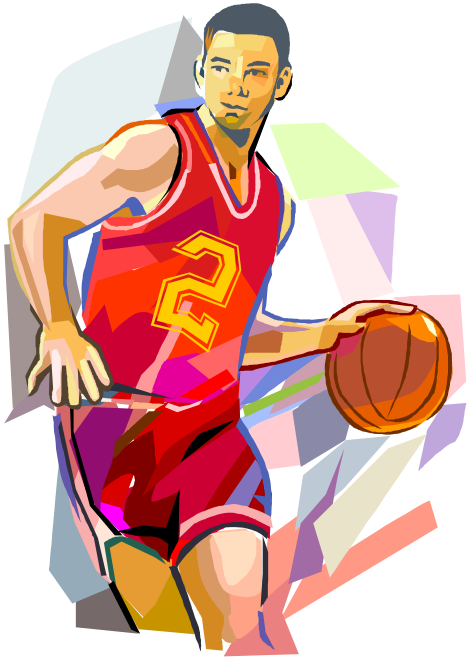
CITY OF PRESCOTT
PARKS & RECREATION
BASKETBALL LEAGUES
RULES & REGULATIONS



SECTION I

A. GENERAL INFORMATION

All questions, comments or concerns should be directed to the Recreation Supervisor, Rick Hormann, at the Parks & Recreation Office, 824 E. Gurley or by phone at 777-1557.

The Parks & Recreation Department reserves the right to adjust any league schedule at any time. Teams will be notified of any changes.

B. PLAYER PARTICIPATION

A person may play on two letter-identified teams only. Those teams must play on separate nights and must be with in one league of each other. A player can play on two A, B or C teams, on an A and B team or on a B and C team, however a player may not play with an A and C team. Players may play on a 35+ or 50+ team plus an A, B or C team. You may NOT play for two teams on the same night in the same league. The Parks and Recreation Department will enforce rules regarding ineligible players. Players must play at the appropriate level of competition. Players may participate in any age appropriate team that they qualify for. Participants in the 35+ or 50+ years and older leagues must be of qualifying age to participate. Players turning those ages during the current year are eligible for those leagues. Participants must be 16 years of age or older to play in any adult league. Players under 18 must have an additional waiver signed by a parent or guardian. Anyone who participates on a high school or college team during the current school year is ineligible to participate in the City Winter Basketball Leagues.

*Playoff Eligibility: All players on the roster must have participated in at least two games with that team during the regular season to be eligible for the playoffs.

Teen League Note – Each team member must be between the ages of 13 and 17. Anyone who participates on a high school or college team during the current school year is ineligible to participate in the City Winter Basketball Leagues. Each team must have an adult who is the parent or guardian of one of the players present or be an approved representative with the Parks & Recreation Department and be sitting on the bench at each game to supervise the team. Teams not conforming to this rule will automatically forfeit the game and no activity will be allowed.

C. SCHEDULE CHANGES

Schedule changes may be necessary at times due to a loss of a facility or other unforeseen issues. The manager/coach of each team that has been affected will be notified of any changes as soon as the Parks & Recreation Department has finalized them. There will be times when games are rescheduled on short notice. If this situation should arise, teams must be available to play at any of the rescheduled game times given. No requests will be accepted to change a team's schedule after it has been made.

D. FORFEIT PROCEDURES

1. First Forfeit: Warning by phone or letter.
2. Second Forfeit: Team will be dropped from the league with no refund.

YMCA GYM INFO

For the first games of the evening, do not arrive earlier than 15 minutes before your game time. The YMCA has other programs scheduled in the gym before our league's time begins. You will not be allowed entrance into the gym any earlier than 15 minutes before your game unless you are a YMCA member. Please show your membership at the desk. Remember that the staff is just doing their job.

When you enter the YMCA facility, stop at the desk and tell them you are with the City Recreation program. They will let you go on in – you do not need to show an ID but please be courteous enough to stop so they do not have to chase you down.

Everyone entering the gym (spectators included) must have on soft-soled shoes. Anyone wearing street shoes must remove them before entering the gym and may leave them in the hall or in a locker room. You may also use the locker rooms to change clothes.

No food or drink, other than bottled water, allowed in the gym.

If you bring children to your game, they must be in the gym and under direct supervision. They can not be running around the YMCA facility.

There will be a City staff member on duty every evening as well as a member of the YMCA staff in case of problems, questions or emergencies.

