



ADULT BASKETBALL RULES

All Sylvania Recreation League games will follow Ohio High School Basketball Rules, except where modified by the following Sylvania Recreation League Rules.

Organization

- Players must be at least 18 years old and out of High School.
- Season Standings and Schedule will be kept online at Playsylvania.com.
 - Top three (3) teams in each division will advance to a single elimination tournament.
 - Seeding is based on head-to-head records within division, with points allowed as tiebreaker.

Rosters

- All players participating in a Sylvania Recreation Leagues must sign his/her team roster/liability waiver, this includes all substitute players.
- Players may only be rostered on one (1) team per league.
- Players may be added to a roster through the halfway point of the regular season, or one week past the halfway point if the season has an odd number of weeks (e.g., through Week 3 of a 5-week season).
 - Sylvania Recreation reserves the right to make exceptions to this rule.
- All roster questions, protests, subs, etc. need to be done at the scorer's table before the start of the game.
- All players must bring some form of photo ID to every game. Sylvania Recreation reserves the right to perform random ID checks before selected games. All players must show ID, or they will not be permitted to play.

Rules of Play

- 5v5 will play full court games. Official games can be played with 4 players. Anything less will be marked as a forfeit.
- Two (2) 20-minute halves will be played with a running clock. The clock will stop only during the final two (2) minutes of the second half, only if the score difference is 15 points or fewer.
 - No team can press up by more than 15 points.
- Each team is allowed two (2) time-outs per half. Each time-out will be 30 seconds long.
 - A three (3)-minute halftime break will occur following the first 20-minute half.
- NO DUNKING. Dunking or attempting to dunk is prohibited. Any player who dunks or attempts to dunk will be assessed a technical foul, and the basket will not count.
 - If a team and/or any of its players violate this rule more than once, the entire team may be suspended for a duration determined by Sylvania Recreation. No refunds will be issued for any suspension resulting from a violation of this rule.
- FOULS
 - When a team commits seven (7) fouls in a half, the opposing team will enter the bonus and receive one-and-one free throws.
 - When a team commits ten (10) fouls in a half, the opposing team will enter the double bonus and receive two (2) free throws for each qualifying foul.
 - Team foul counts reset at halftime.
 - A player is disqualified for 5 personal fouls (including technical fouls), 2 technical fouls, or 1 flagrant/excessive foul. Players receiving 2 technical fouls or 1 flagrant foul may also face suspension or removal from the league, depending on the severity of the actions.
 - Any type of fighting will not be tolerated and will result in a flagrant foul, ejection, and suspension by Sylvania Recreation.
- NO ALCOHOL or TABACCO allowed in the Field House/Gym.
- Everyone in the facility, including players, managers, and spectators, must **ALWAYS** respect officials and their decisions. Officials have full control of the game. Unsportsmanlike conduct or unacceptable behavior, as determined by an official or Sylvania Recreation staff member, may result in ejection, removal from the facility, and/or league suspension.