

## **Lewiston Parks & Recreation Adult Basketball League Rules 2018-19**

### **PHILOSOPHY**

The Lewiston Parks & Recreation Department provides this activity for those who enjoy basketball and are interested in participating on an organized level. **This is a recreation program and good sportsmanship is expected from those who participate.**

### **REGISTRATION**

1. Each team must have a manager who is responsible for:
  - a) Collection and payment of all fees.
  - b) Submitting of team roster.
  - c) Informing players of rules and games scheduled.
  - d) Attending any manager's meetings
  - e) Using only eligible players.
  
2. Roster changes will be accepted at the Parks & Recreation office between 8:00 a.m. and 5:00 p.m., Monday through Friday. Players may not be added to the roster after **the completion of the 1<sup>st</sup> half of the scheduled season** with the exception of replacing injured players out for the season. Replacing injured players does require prior approval from the Recreation Coordinator and the signature of the new player. **Absolutely no roster additions for any reason will be allowed a week prior to the post-season play-offs.**
  
3. Players must register at the Parks and Recreation office prior to participating. It is this player's responsibility to provide proof of registration to the gym supervisor at the gym. **There will be NO exceptions.** All players must check in with the gym supervisor prior to the game starting. The gym supervisor may ask the player for identification.
  
4. Teams using an ineligible player or falsifying the score book will be assessed the following penalties:
  - a) Each game played by the offending team in which the ineligible player has participated will be recorded as a forfeit and given a 1-1/4 loss.
  - b) The team manager or acting team manager in case of the manager's absence will receive a 2-game suspension for each occurrence. A suspended manager cannot participate in the game in ANY manner.

### **ORGANIZATION**

1. Teams will be placed into leagues, depending on skill level and number of teams. Adjustments in league placement may be made if teams are obviously playing above or below their original league placement.
  
2. Games will be played Sunday through Friday evenings starting as early as 6:30 p.m. and Sundays at 1:00pm. Games will be played in Jenifer or Sacajawea Junior High gymnasium.
  
3. Preseason play will begin Sunday, **December 16th**. Teams will be guaranteed 10 games consisting of 2 preseason and 8 regular season.
  
4. The season will be split between 2 halves. All tie breakers will be the result from the 2<sup>nd</sup> half of the season
  
5. League ties will be broken in the following manner:
  - a) First, when the affected teams played one another during the 2<sup>nd</sup> half of the season, the team that won the head-to-head competition will be the higher seed.
  - b) If more than two teams tie for first place, tiebreaker will be used.

- c) Second, determine which team allowed the fewest points in head-to-head play.
  - d) Third, determine which team allowed the fewest points throughout the 2<sup>nd</sup> half of the season. If they are still tied, then it will be declared a tie. Any ties here after will result in a coin flip for seeding.
6. Forfeits will count as 1¼ loss for the forfeiting team and one win for the winner.

## LEAGUE PROCEDURES

1. Teams unable to play a scheduled game must notify the Parks & Recreation office at least two business (2) days prior to the game or it will be considered a forfeit. Teams will be allowed to reschedule their game if agreed upon by the Recreation Coordinator and the opposing team manager. This rule is intended to give teams the opportunity to play all their games and is not to be abused in order to gain a team advantage over another team.  
**Reschedules will be approved if facilities, officials and game staff are available. If a rescheduled date cannot be agreed upon by both teams, then the team asking for the reschedule will take the loss.**
2. Any team that asks for a reschedule 7 or more business days in advance will NOT take a loss. The Recreation Coordinator will reschedule the game at a later date in the season, depending on gym availability.
3. Any and all rescheduled games can NOT be rescheduled a second time.
4. The Recreation Coordinator Jayson Ulrich or Parks & Recreation Department, must be notified of any game cancellations 48 hours (or two full working day) prior, or it will be considered a forfeit. Any forfeit will count as 1¼ loss for the offending team.
5. A team forfeiting or canceling three games will be dropped from the league without a refund of team fees. If a team is dropped from the league, the remaining scheduled games will be counted as wins for the opposing teams.
6. **Respect for all officials and their officiating is expected. Only** the team captain/manager is allowed to talk with the officials and only during a dead ball situation. Teams that show continued disrespect for the officials and/or unsportsmanlike conduct may be ejected with suspension rules in effect.
7. The League will provide two referees per game and a scorekeeper.
8. Please supervise children at all times.