3. No Individual Shall: Be guilty of objectionable demonstration of dissent by throwing a ball or any other forceful actions.
Minimum Penalty: Unsportsmanlike Technical Foul.
Maximum Penalty: If deemed flagrant, ejection from the game and playing area.

4. No Individual Shall: Disrespect any call made by an official. Discussions will be accepted through the coach/manager only.
Minimum Penalty: Warning by the official.
Maximum Penalty: Unsportsmanlike Technical Foul.

5. No Individual Shall: Be guilty of using unnecessary rough tactics in the play of game.
Minimum Penalty: Unsportsmanlike Technical Foul.
Maximum Penalty: Flagrant Unsportsmanlike Technical and Ejection from the game.

6. No Individual Shall: Be guilty of unsportsmanlike flagrant fouls.
Minimum Penalty: Ejection from game and facility with an additional one or more game suspension.
Maximum Penalty: Suspension for remainder of season, including playoffs.

7. No Individual Shall: Be guilty of an abusive verbal attack upon any official or individual on or off the playing court.
Minimum Penalty: Unsportsmanlike Technical Foul (on court) disciplinary action (off court).
Maximum Penalty: Banishment from further League Play (on or off court).

8. No Individual Shall: Use profane, obscene or vulgar language in any manner or at any time, on or off the playing court.
Minimum Penalty: Warning by official/league director.
Maximum Penalty: Unsportsmanlike Technical Foul (on court) disciplinary action (off court).

9. No Individual Shall: Appear on the court of play at any time in an intoxicated condition or under the influence of any other type of drug which will infringe upon their safety or the safety of others.
Minimum Penalty: Ejection from game.
Maximum Penalty: Disciplinary action to be determined by the league director.

10. No Individual Shall: Be guilty of damaging, destroying or stealing City, YMCA and/or school property.
Minimum Penalty: Compensation for damages.
Maximum Penalty: Banned from City of Prescott Adult Sports program and criminal charges may be filed.

Players are expected to conduct themselves in a sportsmanlike and adult manner at all times before, during or after league or tournament games.

*If a team manager/coach knows in advance that his team will not have enough players to play in a particular game, they should call the Parks & Recreation Office. Arrangements can be made to either use players from the free-agent list or at minimum a call can be made to the opposing team to make them aware of the forfeit.

E. PLAYOFFS/AWARDS

The top four teams in each division will participate in playoffs. Playoffs will potentially be scheduled at various times, days and locations. Teams need to be prepared to play whenever scheduled. Some regular season divisions may be combined during playoffs.

Plaques will be awarded to regular season 1st and 2nd place teams. League Championship certificates will be awarded to the post season tournament champions in each league.

F. PROTEST REGULATIONS

1. Only protests of ineligible player(s) and rule interpretations will be accepted and considered valid. Protests involving the judgment of a call by an official will not be given consideration. The team manager/coach of the protesting team will be the only one allowed to protest. If the explanation of the official, following a protest of the manager/coach, is not satisfactory, the manager/coach may appeal to the League Director.

Protests of ineligible players may be done by any player or any manager/coach. Players/managers/coaches may protest ineligible player(s) any time prior to the game. Any protest of eligibility after the conclusion of the game must be done at the Parks & Recreation Office. A $25 fee will be added for any post game protests of ineligibility. That money will be refunded if the protest is upheld. The illegal player will not be allowed to participate and any future use of said player will result in that team forfeiting all games in which that player has participated. The player would then be removed from all leagues.

Protests regarding rule interpretations must be submitted in writing. A $25 fee must be submitted to be considered valid. This amount will be refunded if the protest is upheld. Written protests must be submitted to the Parks & Recreation Office within 24 hours of the verbal protest and will be processed in a timely manner.

2. The League Director with consultation from the Parks & Recreation Office staff will decide on all rule interpretation protests. The duties of the League Director will be to objectively present the protest to staff members and answer any and all questions on clarification of rules or policies they might have. The League Director will make the final protest decision. The Parks & Recreation Office reserves the right to request the presence of any or all of the participants involved in the protest. All decisions are final.

G. INELIGIBLE PLAYER(S)

An ineligible player is someone who is not on a team roster, who has not signed the team roster, who is playing on more than the legal limit of teams or leagues, is playing under a name different from their own, or does not meet certain age requirements. Anyone may file a protest in regards to an ineligible player. Anyone who participates on a high school or college team during the current school year is ineligible to participate in the City Winter Basketball Leagues.

