

10. Casper Recreation Center Rules: When playing at the Casper Recreation Center, every participant will be required to follow the rules listed below:
 - a. Participants who desire to use the locker rooms, showers, or steam rooms are required to turn in their Casper Recreation Center Photo ID at the reception counter.
 - b. Children 14 years or younger will be allowed in the gymnasium area to watch the games providing they are sitting with a non-playing adult. Anyone bringing unsupervised children to the gym will be asked to remedy the situation or risk forfeiture of their team's game.
 - c. The shoes worn in to the Center can not be worn on the gymnasium floor; they must be changed and be NON-MARKING.
 - d. The City of Casper DOES NOT carry insurance for participants in any City sponsored programs. Team and individual insurance may be obtained from various companies. For more information, contact the City of Casper Risk Manager's Office at 235-8212.

11. League Playing Rules: National High School Federation Basketball Rules for the 2013-14 season shall govern all play insofar as they do not conflict with the rules stated herein:
 - a. All games shall consist of two (2) 20 minute running halves. The clock will stop the last 2 minutes of the second half. Overtime periods will be 2 minutes (stop clock). Half time will be 3 minutes. After a time-out called prior to a shooting foul, the clock will start when the **ball is put at the disposal** of the shooter unless such event occurs during the last 2 minutes of the game.
 - b. Each team will be awarded 3 timeouts per game with one timeout allowed in each overtime. Any timeouts remaining at the end of regulation play will not carry over for the overtime period.
 - c. At least 10 minutes before scheduled game time, each team shall supply the score keepers with numbers of all team members listed on the score sheet. **PLAYERS MAY ONLY PLAY ON THE TEAM THEY ARE ROSTERED ON. NO EXCEPTIONS!**
 - d. Game time is forfeit time! Sorry, NO EXCEPTIONS. Teams must have 5 players in uniform to start the game. A forfeit fee of \$25.00 will be assessed to any team that forfeits a game for any reason without notification to the Casper Recreation Center Supervisor by 12:00 noon the day of the game. This fee must be paid before that teams next scheduled game or the team will not be eligible for the season ending tournament.
 - e. Substitution is allowed only during a stopped clock situation after checking in with the scorekeeper and being beckoned by an official.
 - f. Players are allowed 5 personal fouls per game...at that point, they are fouled out.
 - g. Foul shooting: Non-shooting players may enter the lane upon the release of the ball during foul shots. The one and one bonus foul shot is in effect on the 7th, 8th, and 9th fouls and 2 shots will be shot on the 10th team foul per half.
 - h. Team managers are responsible for the conduct of players and spectators associated with their team. ONLY TEAM MANAGERS MAY DISCUSS RULE INTERPRETATIONS WITH THE OFFICIAL. Official's eyesight and judgment are not issues of discussion. Team managers may evaluate officials (both positively and negatively) using official evaluation forms available at the Recreation Center reception desk.
 - i. Dunking is prohibited during practice, warm-up, time-outs and halftime (technical foul).
 - j. Only one (1) person shall be utilized to run the clock and keep score, so teams will be allowed to place a team scorer at the bench if so desired.
 - k. The basketball furnished by the CRLA shall be the official game ball.
 - l. Unsportsmanlike acts: (Refer to CRLA Player Code of Conduct).
 - 1) Cool Down Period (This is an alternative to giving a technical foul.) *At the official's discretion*, if he/she feels a player or players are acting or playing in an unsportsmanlike manner, he/she may direct a player or players to sit out three minutes of actual game time off the clock in order to cool down. After that point, the player or players may re-enter the game within substitution guidelines. A player

will only be allowed *one* cool down per game; the second offense will be a technical foul. Cool downs are cumulative for the season, players who accumulate 4 cool downs will be suspended for 2 games and be required to pay \$25 fee to have their eligibility reinstated.

Note: Depending on the severity of the unsportsmanlike act, an **official may give a technical foul without a cool down period.**

2) Unsportsmanlike acts or comments directed toward players, staff or officials during game or non-game time will be subject to disciplinary action as described in the attached Player Code of Conduct. NOTE: Obscene comments or gestures may be construed as threatening.

3) **Unsportsmanlike** Technical's (*Cumulative* for the season):

- a. 1st Technical - The player is ejected from game and must leave the facility and will also receive a mandatory two additional game suspension.
- b. 2nd Technical - The player is ejected from the game and must leave the facility and is suspended for the remainder of the season (including league play and league tournament).

NOTES:

- 1) All unsportsmanlike technical fouls are **accumulative** for the season.
- 2) *In the league tournament any player receiving an unsportsmanlike technical is not eligible to compete for the remainder of the tournament.*
- 3) **Two unsportsmanlike technical fouls on a team** during a game will result in the **forfeiture** of that game. The forfeit fee described in Rule 11, Section D would therefore apply.
- 4) **Four unsportsmanlike technical fouls on a team** during the season will result the suspension of the team for the remainder of the season (including league play and league tournament), no refund will be given.

REMEMBER A LITTLE SPORTSMANSHIP GOES A LONG WAY TOWARD BETTERING YOUR LEAGUE.