



Rules & Regulations 2025 Adult Basketball

SPORTS DEPARTMENT MISSION STATEMENT

Tualatin Hills Park & Recreation Districts Sports Department is committed to enhancing the quality of life for all its participants. The programs strive to establish a safe and caring environment that allows for individual and social growth by providing and facilitating positive fun and educational opportunities organized with responsible leadership.



2025 ADULT BASKETBALL INFORMATION & RULES

PART I - THE PROGRAM

NAME OF PROGRAM: This program shall be known as the Tualatin Hills Adult Basketball Program sponsored by Tualatin Hills Park & Recreation District.

FEES: This program is completely supported by user fees. Those fees reflect the cost of officials, gym supervisors, awards, and supplies.

DIVISION STANDINGS: League standings will be updated regularly and can be found at www.thprd.org. Winning percentage will determine who makes the playoffs. In the event of a tie, the automated system is set up to determine the fairest criteria that the effected teams meet equally to complete the standings.

PLAYOFFS

Top 4 teams from each league will advance to the playoffs. **Teams advancing to playoffs will need to be in good standing. Teams on probation or have excessive unsportsmanlike technical fouls may not be eligible for playoffs.** Playoffs are single elimination bracket.

PRACTICE: Limited practice time will be provided to league teams prior to league play beginning. The Tualatin Hills Park & Recreation District does not schedule any other practice facilities or times for this program.

BAD WEATHER: In case of extremely bad weather, the Tualatin Hills Park & Recreation District will cancel evening games by 4:00pm (noon on weekends). The inclement weather update phone number is 503-614-4018 and may be called after 4:00pm on weekdays and after 12:00pm on weekends. A recorded message at that number will inform callers of the status of scheduled games on that date.

INSURANCE: The fees charged for the Tualatin Hills Basketball Program do not include any type of player medical insurance. Players, coaches, and/or sponsors are responsible for their own insurance.

OFFICIALS: THPRD will provide paid officials for each game.

LOST & FOUND: Any articles found at the game site will be collected, tagged, and turned into the Athletic Center equipment room. They will be stored for a period of two weeks. If they remain unclaimed after that period they will be donated to an appropriate organization.

TEAM CONTACTS: Each team is responsible for providing one team contact/manager. This team contact will receive information by e-mail or by telephone from the THPRD office regarding league information, rule changes, rescheduled games, etc. Any change in the team contact should be reported to the District immediately.

PART II: ADULT BASKETBALL RULES AND REGULATIONS

PLAYING REGULATIONS: It is the responsibility of each team manager and/or coach to familiarize team members with the following league rules. These rules will be enforced beginning with the first league game. Penalty for not complying will be forfeiture.

FACILITY REGULATIONS: In accordance with Park District rules, no use of alcoholic beverages or tobacco is allowed in the Athletic Center. All team members are responsible for enforcing this rule. If a team is found guilty of violating this rule, they will forfeit that evening's game and will be placed on probation.

RULES GOVERNING PLAY: The official rules will be the 2023-2024 National Federation of State High Schools Association Rules with the exception of and including the THPRD Rules. Rule books available upon request and can be viewed at in the equipment room (court 4).

THPRD Rules

Roster Limit: Teams must have a minimum of 8 players and a maximum of 15 players. All players must have all necessary THPRD information completed and fee's paid before they will be accepted and placed on a team roster.

Minimum Age: Players must be eighteen (18) years of age and not enrolled in high school.

Game Ball: The League will provide warm up and game balls.

Scorers and Timers: The **home team** is responsible for providing a qualified scorekeeper to keep the book. The league will furnish an official book to be kept at the scorekeeper's table. In addition, the **visiting team** is required to have someone at the official scorekeeper's table to keep the **score clock**. The official score shall be the score as kept in the official book by the home team's scorekeeper. Managers will be responsible to verify the final scores on the score report form.

Official's Duties: Two officials for each game in all leagues will be scheduled. Officials shall have final authority on all matters relating to the game. They shall have the authority to conduct and supervise all activities when a district employed Gym Supervisor is not present, and to decide what procedure is warranted under the given circumstances.

Official's Duty to Penalize Un-sportsman like Conduct:

Please note that un-sportsmanlike conduct includes but is not limited to the following: (a) flagrant fouls; (b) disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment; (c) using profanity; and (d) baiting an opponent or obstructing vision by waving hands near an opponent's eyes.

Team managers will be responsible for the conduct of their players. Abusive language used by any player or players either on the court or on the bench will be treated as technical fouls. Continued abusive language will result in ejection from the gym. If player or players refuse to leave the gym, the game will be forfeited to the opposing team. Striking another player, official, or gym supervisor while in the facility or on the premises of the facility will result in automatic and permanent expulsion from the league. The manager of the expelled player will be notified by email.

