

## Tulsa Parks Basketball Rules

The Oklahoma Secondary School Association Basketball Rules will be used, unless stated otherwise.

1. Time Limit: Games will consist of 2-20 minute halves, with a 5-minute half time. The clock will run continuously, except for time-outs and the last two minutes of the second half, during which the clock will stop for all dead balls.  
\*\*Not an OSSAA rule\*\*
2. Time-outs and Overtime: Each team will be permitted three, one-minute time-outs per game and two 20 second time-outs per game. Over time will be 2 minutes with the clock stopping on all dead balls the last minute of the over time period. In the event of a tie at the end of the two-minute period, the game will go into sudden death. Each team will be permitted an additional time-out in OT.
3. Keeping score: The home team is responsible for keeping the score-sheet (provided by the rec. center) and the visiting team is responsible for the score clock. (No children please).
4. Free-Throws Violations: Restrictions end on release of the ball. Players may enter the lane as the ball is released from the shooter's hands.  
\*\*Not an OSSA rule\*\*
5. Game Time: There will be a ten-minute grace period only for the first game of the day. A team must have four players to start. Game time is forfeit time.
6. Official Fees: Each team is responsible for paying the officials \$20 CASH per game. If the officials are not paid, they are not required to call the game.
7. Deposits/Forfeits: Each team will be responsible for a \$40 deposit paid to the office in cash prior to the first game of the season. If the deposit is not used, it will be refunded at the end of the season.  
If a team forfeits a game, they are responsible for the total fees for the referees for that game (\$40).  
At this time, your deposit will be used. If the deposit is used, a replacement fee of \$40 must be repaid to the office the day prior to the next game. If a team forfeits more than two games within the season, they will be removed from the schedule, NO REFUNDS!

8. Uniforms: Each team is responsible for providing the same colored shirts with numbers on the back. Failure to comply will result in a technical foul for each player not in uniform.
9. Jewelry: Due to a safety hazard, players will not be permitted to wear jewelry at any time during play.
10. Eligibility: All players must be at least 18 years of age or older to participate. Participating college, high school athletes, or AAU members will not be allowed to play. A player can only play on one team in this league.
11. Ineligible Players: All players must be on the roster before the game in order to play. Using ineligible players will result in a forfeit. Rosters are frozen after the second (2) game. There will be a 12-person roster limit. A player may be added after the second game if an injury has occurred that prevented a team from having enough players on the roster. The injured player will be removed from the roster, if another person is added. The injured player may not play on another team at any time. Each participant must be 18 years or older.
12. Conduct in the gym: Please no food, tobacco, alcohol, drugs or profanity in the gym at any time. Only bottle water allowed in the gym.
13. Mis-conduct: Any player or coach who throws a punch, kick, or any way physically abuses another person will receive an automatic technical foul and will be ejected from the remainder of the game, the following game, and must leave the facility. Any player or coach verbally abusing a game official, staff, opposing player or team, player on the same team or any other individuals could receive an automatic technical foul and will be ejected from the remainder of the game, the following game, and must leave the facility. Depending on the nature of the event, the individual may be ejected for the remainder of the season.
14. Individual Technical Fouls: Any combination of two flagrant technical fouls (profanity, roughness) in a game, by one or more players, coaches, or fans of one team, will result in suspension for the remainder of the game.
15. Team Technical Fouls: A MAXIMUM OF FOUR FLAGRANT TECHNICAL FOULS IS ALLOWED PER SEASON FOR ANY TEAM. If a team reaches collective number 4 flagrant technical fouls within the season, the team will be dropped from the playing schedule, No refunds.

16. Dunking: absolutely no hanging on the rim or popping the rim anytime before, during, or after a ball game. Dunking is allowed only on goals that have breakaway rims. Any player caught hanging or popping a rim, or dunking on a non-break away rim, will be charged a non-flagrant technical foul and loss of possession of the ball.
17. ALL REFEREE DECISIONS ARE FINAL! THERE WILL BE NO PROTESTS.
18. Awards: Each recreation center coordinator will decide upon awards and whether or not to host a tournament at the end of the playing season. The standard award procedure is 12 individual awards maximum per team regardless the number on the roster.
19. Inclement Weather: Coaches/Captains only: Call the recreation center where your game is to be played after 3:00p.m. for updated information on games.

ASSUMPTION OF RISK: Participation in this activity is voluntary and that there is an element of risk involved. Tulsa Parks is not responsible for accidents or injuries sustained and encourage all participants to obtain insurance for player protection. By acceptance of my entry, on behalf of myself, heirs and legal representative, do hereby release and forever discharge the Tulsa Parks and all damages, losses, or injuries, which I may sustain in connection with any aspect of participation in this voluntary amateur activity.