



# EASTMONT METROPOLITAN PARK DISTRICT Parks and Recreation

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## **MEN'S BASKETBALL LEAGUE RULES**

### **LEAGUE ADMINISTRATION:**

1. League administration will be conducted by Eastmont Parks & Recreation.
2. Team enrollment is on a first come, first serve basis. Each team shall pay the league registration fee and submit a complete team roster and registration document by the date listed on the Registration Information Sheet. Failure to do so will result in being omitted from the league.
3. Established schedules are final, except when school activities require games to move to another time and/or place. No changes will be allowed unless approved prior to date or originally scheduled game. Failure to show up for any game will result in a forfeit.
4. Any rescheduled game will be made up at the discretion of the Park's Department.
5. Eastmont Parks & Recreation shall have final authority regarding rule interpretations, settlements of disputes and acceptance and/or rejection of any and all policies.
6. NO refunds of league registration fees will be made, for any reason, including team expulsion for rule violations.

### **LEAGUE RULES:**

1. Official High School Federation Basketball Rules and Regulations are in effect with the few exceptions as explained below.

### **PLAYERS:**

1. The numbers of players on a team may not exceed 12.
2. ALL players must be 18 years of age or older to play.
3. Players MUST play in a minimum of THREE games to be eligible for tournament play.
4. Players can be added/dropped up to the 3rd week of game play. Rosters will be available at the gym the first week and in the Recreation Office after that. You must sign the roster prior to your first game or you don't play. Rosters are located at Eastmont Parks and Recreation, 255 N. Georgia Ave, East Wenatchee.
5. Players may play on more than one team provided the following requirements are met: 1) A player and manager may only register to play on one (1) team per division. Example – "6'2" & under league & "30 & older league. 2) players must meet the eligibility requirements of each division, and 3) players must be listed on all team rosters.

6. Players that are not on the team roster are ineligible to play unless they qualify as a pick-up player. If it comes to the attention of Eastmont Parks and Recreation that a team played with an illegal player, that game will be an automatic forfeit and a \$20 forfeit fee will be assessed. Also, the offending player will be suspended for at least 3 games in that particular league.
  - i. Pick-Up Players – Teams will be allowed to pick up no more than 2 players, from another team's roster, during a regular season game as long as the other team agrees and those players meet the league requirements. However, that team cannot play with more than 5 players during that game (3 players must be on that teams roster). If a rostered player shows up late, they must take the place of a pick-up player. You cannot pick up a player after the game has started and you cannot be a pick-up player for the team you are playing against and play on your team (it's one or the other). Pick-Up players are not allowed during post-season play.

*Note: Game schedules will not be changed to accommodate players' personal schedules.*

### **ROSTER:**

1. All players **MUST** complete and sign the official roster by the first game. If a player is not on the roster, then the player is ineligible. Team rosters will be at the gyms during the first week for players to sign. Any team that plays an ineligible player will forfeit all affected games.

*Note: Teams will be assessed a loss for all games won until a roster is turned in.*

2. Fraudulent information on rosters (i.e. false, incorrect information) is grounds for a team to be dismissed from the league without a refund.
3. No roster changes can be made after the team's 3rd week of play without prior approval of the league director.

### **UNIFORMS:**

1. Players on the same team must have same color jerseys with printed numbers on the back (taped or drawn on numbers are not permitted).
2. Players with a different color jersey, having no number, or having the same number are considered out of uniform. The purpose of uniformity is to avoid using game time unnecessarily to confirm player's actions. Taped numbers or drawn on number will not be permitted.

**Penalty:** Team Technical. An automatic 2 points for each player out of uniform plus the other team is awarded possession of the ball.

**Note:** If players from both teams are assessed technical fouls for being out of uniform at the beginning of a game, then the game begins with a jump ball.

**Note:** It is recommended that teams purchase reversible jerseys.

**Exception:** Players on a team with same color jersey that when reversed are different colors. This situation is exempt from technical fouls because it is assumed both teams have the same color jersey and one team is attempting to help the situation and there is alternative method of distinguishing teams is acceptable.

