

Menasha Parks and Recreation Department
Rules & Regulations for City Basketball League
2011- 2012

Revised 8/22/11
*Rules subject to revision
before the start of the
season.*

1. REGISTRATION

- a. **Entry Fee** – Total Entry Fee is \$440 per team.
- b. **Team Registration** – A minimum of one-half (\$220) of the Entry Fee, team registration form and team roster/participation agreement must be turned in at time of registration. All players must initial the roster form. **Balance of Entry Fee is due no later than October 14, 2011.** Failure to have all completed paperwork and fees to the MPRD office by this deadline will result in game forfeiture until all missing and/or incomplete information is received. League play is expected to begin November 2. A pre-season manager's meeting will be held on Wednesday, October 19 at 6:30 p.m. at the Memorial Building.
- * c. **Player Limits and Adding Players** - There will be a 20 player limit. This deadline is Monday, November 28, 2011 for adding players to the team roster. Because of the lump sum team fee, no individual players fees will be transferred or refunds given. **Additional players (maximum of 20 players per roster) may be added at no additional cost provided the new player either comes in and signs the roster or signs a faxed copy of the roster sent by office staff and faxes the signed roster back to the office.**
- d. Resident teams receive the earliest registration preference followed by returning teams. New teams will be accepted if space is available.
- e. Players cannot play on two teams on the same night.
- f. All players must wear a numbered jersey. Team colors must match.

2. PLAYING UNREGISTERED PLAYERS, OR PLAYING UNDER AN ASSUMED NAME:

- a. All players must be registered. Taking players "off the street" to play on a particular night will not be tolerated. All rules described above pertaining to adding players must be followed. Game forfeiture(s) will result.

3. GYM SUPERVISOR

- a. The role of the Gym Supervisor is to ensure that all league and school rules are followed and to scorekeep as needed. This person will check rosters occasionally and report any problems to the Director of Parks and Recreation. This individual has no authority to enforce game rules.

4. ELIGIBILITY

- a. Anyone is eligible to sponsor a team. Players need not necessarily work or belong to the church, mill or business that sponsors them.
- b. A player must be 18 years of age and out of high school to be eligible to participate.
- c. Servicemen returned on leave or discharged may play with a team by having their team manager notify the MPRD verbally or in writing.
- d. For a player to be eligible to play in the championship game, he must have played in four (4) games during the season.

5. POSTPONEMENTS, FORFEITS AND PROTESTS

- a. All players must wear a numbered jersey (reversible jerseys recommended).
- b. Postponed games will be played as rescheduled by the MPRD.
- c. Games will be played as scheduled. **Games will not be re-scheduled when a team knows ahead of time that it cannot field a full team. Team captains must contact the MPRD when this occurs.** Any team failing to appear at the time and place scheduled shall forfeit its game unless postponed by the MPRD.
- d. Any team forfeiting 3 games for no-appearance may be dropped from the league.
- e. End of season ties will generally not be played off. Co-champions will be declared.
- f. Games shall start at their scheduled time - no grace period. Teams must have a minimum of four (4) players dressed and ready to play at game time or a forfeit will be called. A game is automatically forfeited when a team has three (3) or less eligible players before or during the game.
- g. Protests must be made in writing by the manager of the protesting team and must be in the office of the MPRD within 24 hours of the time of the protest. All protests must be accompanied by a protest fee of

\$10 which will be returned if protest is sustained. Officials must be notified at the time of the protest, they in turn will publicly announce same. **Judgment calls may not be protested.** The Parks & Recreation Director will act upon all protests within one week.

6. ADDING A PLAYER BEYOND NOVEMBER

- a. Each team will be entitled to replace one player due to injury, change in work shift, job transfer, etc. beyond the normal roster addition policy. This one-time exemption can take place, with permission from the Director, until the 10th week of play so that "a ringer" cannot be added for the last few weeks. A player injured early in the season may choose to play again later in the season provided the player remains on the roster.

7. OFFICIALS & SCOREKEEPERS

- a. A certified official shall be in full authority of the game.
- b. Only a team captain may question a decision of the officials, and then only in cases of rules interpretation and not cases of judgment.
- c. An official scorer and timekeeper will be provided. Team captains must submit their starting line-up to the scorer at least five (5) minutes before scheduled game time. Full names only, no nicknames or initials. Please respect this request and the individuals scoring the game. Verbal harassment of any MPRD employee is subject to discipline (See Section 7b).