H. ROSTERS

Teams must turn in a completed roster to the Parks & Recreation Office or at the gym site no later than prior to the first game. The rosters will then be kept in the Parks & Recreation Office for the remainder of the season. Game line-ups must abide by the official roster. There is a limit of 12 players per roster.
Note: Special roster limit exceptions can only be made through the League Director.

If a manager wishes to add a player to a team, the player must come to the Parks & Recreation Office and sign the roster no later than 5:00 p.m. prior to the day of the game or complete a Roster Change Form that night at the gym.

ALL PLAYERS MUST PERSONALLY SIGN THEIR NAME ON THE ROSTER TO BE ELIGIBLE. A PERSON LISTED ON THE ROSTER IS NOT A LEGAL PLAYER UNTIL HE/SHE HAS SIGNED HIS/HER NAME TO THE ROSTER. Anyone under the age of 18 must have a parent or guardian sign an the additional waiver form. NO ONE under 18 may play without this waiver form!

I. PLAYER RELEASE RULE

A player may be released from a roster and join another team once during the season. Players may use the Roster Change form available in the Parks & Recreation Office or from the scorekeepers table. The League Director has the right to deny any roster changes. Players wishing to change teams may not have played in more than two games with his/her original team, and may not switch teams and play with the new team on the same evening of the roster change. Once released from a team, that player may not return to that particular team.

J. USE OF FACILITIES

The City Winter Basketball Leagues are fortunate to have the use of area school facilities if needed. It is up to all participants to treat the use of these facilities as a privilege and not abuse this privilege. To continue using these facilities, the City of Prescott requires all players and spectators to adhere to the following rules.

1. Gyms are not to be entered by any team more than 15 minutes prior to the start of the first game of the evening. Teams will not be allowed to enter gyms until Parks & Recreation personnel are present.

2. NO FOOD OR BEVERAGE, other than bottled water, will be allowed in any of the gyms.

3. NO SMOKING in the gyms or on school grounds by players, staff or spectators.

4. Please dispose of all trash in the provided trash cans at the end of all games. Teams not adhering to this will be subject to suspension.

MISCELLANEOUS

1. Pre-game: No basketball shooting or warm-ups while another game is in progress. No dribbling of basketballs on the sidelines during playing time of another game. Anyone that fails to abide by this rule may receive an indirect technical foul, which will be administered at the beginning of his/her game.

2. Game Balls: The Parks & Recreation Office will provide game balls. All teams are expected to furnish their own warm-up balls. Teams can use their own ball for the game with mutual consent.

3. Jump Balls: In all jump ball situations other than the start of the game and each extra period (overtime), teams will alternate taking the ball out-of-bounds by a throw-in. The team not obtaining control of the game-starting jump ball will start the alternating possession procedures. The scorekeeper will keep track of possession.

4. 3-Point Shots: For a successful 3-point field goal, the shooter must have been airborne from behind the line or have his or her feet on the floor behind or outside the 3-point line when the shot is attempted. Official's judgment is final.

5. **Dunking:** Dunking the basketball or hanging on the rim **IS NOT PERMITED!!**!
Penalty for this act shall be an unsportsmanlike technical, two-minute time out for the player, possible suspension from further play, and total responsibility for replacement costs for all parts and installation on any items damaged due to dunking.

DUNKING IS NOT PERMITED!!!

SECTION III

CODE OF CONDUCT

The Code of Conduct will be enforced before, during and after all league or tournament play. All rules will be strictly enforced. The term "individual" includes the following: coach, manager, player, and spectator. A team is responsible for the conduct of its individuals. Misconduct will result in the penalty of an individual and/or team for all City of Prescott leagues and tournaments. The term "official" includes the following: gym supervisor, referee, scorekeeper, school staff and/or City staff.

1. No Individual Shall: At any time lay a hand upon, shove, or strike an official.
Minimum penalty: Ejection from game and playing area with a two-game suspension.
Maximum penalty: Banned from the City of Prescott Adult Sports programs and assault charges may be filed.

2. No Individual Shall: Engage in a physical fight with another individual. If deemed a "fight", individuals involved will be ejected from the game and playing area, with a suspension imposed by the League Director. The suspension may be season ending.

I. PERSONAL FOULS

1. A player fouls out after receiving his/her fifth personal foul.

J. FOULS & FOUL SHOTS

1. Common Fouls: The appropriate amount of foul shots will be awarded to all players during the entire game.

2. Bonus: On the seventh team foul of each half , the appropriate amount of free throws will be awarded.

3. Player Fouled While Shooting (inside the arc): When a player is fouled in the act of shooting inside the arc and the shot is missed, that player will receive two free throws.

