



# *Men's Basketball League Manual*



# **We Need Your Assistance!**

- Please **DO NOT** wear street shoes on the gym floor. Carry in the shoes you plan to wear for playing.

This will assist the school district in keeping a safe surface on the gym floor throughout the busy indoor season.

- As stated in the league rules, all **CHILDREN** must be **DIRECTLY SUPERVISED** by an adult **AT ALL TIMES!**

For the safety of the children and players and continued use of the facility — children will not be allowed to run free. Games may be stopped until the children have direct supervision.

**THANK YOU FOR YOUR COOPERATION**

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# Section I

## General Procedures for All Leagues

### A Introduction

The Indianola Parks and Recreation Department reserves the right to make changes to this document as necessary during the course of the season. These will regard only matters of very unusual circumstances to be deemed necessary by the Indianola Parks and Recreation Department.

### B. Liability Statement

The Indianola Parks and Recreation Department, its employees or appointed agents assume no responsibility for any personal injury or loss that any team member or spectator may incur as a result of these programs. Individuals are encouraged to have their personal health/accidental plan for any such injuries which occur. Players may be held responsible for unnecessary damage which may occur as a result of misconduct in a facility.

### C. Eligibility

1. No players shall receive financial remuneration for playing in any league games.
2. All players must be 18 years of age or older.

### D. Rosters

1. Only original Parks and Recreation roster forms may be used. Roster forms must be complete as outlined including name, address, phone number, and birthdate.
2. Roster **Must** be turned into the Parks and Recreation Office with remainder of fees by date specified.
3. Players will not be permitted to play until roster information is complete.
4. It is the responsibility of the manager to see that rosters are completely accurate and submitted to the Parks and Recreation Office with appropriate fees.
5. Basketball players may be added up to a 15-person limit, but only until the date set on the schedule.
6. Managers must submit a waiver of liability form to the gym/court supervisor at their first scheduled game. This form must be signed by each player prior to participating. Players will not be eligible to play if their signature is not on the waiver. (These will be available on your first league play night)
7. Players may only be released or added by the **team managers**. Team managers need to contact the Parks and Recreation Office by phone or visit to express their wishes. Appropriate waiver must be completed.
8. There is no waiting period to be transferred from one team to another, but a player may never play for two teams on the same day.
9. Players are allowed to play on only one team per league.
10. If it is proven by a proper protest that an ineligible player has competed for a team, all games in which he/she participated will be forfeited. If for any other reason a player is ruled ineligible, he/she will be suspended for the remainder of the season.

## **E. Cancellations/Postponements**

In the event of threatening weather conditions, cancellations/postponements may be made by the Parks and Recreation Department. **See Cancellation Information listed on league schedule. Manages and Players are strongly encouraged to join the Text Update Group.**

## **F. Player Conduct**

1. Players are expected to conduct themselves in a proper manner displaying good sportsmanship at all times. The Parks and Recreation Department shall have the authority to suspend any player, manager or team for cause.
2. The supervisor will be in charge and their decisions at the games are final.
3. **Any player ejected from a game will not be allowed to play in the next scheduled game.** A second offense will result in suspension for the remainder of the season. Players or managers shall not be allowed to attend any games while under suspension.
4. Any supervisor shall have the authority at his/her discretion to eject any player, manager and/or coach, or spectator for objecting to decisions or for unsportsmanlike conduct or language; and such persons shall immediately leave the area or the game will be forfeited and the person or team suspended.
5. Any players physically attacking, pushing, or shoving a supervisor in any manner will be suspended for a minimum of twelve months which includes all Parks and Recreation programs operated by the Indianola Parks and Recreation Department including the season at the time of the violation.
6. Any damage to rims or backboards **will be charged** to the individual responsible. Penalties for dunking or attempting to dunk:
  - a. First Offense: Verbal warning from the gym supervisor. The supervisor is to record the person's name and report it to the Parks and Recreation Office.
  - b. Second Offense: Person will be asked to leave the premises for the remainder of that day. The supervisor is to record the name and report it to the Parks and Recreation Office.
  - c. Third Offense: Person will be suspended from that Parks and Recreation activity for the remainder of the "season" or a minimum of 60 days whichever is longer. It will be the responsibility of the Parks and Recreation office or the School District to notify the individual in writing of the suspension.

## **G. Game Protests**

1. All protests must be made directly to the court supervisor and opposing manager **before play continues.**
2. Player eligibility protests must be made to the court supervisor and opposing manager before the end of the game. Eligibility protests will not be accepted after a game is over and must be reported to the Parks and Recreation Office within 24 hours of following working day after game for investigation and possible suspension.

## **H. Disqualifications**

Jurisdiction: A team or team members shall cease to be eligible to compete in leagues/tournaments conducted or sanctioned by the City of Indianola while disqualified by the Indianola Parks and Recreation Department or associations.