Team managers will be responsible for the conduct of their spectators who accompany their team to the games. The gym supervisor will warn any spectator using abusive language or displaying inappropriate behavior. Continued abusive language or inappropriate behavior will be cause for stopping the game with the clock still running and the play will not be restarted until the spectator leaves the premises. If the spectator refuses to leave, the game will be terminated and both teams will receive a loss in the standings.

Tualatin Hills Park & Recreation District reserves the right to remove any player or team from the league. A refund of fees will **NOT** accompany this action.

Remember that the penalty for any flagrant foul or flagrant misconduct always includes disqualification. One disqualification places the player on league probation; a second is ejection from further league, play-off, or tournament play. Games ended by misconduct of a team will result in total team probation.

If a team receives a 3rd technical foul or the game is terminated before regulation time expires because of misconduct, the game is over and the offending team will be charged a forfeit. Any further misconduct by the either team will need to be reported to the Gym staff and noted on the game report form. Games ending by misconduct of a team will result in the offending team being forfeiting their next game and be placed on probation.

Responsibilities of the Team Captain:

The team captain is the only player authorized to speak to the officials regarding matters of interpretation or to obtain essential information.

A team lineup must be submitted to the official scorer before the beginning of the game. First and last names must be recorded in the official scorebook.

Team rosters are limited to 15 players and must be kept current. Official rosters are kept by the THPRD and are available for inspection by team managers between the hours of 8:00am and 5:00pm Monday through Friday. Roster checks will be done prior to each game.

Eligibility:

No person shall be allowed to play on more than one team within the Tualatin Hills Park & Recreation organized Adult Basketball program.

Teams covering up or guilty of playing an ineligible player will be forced to forfeit all games in which the ineligible player participated. The use of ineligible player(s) shall automatically forfeit the game.

Any player ruled ineligible in a season would remain ineligible for the remainder of the season unless reinstated by the Program Coordinator.

Roster Changes:

Roster changes must be made by written notification to the program coordinator Geoff Schwind.

Roster/ID Checks:

The team managers must have their official team roster with them at all times for roster checks.

Roster checks may be done prior to each game by THPRD staff, officials, and/or THPRD volunteers. All players must have proper photo ID at all games. ***NO PHOTO ID, NO PLAY!***

Team managers may have a copy of each players ID in lieu of the player carrying the original with him/her **ONLY** if the picture and name are clear and legible.

Team managers may request an ID check of any player(s) at any time. If a player is in question, the protesting team must ask the official to do an official roster/ID check on the player(s) requested. The team manager must supply the official roster and player(s) must provide proper photo ID. ID will be checked to assure that participating players correspond to the official roster. The time limit is still in effect and will not be adjusted for the ID check.

A team found to be using illegal players during the game would immediately forfeit that game. All problems with illegal players must be reported to the Program Coordinator.

Player Equipment:

Players shall wear appropriate gym shoes (no marking soles). Team shirts shall be of the same solid color, with plain Arabic numerals (0-99) of solid color, contrasting with the color of the shirt, on the front OR the back. Home team will wear white or light color uniforms (shirts w/numbers); visiting team must provide alternate color of uniforms (shirts w/numbers) - "**NO SKINS**" allowed! Team captains are required to work out any problems with the alternating colors' rule, particularly when one team has reversible jerseys.

Headbands and wrist bands no more than 2" in width of solid or multicolored may be worn.

Gym or basketball shorts must be worn!!! Casual shorts/pants (i.e. denim, cargo, swim trunks, cutoffs, etc.) will not be allowed. Compression shorts may be worn under regular shorts.

Basketball shorts with regular front pockets will be allowed but not encouraged. No clothing with zippers, buttons, belt loops, holes or rear pockets of any type will be allowed (this includes any clothing judged to present a safety hazard to anyone). Jewelry is not allowed: Players will be ejected after one warning to each team for jewelry (rings, neck chains, earrings, etc.). Failure to comply with any of the previously mentioned will mean forfeit to the opposing team.

Timing Regulations:

It is the responsibility of each team to be on time. The officials shall forfeit the game if a team is not ready to play five minutes after they call for play to begin. The officials shall start the GAME CLOCK and if at the end of 5 minutes the teams are still not ready to play, the game will be forfeited. (The 5 min. grace period is deducted from the game time.)

Teams can start with ***four*** players. If ***four*** players aren't present at the 5 minute grace period, the game is forfeited to the opposing team. If both teams fail to have ***four*** players present, both teams will forfeit and receive a loss in the standings.

