game. Players wearing glasses must have shatterproof lenses or eyeglass protectors. It is the responsibility of each player to comply.
- 7.04 Players and coaches must wear regulation basketball, tennis or gym shoes (with non-marking soles) for all games and practices.
- 7.05 Each team shall furnish its own uniforms and practice balls. Games balls, official time clocks, horns and score books will be provided by the League Office.

### **8.0 Playing Rules**

- 8.01 **Games will be played in accordance with official basketball rules as adopted by the National Federation of State High School Athletic Associations and the TSSAA, except where amended by the special league rules.**
  - a. **Game length will be four (4) 10-minute running quarters, with the clock stopping on each dead ball during the last (1) minute of each half.**
  - b. **There will be one (1) minute intermissions after the 1<sup>st</sup> and 3<sup>rd</sup> quarters, and a five (5) minute half time.**
  - c. **Each team is allowed four (4) time-outs per game. Time-outs may be carried into the overtime period. One additional time-out (1 minute) is allowed for each**

**overtime period.** Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any overtime period at the expense of a technical foul for each.

**8.02 A tie game will progress to a three (3) minute running clock during overtime period.**

8.03 A team may begin the game with 4 players. A 5<sup>th</sup> player can be inserted at any time. See rule 10.02 for further details on this ruling.

**8.04 Line-ups must be in the score book before the starting time of each game.**

8.05 Bonus free throws (one & one) shall be shot on the seventh (7) team foul of each half. On the tenth (10) team foul, a two shot bonus will occur.

8.06 Technical fouls count towards each person's personal fouls (limit of 5 per game). All technical fouls will result in 2 shots. Intentional foul results in 2 shots plus ball. Upon receiving a 2<sup>nd</sup> direct technical foul, or a 3<sup>rd</sup> indirect technical foul, a coach or player must be removed from the game and the gym. Person ejected must leave the gym immediately or risk forfeiture of the game.

8.07 No dunking or jamming before, or after games. Penalty = technical foul for each occurrence.

8.08 Players may enter lane when ball leaves shooters hands.

## **9.0 High School Playing Time Requirements**

9.01 The High School PARKS Division will adhere to a minimum playing time requirement. The rule will also apply to OPEN teams when they are opposing a High School Parks team at any time.

9.02 Each player must play the entire 1<sup>st</sup> or 2<sup>nd</sup> quarter of the game.

a. All players who are in uniform are required to play a minimum of one full quarter. This requirement must be satisfied in the first 2 quarters of the game. The five starters must all start and finish the 1<sup>st</sup> quarter. Every player who did not start must then start and finish the entire 2<sup>nd</sup> quarter.

b. There is no free substitution in the 1<sup>st</sup> quarter. Free substitution is possible in the 2<sup>nd</sup> quarter, but only among those players who have already satisfied their playing requirement in the 1<sup>st</sup> quarter.

c. If a coach attempts to sub for an active player in the 1<sup>st</sup> or 2<sup>nd</sup> quarter, prior to satisfying his playing requirement, a technical foul shall be called on the coach and the active player is left in the game.

- 9.03 If the player is in uniform, he is fit to play. A player unfit to play due to illness or injury must not be in uniform.
- 9.04 If a player is removed from the game during the 1<sup>st</sup> or 2<sup>nd</sup> quarter of play, due to injury or illness prior to satisfying his playing requirement, the player may only return to the game under the following circumstances.
- a. The player may not return in the same quarter. The player must return and start and finish the *next* quarter of play to satisfy his playing time requirement.
  - b. If the player is not able to start the next quarter, he may not participate any further in the game.
  - c. If the injury occurs in the 1<sup>st</sup> quarter, the player who replaces the injured player must still start and finish the 2<sup>nd</sup> quarter to satisfy his playing requirement.
- 9.05 If a player fouls out or is ejected from the game during the 1<sup>st</sup> or 2<sup>nd</sup> quarter, prior to satisfying his playing requirement, he has effectively satisfied his playing time requirement. If in the 1<sup>st</sup> quarter, the player who replaces him must still start and finish the 2<sup>nd</sup> quarter to satisfy his playing requirement.
- 9.06 If a player arrives less than 10 minutes before the start of a game, the coach is not required to use the player. This is entirely left up to the coach, but the coach must immediately notify the officials and the opposing coach, and must also prepare a written notification to the Parks Department within 48 hours.
- 9.07 These rules apply to both teams for every game, regardless of how many players are in uniform for each team.
- 9.08 If a team has more than 10 players, those above and beyond 10 must play the 3<sup>rd</sup> quarter of the game, and no free substitution will be allowed in the 1<sup>st</sup> or the 2<sup>nd</sup> quarter.
- a. Each player must play in either the 3<sup>rd</sup> or 4<sup>th</sup> quarter of the game (no time requirement).
  - b. Each eligible player must start or enter the game in either the 3<sup>rd</sup> or the 4<sup>th</sup> quarter.
  - c. There are no exceptions to any playing time requirements or rules, including disciplinary action, unless detailed in writing by the league in advance. Disciplinary action taken by a coach during a game, which results in player not meeting his playing time requirement, should be documented with a written report to the league within 48 hours.
  - d. **Violations** of these requirements will result in forfeiture of the game, and may result in further disciplinary actions against the coach.