Acts of Disqualification:

1. Team or members may be disqualified for any of the following:
  - a. Unsportsmanlike conduct.
  - b. Physical violence, such as an attack on a supervisor or any player immediately preceding, during or immediately following a game.
  - c. Commission of fraud, such as playing under an assumed name, falsifying an affidavit or roster, or giving false information to league officials.
  - d. Participating while knowing he/she does not meet the eligibility requirements.
  - e. Knowingly competing on a professional or college program without approval of his/her league official.

**I. Fees**

1. Fees per team include:

|                |               |
|----------------|---------------|
|                | <u>5-on-5</u> |
| a. League fees | \$165.00      |
2. League fees consist of supervisor, scorekeeper, equipment, and maintenance costs.

**J. Equipment and Facilities**

1. It is imperative that we all show respect and take care of all facilities and equipment. Game balls and other equipment will be provided with your league fees.
2. All school district buildings are smoke-free facilities; at no time is smoking allowed.
3. Change into game shoes at the gym so the court will remain in good shape throughout the day and evening and the court surface will not be ruined.
4. Game balls will be provided with your league fee.
5. All teams should have matching jerseys.
6. Teams without like-colored jerseys may be asked to wear pinnies.

**K. Other Important Information**

1. **No children allowed in the gym during games unless they are directly supervised by an adult not playing. All spectators must be seated** on bleachers or gym floor.
2. **Please do not park in front of the gym entrance in the fire lane.** Vehicles parked in this area will be ticketed and towed.

## Section III

### 5-on-5 Basketball Rules

#### A. League

1. All league play will be governed by the Iowa High School Rules unless otherwise stated in these rules and regulations.
2. Managers must have names of each player at the scorekeeper's table five (5) minutes before scheduled start of the games.
3. The league will be self-officiated. The **OFFENSE** will call the fouls throughout the game **except** for the last two (2) minutes of the game. There will be no court officials.
4. Players are expected to conduct themselves in a proper manner displaying good sportsmanship at all times. The Parks and Recreation Department shall have the authority to suspend any player, manager or team for cause.
5. The scorekeeper and/or building supervisor will be in charge, and their decisions at the games are final.
6. Team captains or managers will be responsible for the conduct of their teams. The team captain will be the official spokesperson for their team. Opposing team captains will meet the scorekeeper/supervisor prior to the game for the coin flip.
7. It was agreed that no matter what the rules are, it is up to the players and managers to make the league work. If someone on your team is getting out of control – use a time out or put in a substitute for a minute or two. Just a quick reality check to remember it is just a game – we all have to go back to work tomorrow – this is not the NBA finals, there are no cash prizes.
8. The city and school district policy is – no alcoholic beverages or tobacco are allowed on the grounds and no one under the influence of alcohol will be allowed to play. The gym supervisors have been told to call the police if individuals or teams do not want to cooperate with this policy.

#### B. Forfeits

1. Five players will make up an official basketball team, anything less than four players will constitute a forfeiture at game time. If a forfeit occurs, teams may play a scrimmage game.
2. Should both teams have less than four players, both teams will be credited with a loss.
3. The designated starting time is forfeit time, please help keep things on-time and on-schedule.
4. Opposing teams cannot grant an extended forfeit period.

#### C. General Rules

1. Substitutes may only enter the game when their team is on “offense” and **after the ball has crossed half court**.
2. Each team will be allowed two (2) one-minute timeouts per half. These timeouts are non-accumulative.
3. **Absolutely no dunking** will be allowed before, during or after the games. Dunking will result in three (3) points and the ball to the opponent. This is to encourage safety and respect for the facility.
4. Players need to assist scorekeepers in spotting three (3) point shots.
5. Standings will be kept and communicated to you. A seeded season-ending tournament will be held.
6. The ball will be put in play to start the game by the team winning the coin flip. The coin flip will also determine possession for each overtime.
7. Clock: There will be two (2) 20-minute halves with a continuous clock, except for the last two minutes of the first half and the last two minutes of the second half, during which the clock will stop for dead balls and fouls. See “Overtime” for rules concerning the clock in overtime.
8. Fouls: Players call their own fouls. Players/teams who are fouled will be awarded one point and the ball on all fouls. Exception: in the last two minutes of each half, if a player is fouled, the player will shoot two free throws, unless a basket is made, then 1 free throw will be shot. See “Overtime” for rules concerning fouls in overtime.
9. Overtime: If the game goes into overtime, the clock will be reset with three (3) minutes to play. The clock will stop for dead balls and fouls, and a player will shoot two (2) free throws for any fouls for the entire overtime period, unless a basket is made, then 1 free throw will be shot.
10. Additional Overtimes: If the game goes into a second overtime, the same rules apply as the first overtime.