



City of Issaquah Parks and Recreation Department 35+ Men's 4 on 4 Basketball League Rules

General Policies

1. Players must be at least 35 years or older.
2. Team fee of \$550 including WA. State Sales Tax per team.
3. Players who have not played by the completion of the fourth week of games and have not signed the roster by the fourth week of the session, cannot play in any league games. **EXCEPTION:** If a team needs to pick-up a player in order to get their fourth player, a team may do so; however, if they are not on the roster by the fourth week they will not be able to participate in the playoffs.
4. Teams forfeiting because they cannot field a team or no showing will be assessed a \$30 fee per game (\$60 per night). Teams forfeiting games will be ineligible for playoffs.
5. A team that forfeits two weeks of league play will be dropped from the schedule and their entry fee **WILL NOT** be returned.
6. Teams need to wear distinguishing uniforms such as reversible pinnies, team shirts, or dark and light color shirts for each game. Shirts need to be easily distinguishable between light and dark, please do not wear gray.

Sportsmanship Clause

1. Officials and Court Monitors have complete authority over the game. Any coach, player, or spectator that displays poor sportsmanship or conduct inconsistent the spirit of the league will be subject to technical fouls, ejections or dismissal from the league.
2. All judgment calls made by the officials and court monitors are final and will stand. Any questions or concerns about rule interpretations or league structure can be addressed to the League Director.
3. Foul or abusive language towards any opposing player or staff member will not be tolerated and any player that engages in this behavior is subject to ejection or dismissal from the league.
4. A technical foul can be given at any point before, during or after a game. Any player receiving a technical foul will be removed from play for the next 5 minutes of the game (If the game expires the time penalty will carry into the next game). Any player that receives two technical fouls in a night will be ejected from that game as well as the next week of games.
5. Any player ejected a second time will be subject to suspension or dismissal from the league, at the discretion of the League Director. Ejected players may not return to play without prior approval from the League Director.
6. Captains are responsible for the conduct of their team and may be subject to disciplinary action.
7. Please remember that all games take place at the Issaquah Community Center and that there will be other programs in the building. Please be courteous and keep all language and actions appropriate.

Game Play:

1. Each week will consist of two, 20 minute games with a running clock. To start the game, possession of the ball will be determined by a coin flip or by the referee. The team losing the flip will be given possession to start the second game. The clock will stop on a dead ball, foul, timeout, and out of bounds during the final minute of each contest.
2. In the case of a tie, there will be a two minute, stop clocked overtime period. Possession in overtime will be determined by a coin flip. If the game is tied after the overtime period, the game will be ruled a tie.



3. Each team will have two timeouts per game. Unused timeouts from the first game will not carry over to the second game. In the result of overtime, any timeouts remaining from the regulation period will not be carried over. One additional timeout will be provided during the overtime period.
4. Playoffs will consist of one game with two, 20 minute running clock halves. Clock will stop in the final minute of each half. If there is a tie at the end of regulation a two minute overtime period will be played to determine winner. Each team will receive one timeout in overtime and possession will be determined by a coin flip.
5. There will be no over and back calls due to the short courts at the Issaquah Community Center. Teams need to advance the ball past the half court line within 10 seconds.
6. Foul shots will be shot when a team reaches 7 total fouls, regardless of the type of foul. On the 7th foul 1-and-1 free throws will be rewarded. On the 10th foul there will be automatic 2 free throws. Fouls under a minute will be an automatic 2 shots.
7. Teams will shoot free throws on shooting fouls.
8. Technical fouls will result in two points and possession of the ball.
9. Any flagrant foul not going for the ball will result in a flagrant/technical foul situation and will result in two points and possession of the ball.
10. Substitutions will be made during a dead ball situation, timeout, or at the discretion of the referee. Players must wait for the referee to acknowledge a sub before making a substitution.
11. Teams must have 3 players to start a game. If a player is injured during the course of a game, and cannot finish play, that team may finish with 3 players. The forfeit fee will be applied to teams that do not field at least 3 players, including ejections. Teams forfeiting due to injury will not be assessed a fee.
12. If a team is short players before first game, they will be given a 10 minute grace period before they forfeit that game. Teams will have until the half-hour to field a team for the second 20 minute game.
13. In the event an official is unavailable for league play, teams may call their own fouls if both managers agree. Games will count in the event teams decide to call their own fouls. If teams decide not to play the League Director will make every attempt to reschedule the game, however rescheduled games are not guaranteed.
14. Fighting and arguing will not be tolerated. Any player starting a fight or striking back will be automatically ejected from the game and suspended for the rest of the season. Players involved in any fight may be banned from the Issaquah Community Center, Issaquah Parks and Recreation programs, parks, and other facilities. Individuals may be suspended for a period of up to two years depending on circumstances.
15. League Director reserves the right to dismiss anyone or any team for behavior in violation with rules and spirit of the league.
16. Any rule or topic not covered in this document will be judged upon the discretion of the officials, Court Monitor or the League Director.

I have read and fully understand the above rules and policies. It is my responsibility to inform all of my players of the rules, the consequences, and I take full responsibility for the actions of my team.

Coach's name _____ **Coach's Signature** x _____