## 10.0 Forfeiture

- 10.01 If a team is unable to field the full 5 players required to start a game, that team will have the option of starting the game with 4 players. The game will be played out in entirety with 4 players if a fifth player is not fielded. If a fifth player arrives once the game has started, that player will be able to enter the game on the next stoppage of play. At any time a team playing with 4 players goes below this number due to injury or fouls that team will automatically forfeit the game and the game will be concluded.
- 10.02 If the required number of players (4) has not been met by the scheduled starting time, the team having the required number shall win by forfeit, and the **score shall be 25-0**. If both teams fail to have the required number of players, the game shall be declared a double forfeit and will not be rescheduled.
- 10.03 Using an ineligible player shall result in forfeiture (see 5.05)

## 11.0 Protests

- 11.01 **No protests on game situations (official's judgment) are allowed.** If a ruling is believed to conflict with federation rules or these special league rules or a question of eligibility is involved, a coach may protest the game. Scorer must enter protest in the score book. A written protest must be submitted to the League Commissioner, postmarked within 48 hours after completion of the game.
- 11.02 **Each protest must contain the following information:**
- a. date, time and place of game
  - b. names of officials and score keepers
  - c. the rule and section of the official's rules or local rules under which the protest is made.
  - d. The decision and conditions surrounding the making of the protest
  - e. All essential facts involved in the matter protested.
- 11.03 **Protests will be reviewed by the league commissioner. This decision will direct whether the protest will be denied, or whether the game will be replayed or forfeited. This decision is final.**
- 11.04 **If any of the procedures for protest are not followed, the protest will not be accepted.**

## 12.0 Cancellation of Games

12.01 In case of inclement weather on the day of a game, check the rainoutline app, website or phone line 615-264-5313.

12.02 Facility date and time are subject to change. Games may be rescheduled for any available day.

## 13.0 Conduct of Players and Others

13.01 **Code of Conduct-** Any coach entering the court of play without being granted permission by an official is subject to immediate ejection. The official is not required to explain or address any assistant coach with respect to judgment or rule interpretations.

Any coach or parent ejected from a game is to completely vacate the facility, meaning the parking lot at a minimum, and completely out of sight. Failure to sufficiently vacate the area promptly is grounds for forfeiture and extensive suspension. Presence in the facility after an ejection is grounds for extensive suspension. Approaching an official anywhere in the complex after a game, for any reason, is grounds for extensive suspension.

### Coaches, managers and players shall not:

a. At any time lay a hand upon, shove, or strike an official or facility supervisor. Penalty: Extensive suspension from all sport activities sponsored by the Hendersonville Parks Department.

**b. At any time, strike an official or be guilty of physical attack as an aggressor upon any player or spectator. Penalty: A minimum of life suspension from all sport activities sponsored by the Hendersonville Parks Department.**

c. Bait or be guilty of objectionable demonstrations of dissent at an official's decision. Penalty: warning by officials and/or ejection from the games. If ejected, the person is suspended from the next game his/her team plays.

d. Refuse to abide by an official's decision. Penalty: ejection from the game and suspension from the next game his/her team plays.

e. Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Penalty: ejection from the game and suspension from the next game his/her team plays.

f. Make an abusive verbal attack upon any official, facility supervisor, player or spectator. Penalty: ejection from the game and suspension from the next game his/her team plays.

13.02 **Any coach, manager or player who is ejected from a game is automatically suspended at least a minimum of (1) one game. A second offense by the same person could result in a lengthier suspension. Any person that has (3) three ejections in one season, will be suspended for the remainder of the season.**

- 13.03 Any coach, manager or player who is placed on probationary status and is reported again for violating the “Code of Conduct”, or league rules will be given a minimum penalty of suspension for the remainder of the season.
- 13.04 Teams are responsible for the conduct of their spectators. Failure to attempt to control disruptive spectators result in forfeiture to the team and possible suspensions. This includes but not limited to entering the court of play, lay a hand upon the opposing team, spectators, and/or officials, or approach an official in an aggressive or argumentative manner before or after a game.
- 13.05 **All sections of rule 12.00 Conduct of Players and Others are not subject to protest or review.**

#### **14.0 Post-Season Tournaments & Playoff Seeding**

- 14.1 Tournament Play: at the conclusion of regular season play, all teams in all leagues will advance to a single elimination tournaments.**
- 14.2 Playoff Seeding tiebreakers:**
- a. Head to head competition**
  - b. Record against common opponent**
  - c. Record against highest seeded common opponent**
  - d. Coin Flip**