4. Player Fouled While Shooting (outside the arc, three-point shot): When a player is fouled in the act of shooting outside the arc and the shot is missed, that player will receive three free throws.

5. Intentional Fouls: Two free throws will be awarded plus the offended team will receive the ball out-of-bounds.

6. Flagrant Fouls: Any flagrant foul will result in an ejection, two free throws awarded and the offended team will receive the ball out of bounds.

7. Technical Fouls: Any technical foul will result in two free throws awarded and the offended team will receive the ball out of bounds.

8. Team/Player Control Fouls: All team and player control fouls will result in the team fouled being awarded the ball out of bounds. NO points will be awarded.

9. The clock will stop on every whistle during these designated time periods. If there is a difference of 20 points or more, and a foul is committed the clock will run during this time. If the game score changes to less than a 20-point differential the clock will be stopped.

10. One-and-One Bonus: Common fouls shall be penalized by the one-and-one free throw bonus rule after the offending team has committed it's seventh foul of the game or overtime. If the offending team has not yet committed it's seventh foul of the game or overtime, the team in control of the ball retains possession. If the offending team has committed it's tenth foul or more of the game or overtime, two free throws will be awarded.

11. Player Fouled While Shooting: When a player is fouled in the act of shooting, they will be awarded two or three free throws, depending on whether they shot in front of or behind the 3-point arc.

Free Throws: Players, other than the shooter, may leave their positions alongside the free throw lane, once the ball has been released by the shooter. The shooter must wait until the ball reaches the rim.

5. NO ALCOHOL or illegal substances are allowed on school, YMCA or City property. Consumption of alcohol or illegal substances on these premises is against State law. If a player or spectator appears to be under the influence of alcohol, he/she will be asked to leave the premises and failure to do so may result in legal action.

6. Children must be kept under the direct control of an adult at all times. Parents are responsible for their children's conduct. If City staff observe that a child or children are not under control, the player (if the only parent) will be asked to exit the game to handle the issue. Children are not allowed to run around the gym. If parents do not comply with this, they will be asked to leave the gym with their children. Please remember that this is for safety concerns. No ROLLER SHOES in the gym or on the gym floor.

7. DO NOT SIT ON CLOSED BLEACHERS.

8. Jewelry that is unsafe must be removed or taped. This is up to the discretion of the Gym Supervisor and/or Game Officials.

9. NO HATS of any kind may be worn while playing. This includes but is not limited to hats, stocking caps and visors. Sweat bands and bandannas may be worn with the Official's discretion.

****THANK YOU FOR YOUR COOPERATION****

SECTION II

A. LEAGUE RULES

The current National Federation High School Rules will govern all league play except as modified by the local league rules specified in this rulebook.

B. CONDUCT

1. When you register your team, it is to be understood that you are playing in a recreational program. Please caution your players as to their conduct toward officials and other participants.

2. Should an official feel that a player is demonstrating an unsportsmanlike act, they will be penalized for their misconduct. A technical foul will be imposed and that player will be removed from the floor for two minutes of play. Two technical fouls in one game will result in ejection from the game, as well as additional disciplinary action.

3. The officials will penalize unsportsmanlike conduct by players, coaches and spectators. If there is a flagrant technical foul, the officials will penalize the team by ejecting the offending person(s) from the court and gym. A player or team can also be dropped from the recreation league if unsportsmanlike conduct becomes a problem. All coaches and players must make every effort to control team spectators as well.

4. All coaches/managers and players should understand the *Code of Conduct* rules at the end of this rulebook. It is the coach's responsibility to make sure that all team players fully understand the consequences.

5. Disciplinary actions for a player or team will come from the League Director under the advisement of Parks & Recreation Office staff.

*Any disciplinary action can result in the participant being called into the Parks & Recreation Office to discuss their behavior before they may resume play. Suspensions can be carried over into the next season.

C. EJECTIONS

1. Players or coaches ejected from the game must leave the gym immediately and will be suspended for a minimum of one additional game. Players ejected twice during the season of play will be suspended for the remainder of the season (including playoffs), and risk the possibly of being suspended for portions of or all of the following season.

2. Any player physically assaulting a gym supervisor, referee or scorekeeper will be banned automatically from all City of Prescott Basketball Leagues for the remainder of the season and, depending on the infraction, all other City of Prescott sports programs indefinitely.