### **GAME LENGTH:**

1. There is **NO GRACE PERIOD** unless school activities delay game times.
2. A forfeit will be called at game time if a team does not have a minimum of 4 rostered players or 3 rostered players and 1 pick-up player to start the game.

Note: Team will automatically be withdrawn from the league after 2 forfeits and no refund. Forfeited games will not and cannot be scored, nor officiated. The time allocated to the game is available for rostered players to use to practice shooting.

3. Games consist of two 20 minute running clock halves with a 5 minute half time. The clock will stop only during the following:
  - a. Injury time-outs called by the referee.
  - b. Timeouts called by the teams
  - c. Clock stops only for the last 2 minutes of each half unless point spread is 20+
4. **TIME-OUTS** – Each team is allowed (2) thirty second time-outs per half.
5. **OVERTIME** – If game is tied after regulation, then periods of 3 minutes (running clock except final 1 minute) will be played until a winner is declared. Each team is allowed 1 time-out per overtime period (time-outs do not carry over).

### **CONDUCT:**

1. **PERSONAL FOULS** – Players are disqualified from game upon receiving their 5<sup>th</sup> personal foul.
2. **TEAM FOULS** – Upon committing the 7<sup>th</sup> team foul per half, opposing team will shoot “1 & 1”. Upon committing the 10<sup>th</sup> team foul per half, opposing team will shoot “2”.
3. **TECHNICAL FOULS:** Examples of a technical fouls include unsportsmanlike conduct, swearing or offensive language, and flagrant violations of established rules. **Administrative** technical fouls may include **dunking** and administrative items such as inbound technical, delay of game, hanging from the rim, etc.

#### **Players**

- a. Any player receiving a technical foul before, during and after a game will be fined \$20.00 (paid before the next game that he plays in).
- b. Players who receive technical fouls are out of the game for 5 minutes or ejected from the game (official and/or Recreation Staff’s judgment).
- c. Any player receiving **2** technical fouls will be out for the remainder of the game, must remain calm and quiet and/or may be asked to leave the premises immediately.
- d. If ejected, the player is expected to leave the facility immediately, failure to do so will result in game forfeiture. If a player fails to leave the facility after being ejected, he will have a 1 game suspension (including playoffs) and a \$20.00 fine per technical.

#### **Team**

- a. Any team receiving 3 technical fouls (dunking and administrative technical’s won’t be counted) in a game will FORFEIT the game.
- b. Any team that receives 5 technical fouls in a season (dunking and administrative technical’s won’t be counted) will be dropped from the league without refund.
- c. Any player receiving three (3) technical fouls (dunking and administrative technical’s won’t be counted) will be disqualified from participation for the remainder of the current season.

#### **Penalty**

- a. Technical fouls count as a personal foul and a team foul.
  - b. Technical fouls reward 2 points and possession of the ball to the opponent.
  - c. Any person suspended/ejected from a game and/or league will also be suspended from the building for the remainder of the evening/season during league play. Non-compliance will result in forfeit of the game.
4. **All official judgments are FINAL!**
  5. **THIS IS A ZERO TOLERANCE LEAGUE.** Trash talking, foul language, swearing and rough play will not be tolerated.

