

is for an injury or if a player gets their 4th foul. (Quarters 1-3) Subs in the fourth quarter will be at the coach's discretion. **Free substitution the last quarter of the game.**

Violation of substitution policies could result in a forfeit of game.

7. Free throws: No player may enter the lane on free throws until the ball has been released by shooter.
8. Timeouts: Each team will get two (2) full time-outs per half. These time outs do not carry over to the next half, and do not carry over into overtime.
9. Player Fouls / Team Fouls: Each player will foul out after five (5) fouls. After a total of seven (7) team fouls per half, the opposing team will be in the bonus and shoot free throws for the remainder of the half. After a total of ten (10) team fouls per half, the opposing team will shoot two free throws for the remainder of the half. All fouls will carry over into overtime.
10. Mercy Rule: When a team is leading by **twenty (20)** or more points the clock will run continuously with the exception of time outs or injuries. **Once a team is up by twenty five (25) or more points the score will not be kept on the clock only in the book. The clock will also run continuously.** No full court defense is allowed when the mercy rule is in effect.
11. Tie-breakers in the BC Parks and Recreation standings will be determined by head to head results.

2nd tie breaker- Head to head point differential

3rd tie breaker- Points against for the season. (EX: 100 points/10 games= 10.0 PA)
Forfeits do not count. (Minus the number of played games/Points allowed)

4th tie breaker- Quality of wins. Teams are awarded points for wins.

EX. If there are 7 teams in a league. You would get 7 points for a win over the 1st place team and 6 points for a win over the 2nd place team, etc.

12. Standings: Teams are awarded 3 points for a victory, and 0 points for a loss. **Parks and Recreation will provide trophies for 1st and 2nd place teams ONLY for divisions 9 & up.**

UNIFORMS:

1. Numbered jerseys will be provided by Parks and Recreation. Numbers will be on the front and back of the shirts. The High School Rules on acceptable numbered jerseys does not apply to the Parks and Recreation league. Undershirts can be of any color for the league.
2. Shorts must be worn over the hips, and must have the jersey tucked firmly in the shorts. No belts or pockets are allowed.
3. No jewelry or hair beads allowed. No Exceptions!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
4. **The home team will wear the grey side.** The visiting team will wear the dark side.
5. A player must wear socks on both feet, and must wear both of them down or both of them up.

6. Only shoes with rubber soles on them will be permitted on the floor. Street shoes are not allowed.
7. No bandanas, covers or hats are allowed to be worn on the floor. Head-bands are acceptable.
8. Only uniforms issued by Parks and Recreation are permitted in league play.

9. Uniforms may not be altered nor have names added. Only uniforms issued by Parks and Recreation are permitted in league play. Any player is subject to not being allowed to play without the proper uniform.

EQUIPMENT:

Intermediate Ball (28.5): Used for the 9-10 boys gold group

Regulation Ball (29.5): Used for the 13-16 boys age groups

GOAL HEIGHT:

10 Foot Goals: 9 & up boys

PROTESTS:

All protests must be documented in the official scorebook within ten (10) minutes after the game is over and submitted in writing to Parks and Recreation within 1 working day. Only the following can be protested:

1. An illegal or ineligible player that has participated in a game.
2. A player who has not met the participation rule requirement and is protested by the opposing coach.

**MISCONDUCT/ UNSPORTSMANLIKE BEHAVIOR: PARKS AND RECREATION
CODE OF CONDUCT APPLIES TO ALL PARTICIPANTS, COACHES AND
SPECTATORS**