## ELIGIBILITY

1. A player who is currently participating, whether active or red-shirted on an intercollegiate team, or is currently under professional contract, is ineligible.
2. A player may not play on more than one team.
3. Teams are allowed 1 pickup/sub players as long as the following occurs
  - Must have a current players card.
  - Players can play up 1 league.
  - Players cannot be picked up to play in current league.Example. A League 3 player can be picked up to play on any team in League 2. A League 2 player can be picked up to play on any team in League 1.

## LEAGUE RULES

1. All games will consist of **two 25-minute running halves**. The clock will stop on all whistles the last two minutes of the 2<sup>nd</sup> half, unless there is a point spread of 15 or more points.
2. Five-minute warm up period before each game. Half time will be **five** minutes.
3. The time listed on the official schedule is game-time. Each team must have at least **four** players present to start a game but can end the game with 2 players due to injury or fouls.
4. Overtime Period(s) will be two-minutes with the clock stopping on all dead-ball situations. Overtime is an extension of the second half.
5. Each team will be allowed **three** one-minute time outs per game. No extra time-outs during overtime.
6. Players will be allowed **5** personal fouls (technical's count towards personal foul total).
7. No shooting at the side baskets while a game is on progress.
8. Players on each team shall wear matching jerseys, with different numbers permanently printed at least on the back. Teams must have these jerseys with numbers by the start of regular league play. Failure to do so will result in the scheduled game being played but counted as a loss.
9. Teams are responsible for the conduct of spectators who are affiliated with their team. A game may be suspended until an offensive spectator leaves or until police are called in.
10. All other high school rules will be in effect.

## TECHNICAL FOULS

1. Personal and technical fouls are combined to reach the bonus that begins with the 7<sup>th</sup> & 10<sup>th</sup> team foul of each half.
2. There will be no dunking or intentional contact with the rim (including warm-up periods). Any player breaking this rule will receive a technical and could be ejected and suspension rules will be in effect.
3. Any player receiving a technical foul will be immediately removed from the game for a **ten-minute period**. The opposing team will be awarded two points and the ball out-of-bounds. If the technical foul occurs in the final 10-minutes of the game, the player will sit out any time not served in their teams next scheduled game.
4. Any player receiving two technical fouls or one flagrant foul in one game will be ejected and suspension rules will be in effect.
5. Any player receiving **3** technical fouls during the season **will be suspended for the remainder of the season.**
6. Any fighting by any player on the roster, whether suited for game or not, will result in suspension and/or team suspension from the league.

## **SUSPENSION RULES**

1. Game officials and Parks & Recreation staff has the authority to eject any individual or team from a game. Grounds for ejection include **but are not limited to:**
  - Displays of unsportsmanlike conduct
  - Derogatory remarks or gestures
  - Threats of violence
  - Acts of violence
  - Other behavior deemed detrimental to the league
2. Any player ejected from a game must leave the facility immediately and will be indefinitely suspended from the league until he/she takes it upon their initiative to show just cause for reinstatement to the League Coordinator. The League Coordinator decision will be final and could vary from one game to a lifetime suspension depending on the severity of the act.
3. If a player is ejected from a game, they must leave the gym immediately. If the player refuses to leave, the game will be forfeited.
4. Players serving suspensions will not be allowed in the gym during games.

## **FACILITIES**

1. Games will be played Jenifer and Sacajawea Junior High Gymnasium,
2. Tennis shoes worn by the players must be carried into the gym and not be worn as street shoes.
3. No smoking or drinking alcoholic beverages will be permitted on either premise.
4. If any damage occurs to a basket or backboard, financial obligation will be the responsibility of the person who causes the damage.

## **Tournament**

1. All teams are eligible for the post season tournament.
2. The 2<sup>nd</sup> half record will seed the teams of each league for the tournament.
3. Tournament games are not allowed to be rescheduled.
4. Tournament will be a single elimination format.