

2016 ADULT BASKETBALL LEAGUE

NEW INFORMATION: Players and spectators are required to abide by all Recreation Center rules and City Ordinances. Violations will result in disciplinary action up to dismissal and suspension from the league, termination from the Community Recreation Center, and law enforcement involvement. Disciplinary action is determined solely by the Parks and Recreation Department.

I. League Facility

Little Elm Recreation Center
303 Main Street
Little Elm, Texas 75068
Gymnasium A & B
972-731-1466

II. Adult League Format

<u>Division</u>	<u># of Teams (Max)</u>	<u>Game Day</u>
Recreational Division	7	Wednesday

III. Registration Procedures

1. The league is limited to the first seven teams in the division officially registered.
2. Teams will be accepted on a first-come, first-served basis.
3. The league fee is \$330.00 (early registration) and \$360.00 (late registration) per team.
4. All registrations must be turned in at the Little Elm Recreation Center. Rosters and liability waiver are turned in at the first game. Payment may be made over the phone utilizing a credit card.

IV. Team Rosters

A complete roster is due at the first game. All information requested on the roster must be complete to play the second game. Roster must be printed legibly and have a minimum of six players. Prior to or at the first game a copy of each player's driver's license may be requested to be on file.

1. Each team will be allowed to carry a maximum of 12 players.
2. Players may be added until the third week of the season. Rosters cannot be added to after that point, even if players move, quit, etc. Teams are encouraged to carry enough players to complete a season.
3. If a team only has 3 or 4 players; they may pick up one (1 or 2) player from another team to keep a team from forfeiting. The picked up player must appear on the roster for his permanent team and must show proof of ID. The picked up player must be removed from the game if a permanent member of the team he/she is substituting for arrives. A team with only 2 original players cannot pick up 3 players from another team, in this case the game would be a forfeit. When picking up any players to make at least 5 it must be reported to the on-site league official. If a team has 4 players

they may only pick up one player to make 5. A team cannot pick up a player from another team if their team has 5 players present that are on their roster.

4. Outside players not playing on another team may also be used to keep a team from forfeiting. Same rules from above apply.

V. Player Eligibility

1. All players must be at least 18 years old and be out of high school.
2. Any player ejected from a game may be suspended from his/her team's next game. This includes if the next game is a playoff game.
3. Prior to the first game in which the player participates, a copy of the player's driver's license may be requested to be on file with the league. Failure to abide by this rule will make the player ineligible and cause forfeiture of the game(s) in which the player participated.

VI. League Play for Adult Teams

1. Games are played on Wednesday evening, no earlier than 6:45pm.
2. Each team will play 7 games plus play-offs.
3. Forfeits will not result in refund for game(s) missed.
4. Once the season has started, there will be no refunds.
5. There are no times for open gym or practice for participants in the basketball league. This goes for before game and after game times. There is a drop in day pass rate at the Recreation Center if player wishes to shoot hoops on their own time. There may be time before games to warm-up. Memberships are available for Little Elm residents and non-residents.
6. **LEAGUE MANUAL MAY CHANGE OR BE UPDATED AT ANY TIME. AN UPDATED COPY WILL AVAILABLE AT THE SCORERS TABLE.**

VII. Rules and Regulations

1. Games will start on time. Teams must have at least four players to start a game. If four players are not available at the start of game, the team must forfeit. If five players are not available by the start of the second half, the team must forfeit. *A team may finish a game with four players and so on if a player(s) fouls out. **THERE MAY BE A \$25 FORFEIT PENALTY FOR THOSE TEAMS WHO FORFEIT.**
2. An official game shall consist of two 20-minute halves. In the last two minutes of each half, the clock will stop on change of possession and free throws. The clock will continue to run when a team has a 15 point or more lead. Halftime will last three minutes.
3. In case of tie score after regulation play, unlimited three minute overtimes will be played. The clock will stop in the last one minute for changes in possession and free throws.

4. Dunking is permitted during game time, but is prohibited during warm-ups. A technical may be assessed for dunking during warm-ups. Do not hang on the rim.
5. Any equipment that may cause injury to a participant of the game is not permitted, (earrings, watches, etc.) at referee's discretion.
6. Every player must have a signed waiver on file before entering the gym.
7. Three full time outs and two 30-second time outs per team are allowed per game. One additional time out per overtime.
8. Injury time outs will be designated as an "Official" time out.
9. Sportsmanship:
 - a. Fighting will not be allowed. Offending players will be ejected from the game and the Recreation Center.
 - b. Use of foul language automatically results in a technical foul.
 - c. Use of foul language towards an official may result in ejection from the game and Recreation Center. Severity is to be determined by the official.
 - d. Threatening of an official by a spectator may result in expulsion from the Recreation Center.
 - e. Two technical fouls result in ejection from game and a one game suspension.
 - f. Three unsportsmanlike technical fouls for a team will result in a forfeiture of that game.
 - g. A technical foul does not count as a personal foul. A flagrant does count as a personal foul.
10. Teams are required to have numbered reversible jerseys of the same colors. All numbers must be permanently fixed on front and/or back of jersey. Players who are not in proper team uniform may not be allowed to play.
11. Spectators are not allowed to bring food or drink into the Gym. Players are allowed to have bottled water or bottled sport drink.
12. Alcohol and tobacco products are prohibited at all recreation events at all times. This includes the entire complex (interior and exterior).

VIII. Tie Breaking Procedures

The following procedures will be used to determine final league standings when two or more teams are tied.

1. Head-to-head competition between teams involved

2. Points scored/points allowed ratio in games between the two teams involved
3. A coin flip.

IX. Playoff Schedule

League playoffs will begin at the conclusion of the regular season. Playoff alignment will be based on record.

1. All playoffs will be conducted on the basis of a single elimination schedule.

X. Awards

1. Winning team members in each division will receive a championship shirt.

XI. Player and Spectator Code of Conduct

1. Players and spectators should abide by all Recreation Center rules and City Ordinances. Violating the Recreation Center rules and/or City ordinances will result in disciplinary action up to dismissal and suspension from the league, termination from the Community Recreation Center, and law enforcement involvement. Disciplinary action is determined solely by the Parks and Recreation Department.
2. No player shall refuse to abide by a referee's decision, threaten, or at any time lay a hand on, push, shove or strike a game official.
3. No player shall be allowed to be unnecessarily rough against a person of another team with the intention of causing injury. Nor shall a player threaten, strike or push any other player, spectator, or scorer.
4. No alcohol or tobacco substances are allowed on the complex. No player should be under the influence of alcohol or other drug immediately before or during a game.
5. Referees shall have the authority to suspend or forfeit any game that in his/her judgment has become unsafe.
6. Only water or sports drinks in bottles are allowed in Gym.
7. All trash (water bottles, cups, etc.) must be properly disposed of by the teams.
8. Teams shall leave bench area free of trash.