6. **NO PLAYER SHALL:** At any time lay a hand upon, shove or strike or threaten an official. Officials are required to immediately suspend player from further play and report such player to the league Director. Such player shall remain suspended until the Eligibility and Reinstatement Committee has considered his case.  
**Maximum Penalty:** Suspension for life and/or assault charges.
7. **NO PLAYER SHALL:** Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director.  
**Maximum Penalty:** Suspension for remainder of the season.
8. **NO PLAYER SHALL:** Be guilty of verbal abuse upon any official for any real or imaginary wrong decision or judgment. Officials are required to immediately suspend the player from further play and report such player to League Director. Should the verbal attack occur either before or after the player's game is completed, or from within the spectator area, said player will still be reported to the League Director, with possible suspension being the result of said player actions.
9. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations by throwing of balls or any other forceful action.  
**PENALTY:** The degree of infraction of the tenet of good sportsmanship shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.
10. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official, except the manager or captain.  
**Maximum Penalty:** Removal from the game.
11. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of any opposing player. Officials are required to immediately suspend players from further play and report such player to the league director.  
**Maximum Penalty: Suspension for the remainder of the season.**
12. **NO PLAYER OR SPECTATOR SHALL:** Be guilty of abusive verbal attack upon any player or spectator. Should the verbal attack occur either before or after the player's game is completed, or from within the spectator area, said player or spectator will still be reported to the League Director with possible suspension being the result of said player's action or spectator removal due to trespass..
13. **NO PLAYER SHALL:** Be guilty of fighting. The following penalties will be assessed for each participant involved who was reported by the official in his/her report.
  - a. **Instigator/Aggressor:** (person who began fight): Automatic (3) three game suspension. Second offense, in any sport, anytime of the year, suspension from all sports for the balance of the current calendar year. Third offense, three (3) years from all adult sports.
  - b. **Aggressee:** (person in self-defense): Up to two (2) game suspension for each offense.
  - c. **Additional players who jump in on the fight:** Automatic three (3) game suspension.

**Player's who receive penalties must be reported by the game official(s) blue report. The official(s) have the right to submit any additional name(s) within 48 hours following the incident. Any names and/or Jersey numbers must be reported in the officials' formal written report.**

14. **NO** alcoholic beverages, smoking, food, or drink of any kind are allowed in the gyms. Any player caught drinking or smoking on school premises will be immediately suspended for the remainder of the season. Any player appearing to be under the influence of alcohol/drugs will be ejected from the game and required to leave the facility immediately and without question. Expulsion will be at the discretion of the League Administrator.

15. **NO DUNKING** at any time (including warm-ups and after the game, etc.). Any player who dunks or attempts to dunk will receive a technical foul and will be fined \$20.00 (paid before their next game), and be responsible for any and all damage. These technical fouls **WILL** count towards personal and team fouls.
16. The Gym Supervisor is responsible for notifying the authorities of trespassing and in charge of all action except when it involves a referee's decisions as to the play of the game.

### **ADDITIONAL CODE OF CONDUCT RULES:**

1. *Any player being placed on probation for the remainder of the season and reported again for violating the "Code of Conduct" will be suspended for the remainder of the season.*
2. *Appeals must be lodged with the League Director. Appeals will be brought to the attention of the Eligibility and Reinstatement Committee.*
3. *The Eligibility and Reinstatement Committee shall be composed of members of the Recreation & Parks Staff.*
4. *Player's "Code of Conduct" cover officials for 24 hours a day. If they are intimidated before, after, and/or during the game, you or your players could be subject to disciplinary actions as deemed necessary by the League Director*

### **SPORTSMANSHIP RATING SYSTEM:**

Sportsmanship ratings are given to teams after each game by referees and gym supervisors. These ratings reflect behavior before, during, and after the contest.

In order for a team to qualify for the post-season playoff games a team must have a "C+" (2.5) average sportsmanship rating during regular season round robin league play. **Teams will start the contest with a "C" average. Teams must earn an "A" or "B" sportsmanship rating.**

Sportsmanship ratings will be based on the following criteria:

- "A"** - Excellent Conduct and Sportsmanship: Players cooperate with officials and other team members. The captain calmly converses with officials about interpretations and calls. The captain also has full control of his/her teammates (4 points).
- "B"** - Good Conduct and Sportsmanship: Team members verbally complain about some decisions made by the referees and/or show minor dissension which may or may not merit a technical foul or unsportsmanlike conduct penalty. Teams that receive one technical foul or unsportsmanlike conduct penalty will receive no higher than a "B" rating (3 points).
- "C"** - Average Conduct and Sportsmanship: Team shows verbal dissent towards referees and/or show minor dissension's which may or may not merit a technical foul or unsportsmanlike conduct penalty. Captain exhibits minor control over his/her teammates, but is in control of him/her. Teams receiving multiple (more than one) technical fouls or unsportsmanlike conduct penalties will receive no higher than a "C" rating (2 points).
- "D"** - Below Average Conduct and Sportsmanship: Teams constantly comment to the officials and/or opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself. A team which receives one ejection will receive no higher than a "D" rating (1 point).
- "E"** - Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no control over teammates, and/or himself. Any team causing a game to be forfeited, other than by not showing, or receives multiple (more than 1) ejections shall receive an "E" rating (0 points).