Team captains are encouraged to notify the Athletic Center, 503-629-6330, and the opposing team captains, should they know in advance that they will be unable to floor a team for a scheduled game.

Playing Time:

Games will consist of two (2) twenty-five (25) minute, running clock halves with stop clock during the last three minutes of the second half only. The clock will not go to stop time during the last two minutes of the game if a team is ahead by ten (10) or more points at the three-minute mark.

If a shooting foul is committed towards the end of the first half and time runs out before the free throws are taken, the shot(s) will be taken during half time. Half time will be three (3) minutes in length.

Jump Ball:

The game will begin with a jump ball. All other jump ball situations will be resolved by alternating possessions from the opening tip-off.

Designation of the teams' baskets will be determined by where the teams sit on the bench. Teams will play towards the opposite basket for the 1st half and finish the game at the basket closest to their bench.

Bonus Free Throws (Team fouls):

Teams will be awarded a bonus free throw (assuming the first free throw is made) on the seventh (7th) team foul.

Exceptional Substitution - If a team has no legal substitutes, each of the remaining 5 players that commits his/her 5th foul will be allowed to remain in the game, however, each additional foul he/she commits will result in (2) two free throws and loss of possession of the ball to the opposing team. Players that fouled out previously cannot be used as an exceptional substitute. While the exceptional substitution rule is in effect, any player on the court that receives a technical foul will automatically be ejected for the remainder of the game. If a player on the bench from the team using the exceptional substitution receives a technical foul then the game is forfeited to the opposing team.

Time-outs:

Each team is allowed three time-outs per game (maximum of two per half). Unused time-outs during regulation play do not carry over into the overtime period. Each team receives one additional timeout if the game goes to overtime(s).

Overtimes:

If at the end of regulation play a tie score exists between two teams, overtime periods of two(2) minutes will be played until the game has been decided.

Dunking:

DUNKING will be allowed during live play only, **NOT BEFORE, HALF TIME, AFTER GAMES OR DURING TIME-OUTS. PENALTY:** Player will be given an unsportsmanlike technical and the opposing team will be awarded a two-shot technical and possession of the ball.

Misconduct:

Any team receiving three (3) unsportsmanlike technical fouls in a game will receive an immediate forfeit. This applies to player control technical fouls only.

All technical fouls (player control) are cumulative: Once a team has accumulated 6 technical fouls, the team will forfeit their next league/play-off game. Teams with excessive (4 or more) unsportsmanlike technical fouls may not advance to the playoffs/championships.

Any team which forfeits two games for any reason may be dropped from the league and forfeit all fees paid. In such a case, all remaining games will be scored as a 2-0 win for that teams scheduled opponents.

Any manager/coach and/or participant ejected from a game will be suspended for one game (league or playoff) and automatically be placed on probation for the remainder of the season.

If a player is EJECTED from two games, that player may be dropped from further league play, including play-offs and will not receive a refund.

*THPRD has the "FINAL SAY" in any disciplinary matters concerning league play and its participants (players, coaches and fans) in the program and those matters may be dealt with as a "CASE BY CASE" situation.

Please also note if a participant/spectator is suspended or ejected from a game, that person cannot be in the building to view the game they were suspended or ejected from.

A player may, because of his actions, be placed on probation, regardless of game ejections.

Any player who threatens or lays hands on an official and/or gym supervisor will automatically be ejected from any further league play.

Any player or coach who physically assaults a gym supervisor or official will not be allowed to participate in ANY THPRD program for life.

It has become necessary for the District to establish the following rule and procedure for dealing with un-sportsmanlike conduct by several members of a team and for disciplining problem teams:

If, in the opinion of the Park District any team registered in the Tualatin Hills Adult Basketball Program that displays conduct of such a nature as to put the safety of the participants, employees, spectators or officials in jeopardy, or continually abuses the purpose and guidelines of the program, that team shall be placed on probation.

If the team fails to comply with the conditions of participation, all of its members shall be banished from further league play, the team shall forfeit all further games and all fees paid, and all players shall automatically be placed on probation for the following season of basketball play.

Forfeits: Any team which forfeits two games for any reason may be dropped from the league and forfeit all fees paid. In such a case, all remaining games will be scored as a 2-0 win for that teams scheduled opponents.

Additions and Deletions: The Tualatin Hills Park & Recreation District will make changes, additions, and deletions to these rules and regulations as the need arises and will inform teams of them by email.

We are asking again this Season that all Teams/Players and Fans demonstrate Good Sportsmanship when participating in the THPRD Adult Basketball Program and to have some FUN while doing it!!