REVISED 10/28/2025

574-457-3440
www.syracuseparks.org

2026 ADULT BASKETBALL LEAGUE

A. REGISTRATION

1. $375.00 per team. The complete fee and team rosters must be received by **5:00PM on Wednesday, December 15** at the Syracuse Community Center. Teams will be registered on a first-come, first-serve basis.

2. A minimum of 6 teams must sign up and a maximum of 8 may participate.

3. A TEAM IS NOT OFFICIALLY REGISTERED UNTIL A TEAM ROSTER WITH THE FULL REGISTRATION FEE HAS BEEN RECEIVED AT THE SYRACUSE COMMUNITY CENTER.

4. No refunds will be issued after December 15th.

B. ROSTERS & ELIGIBILITY

1. A team roster must be submitted to the Syracuse Community Center by Monday, December 15.

2. All teams must designate one player to be the team representative.

3. The maximum number of players allowed on a team's roster is 12. The minimum number of players allowed on a roster is 6.

4. Players are only permitted to play on one team.

5. Players must be at least 18 years old and no longer in high school.

6. It is the team representative's responsibility to ensure all of the team's players are on the official roster.

C. SCHEDULE

1. Schedules will be available to pick up at the Syracuse Community Center or downloaded online at www.syracuseparks.org starting Friday, December 19. All team representatives will be e-mailed the schedule on December 19. It is the team representative's responsibility to inform their team of the schedule.

D. REGULAR SEASON

1. Games will be played on Sundays starting at 12:00PM. League play starts on **January 4** and will conclude in mid to late March. The length of the season is dependent on how many teams sign up.

E. TOURNAMENT

1. A single-elimination tournament will be held after the completion of the regular season.

2. Tournament seeds will be determined by the following criteria: win-loss record, head to head record and

point differential (points for minus points against). If there is still a tie, the seed will be determined randomly by the Parks Department.

3. IN ORDER TO COMPETE IN TOURNAMENT GAMES, PLAYERS MUST BE LISTED ON THE OFFICIAL TEAM ROSTER AND HAVE PLAYED IN AT LEAST HALF OF THE TEAM'S REGULAR SEASON GAMES. NO EXCEPTIONS.

F. ROSTER ADJUSTMENTS

1. Team representatives can adjust their rosters by filling out add/delete forms available from the League Director.

2. Additional players must be added by the halfway point in the season. The League Director will inform each team representative of this deadline once the schedule is made.

3. Players may be deleted from a roster at any time during the season.

4. Players may only change teams one time during the season.

5. At no time shall the roster contain more than 12 players or less than 6 players.

G. FORMAT

1. The league shall be governed by the current year's National Federation of State High School Associations rulebook except as specified below:

2. Games will be played in two 20-minute halves with a running clock except as noted below:

    - The clock stops during the final two minutes of the 2nd half on dead balls if score is within 15 pts
    - During all time-outs
    - During all technical fouls
    - When a referee designates the clock to be turned off

3. Each team will receive a total of 4 time-outs per game; 2 time-outs per half. Unused time-outs will not carry over to the next half or overtime periods.

4. Team representatives must report to the score table to verify team lineups prior to every game.

5. The bonus begins with the 7th team foul in each half. On the 10th team foul, all fouls are automatic 2 shot fouls.

6. Game balls will be provided by the Syracuse Parks Department. Teams must provide their own balls for warm-ups.

H. DISQUALIFIED PLAYER

1. A disqualified player is prohibited from further participation in the game for committing **5** personal fouls, **2** technical fouls or a flagrant-2 foul.

2. All technical fouls count towards team and personal fouls.

I. PLAYER CONDUCT

1. The 2nd technical foul issued in the same game will result in an ejection and automatic one game suspension to be carried out in the next scheduled game.

2. Any player ejected more than once during the season will be dismissed from the league.

3. Ejected players must leave premises immediately or risk forfeiture for their team.

4. Any serious ejection will be reviewed by league officials and the League Director and may result in a lengthy suspension or immediate expulsion from the league. The Parks Department reserves the right to ban a player based on the severity of the infraction and/or chronic receipt of technical fouls.

5. **AGGRESSIVE CONTACT, ESPECIALLY MADE ABOVE THE SHOULDERS, WILL NOT BE TOLERATED.**

J. CROWD CONDUCT

1. If spectators display behavior considered to be unsportsmanlike, unruly or disruptive to the orderly progress of the game, officials will stop the game and issue a crowd warning.

2. The officials may call a technical foul on a team if its supporters continue to act in such a way that interferes with the proper conduct of the game.

3. If disruptive behavior continues after a technical foul has been issued, the game will be stopped and a forfeit will be given to the offending team.

K. OVERTIME PERIODS

1. The first overtime will consist of a three-minute period with clock stoppages inside 1 minute. All subsequent overtimes will consist of two-minute periods with clock stoppages inside 1 minute.

2. Each team will receive one time-out during each overtime period.

3. Jump-balls will start each overtime period.

L. FORFEITS

1. Any team that does not have at least 4 players on their roster ready to play by at least ten minutes after the scheduled time will forfeit the game.

2. Teams may not play with less than 4 eligible players.

3. Any team caught using an ineligible player will be forced to forfeit the game.

M. MAKE-UP GAMES

1. The League Director will contact each team representative to notify them of a cancellation by **10:30AM on the scheduled date**. It is the team representative's responsibility to notify all team members.

2. A maximum of two cancelled dates will be rescheduled.

N. UNIFORMS

1. Teams must provide their own uniforms. All members of the team must have a like colored shirt with a different number on it for identification purposes. The numbers must remain the same for each game.

2. Athletic footwear is required for all players.

3. NO JEWELRY.

O. RULE CHANGES

1. Rules governing league play may be changed at any time in order to improve the league. All rule changes will be given to the team representative and it is their responsibility to inform their team of the changes.

P. SITUATIONS NOT COVERED

1. All situations not covered by this document will be decided by the League Director.

Q. CONTACT INFORMATION

1. If there are any questions regarding the league, please contact Darin Lursen by calling 574-457-3440 or e-mail dlursen@syracusein.org.