**Examples of conduct deserving an "E" rating are as follows:**

The team has been warned about unnecessary roughness and/or jeopardizes the safety of participants. This includes action by any player with the intent of physically harming another player or official.

A player, or a spectator **clearly** associated with the team, shows disrespect to the official, i.e.: abusive language, obscenities loud enough to be heard, gestures, or actions; threatening language; or actions which endanger the safety/health of the official or supervisor.

Spectators/fans **clearly** associated with the team which fails to conduct themselves in an orderly fashion or engage in disorderly conduct which violates Parks and Recreation regulations or jeopardizes the referee's control of the game.

The team shows disregard for the rules or policies of the Parks and Recreation Program.

**Penalties for "E" sportsmanship rating are severe and considered to be justified for behavior that is unacceptable:**

Any team that receives an "E" rating will automatically be suspended for the next scheduled game and the suspended game will be counted as a loss.

**Any team that receives an "E" rating during the playoff game, will result in the elimination of the team from further playoff games.**

If a team receives an "E" rating during the championship game, the team **WILL NOT** be awarded the championship.

Any team receiving an "E" rating during playoff games may be subject to an alternative form of disciplinary action from Parks and Recreation.

The team manager of any team receiving an "E" rating must meet with the Recreation Supervisor.

The Recreation Supervisor will rule of further penalties to be described as a result of unsportsmanlike conduct. If any individual is ejected from an intramural activity for unsportsmanlike conduct, they will be disqualified from that game plus the next scheduled game.

**Special situation:**

Concerning games which are not rescheduled due to unforeseen circumstances, both teams will receive an "A" rating.

A team winning a contest by forfeit or default will receive an "A" rating.

A team losing a contest by forfeit or default will receive a "C" rating.

**Sportsmanship Rating During Playoff Games:**

Teams playing in the playoff games must meet the following criteria:

**If a team receives a "D" rating, the team manager must come to the Recreation office by 2:00 p.m. the following day to discuss the rating. A decision will be made as to whether the team will continue to participate in the playoff games. If they do continue in the playoffs, they must receive an "A" or "B" rating for the remaining playoff games.**

**TEAM MANAGER'S RESPONSIBILITY:**

- 1. Inform players of all rules/regulations and Code of Conduct**
- 2. Conduct of all members/spectators of his team before and after games**

3. Keep address and phone number current with the League Director
4. Pick up their bench area prior to departing the facility

### **PROTESTS:**

1. Judgment calls made by an official cannot be protested.
2. Protests must be filed, in writing, with the League Director within 24 hours of the scheduled game time. The written report, which details the specific action to be protested, will be the manager's final word. A \$40.00 Protest Fee must accompany the protest. The Protest Fee will be returned only if the protest is overturned. The decision of the Parks & Recreation Department is final.
3. The League Administrator will review the Petition From, make a decision about the protest, and notify participating team managers within five (5) business days. All decisions are final. No appeal can be made on a final decision.

**Note:** The Championship game will still be played even if a protest is declared during either the first or second playoff game. If the protest is ruled in favor of the protesting team, then the Championship game will be replayed at the next available opportunity.

**Note:** A protest declared during the Championship game will be reviewed per the time frame noted above, but if ruled in favor of the protesting team, the outcome will be reversed and a new League Champion announced.

**This is a recreational league. It is each participant's responsibility to keep it that way. Our goal is to offer clean fun recreational activities in an organized and friendly environment. Any teams or individuals interfering with the intended function of this league are subject to expulsion.**



**TEAM MANAGERS AGREEMENT**

I have read the rules and regulations of Eastmont Metro Parks and Recreation Men's Basketball League and I fully understand and agree with the Terms of Contract.

**SIGNED:** \_\_\_\_\_

**TEAM:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**RECEIVED BY:** \_\_\_\_\_