3. If a team accumulates four unsportsmanlike technical fouls in a single game, the game will be called and declared a default. This can include the following combinations: four different players each receiving one technical foul, one player receiving two technical fouls and two other players receiving one, or two players receiving two technical fouls each. Teams receiving four unsportsmanlike technical fouls in a game will be placed on probation and possibly suspended for a portion of or the remainder of the season.

D. GAME PLAY

1. Game time is forfeit time! Exception: There will be a five minutes grace period for teams participating in the first games of the night. A five minute warm-up will be given if possible.

2. City of Prescott Basketball League games will consist of two twenty minute halves with a continuous running clock with the exception of free throws or timeouts. During the regular season a stop clock will be used during the last 30 seconds of the first half and the last two minutes of the game. However, these rules will not apply if a team is ahead by 20 or more points at any time during the last 30 seconds of the first half and the last two minutes of the game. Halftime will be a maximum of 3 minutes.

3. All games tied at the end of regulation time will be settled by a three-minute overtime period with the clock stopping in the last two minutes just as with the end of regulation.

4. Teams will be allowed three timeouts per game. One extra time out will be given to each team for each overtime period.

E. LINE-UPS

The manager/coach must submit all **first and last** names and numbers of all players with starters listed first on the lineup card to the score keeper five minutes prior to the scheduled game time. An indirect technical foul will be called for failure to do so. If both teams do not have the line-ups in, both teams will begin the game with indirect technical fouls, which will be given to the teams' managers. Teams must have 4 players to begin the game at tip off. Any team that is reported to be continuously late or negligent in turning in rosters will be contacted by the League Director.

F. PLAYER APPAREL

1. Jerseys: Teams must wear jerseys/t-shirts of the same color that at the very least have numbers on the back. It is recommended that numbers also be placed on the front of the jersey. If the numbers are not clearly visible a spotter from the team will be required to sit along side the scorekeeper to assist them in identifying players. After regular season play has begun teams will have two weeks to come up with the correct uniforms. Players without proper jerseys/t-shirts after that point will not be allowed to participate. During the first two weeks, the Parks and Recreation Office will have mesh jerseys on hand to assist. If both teams have similar colored jerseys, a coin toss will determine which team must wear mesh alternate jerseys. The League Director has information on how to obtain team jerseys. Information will also be included in the team manager's packet sent out in the mail.

2. Pants: All players must be in either shorts or sweat pants - no street clothes of any kind can be worn! This includes jeans or jeans shorts. Due to safety concerns shorts or pants with pockets are NOT PERMITTED!

3. Shoes: No street shoes will be permitted on any gym floor. No players will be permitted to wear any footwear with hard soles or footwear that leaves marks on the gym floor. Playing barefoot or in socks is NOT PERMITTED!

4. Braces: Knee braces are permitted but must be such that they will not injure other players should they come in contact with the brace. Metal hinges must be covered so that any sharp edges are not exposed.

5. Jewelry such as wedding bands may be worn (not recommended). All other jewelry must be deemed safe by the gym supervisor and/or game officials in order to be worn during games.

G. SUBSTITUTES

1. Substitutes must report to the score table and stay kneeling in front of or to the side of the table. The officials on the court will signal verbally or with the wave of a hand for subs to come in. Remember that the buzzer is only a signal for the officials that substitutes want to enter the game. Players must wait for the official signals before they can enter the court.

H. TECHNICAL FOULS

1. UNSPORTSMANLIKE TECHNICAL FOULS WILL RESULT IN THE PLAYER SITTING OUT OF THE GAME FOR TWO-MINUTES. Any player who receives a second unsportsmanlike technical foul in a game will automatically be ejected from the game, must leave the facility, and will receive at least one additional game suspension. Any player who is ejected twice during the season, will be suspended for the remainder of the season including the playoffs. Players must control their actions on the court at all times. Examples of an unsportsmanlike technical foul are misconduct, abusive language, rough play, dunking, etc. Examples of an indirect technical foul are not reporting to the table, not being listed on the line-up card, etc.

2. Each team must designate a coach and/or captain at the beginning of each game. This coach and/or captain can be different for each game. There MUST be at least one player/coach at least 18 years of age at all scheduled games. Failure to have at least one player/coach will result in your team forfeiting the game.

3. On all technical, flagrant and intentional fouls, two free throws will be awarded. That team will also receive the ball out-of-bounds.

4. All technical fouls are counted as personal fouls towards the five disqualifying fouls per player.