8. GAME TIMES

- a. Games shall consist of two twenty-minute halves. The clock will stop on all dead ball situations the last two minutes of each half. The clock runs during free throws. There will be a three-minute break between halves. Teams are allowed four timeouts per game.
- b. Time-outs can be used anytime. One additional time-out is given for each OT period, plus any unused timeouts.
- c. *Overtime will be four minutes in length.*

9. PLAYER CONDUCT - CAPTAINS - EMPHASIZE THESE RULES TO YOUR PLAYERS

- a. Unsportsmanlike conduct, including swearing, verbal harassment of officials or scorekeepers, pushing, fighting, etc. in connection with any game or while players are on school property will not be tolerated. All misconduct will be reported to the Director of Parks and Recreation who will be responsible for rendering discipline to any player or team. At the Director's discretion, an investigation may be made into the incident. Statements from Park and Recreation staff, including the referees, typically will carry the most weight during an investigation.
- b. Unsportsmanlike conduct, ejection's and technical fouls will be dealt with in the following manner:
 - 1.) One (1) technical during the game—player must sit out for two (2) minutes.
 - 2.) Two (2) technical fouls—automatic ejection from the game, suspension for one game.
 - 3.) Second ejection—minimum 2 game suspension (possibly longer, depending on circumstances).
 - 4.) All player technical fouls will be recorded. At the discretion of the Director, when a player has reached a total of four (4) technical fouls additional player discipline may result.
 - 5.) Harassment of scorekeepers or gym supervisor may lead to technical fouls.
- c. Smoking or drinking in any of the school facilities, including locker rooms is strictly forbidden. Food and drink is not allowed in the gym. Violators will be subject to suspension at the discretion of the Parks and Recreation Director.
- d. Player discipline may be carried over to the following season.
- e. The MPRD, in its correspondence with a team, will recognize the team manager or captain. **Make certain that the MPRD has the names and addresses of the current managers. Inform the department of any changes.**
- f. At the discretion of both referees, a game may be stopped after repeated or excessive misconduct by both teams.
- g. Only the team captain, or in his absence one designated team representative, may address the officials.

10. MISCELLANEOUS

- a. Dunking will not be permitted during warm-ups or the game. Players are subject to paying the cost of any willful damage done to school or City property. Players who vandalize or damage school or city equipment may be suspended from league play.
- b. Alternating team possession - A jump ball between 2 opponents at the center circle will be administered by the referee. The team that does not gain control of the ball at the start of the game or each extra period starts the alternating possession procedure. The team that does not gain control of the ball on the jump ball will make the throw-in when the next jump ball situation occurs.
- c. Other than rules stated herein, the National Federation of State High School Association's Rules governs all play.
- d. Team fouls - six per half, the bonus will be in effect on the seventh foul.
- * e. All players must check in at the scorer's table prior to entry into the game. Violations will result in a technical foul.
- f. Subs may not come in before the first shot on a two or three shot foul. They can come in prior to a bonus free-throw situation.
- g. Three-point shots are legal, fouling a player in the act of shooting a three-pointer will result in three free throws.
- h. Technical fouls will result in automatic two points for the opposing team, plus the ball in bounds.
- i. Technical fouls will count as team foul as well as a personal foul.
- j. All players must wear a numbered shirt or jersey. Team colors must also match.
- k. **Determining champions** –As a general rule, when two or more teams have identical records, Co-champions will be named and a separate plaque for each team will be made.

Notice to All Basketball Players

The officials who are working these games are all doing their best to call a fair, consistent game for all the teams. There is no way that they are going to see every foul, every travel, every out-of-bounds call the same way you or your players do. However, you have to remember that a basketball referee probably has the toughest job in sports officiating because the action on the floor is moving at a very fast pace and there is a lot of contact as the ball is moving up and down the court. You must also keep in mind that you and your team members are not the most objective people in the gym when these calls are being made.

The Park & Recreation Department has a hard time finding and retaining quality basketball referees. The verbal abuse these people take makes the job of hiring and keeping referees even more difficult. The future of the Men's Basketball program depends on these hardworking officials. Captains, please remind your players of this prior to and throughout the season. As captain, you are responsible for controlling the actions of your players. Please assist the officials by controlling these individuals, before a situation gets out of hand.

Captains, use good judgment when you have a question about a call. You would be much better off talking to the official during a time-out, at half time, or even after the game rather than yelling at him as he is going up and down the court. Belittling a referee never works in your favor. If you feel the other team is getting away with certain fouls, then point it out to the officials and they will take appropriate action if there is something going on that they didn't notice before.

Also, it doesn't hurt very much to compliment a referee every once in a while if you feel he did a good job.