



ADULT BASKETBALL LEAGUE 2025-26 INFORMATION & RULES

City of De Pere Parks, Recreation and Forestry Department

Please Note: Rules and regulations may be adjusted following discussions at the league's pre-season manager's meeting. Any changes will be approved by a majority ruling of all league managers that are affected.

Adult Basketball Leagues will be governed by policies and guidelines in this packet, along with those outlined in the Adult Athletic League Policies Handbook.

Along with these policies and rules, the league playing rules will be in accordance with the most current WIAA Basketball Rule Book.

Updated 8/27/2025

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General League Information

Basketball League Offerings

	International	Regional Central	Global American Universal
Location	(East) De Pere High School	(East) De Pere High School	West De Pere High School
League Type	Officiated	Self-Officiated	Self-Officiated
Team Fee	\$573	\$65	\$65
Player Fee	R \$44/ NR \$64	R \$44/ NR \$64	R \$44/ NR \$64
Drop-In Sub Fee	\$10	\$10	\$10
Est. # Games	15 + tournament	15 + tournament	15 + tournament
Min Teams/league	4	4	4
Max Teams/league	6	6	6
Day	Wednesday		
Game Times	6:30 – 9:30 PM		
Returning Team Registration Opens	9/2/2025		
General Team Registration Opens	9/15/2025		
Registration Closes	9/29/2025		
Manager Meeting	TBD		
Scrimmage	10/29/2025		
League Dates	11/5/2025 -2/18/2026		
Tournament	2/25/2026-3/4/2026		
No Games	11/26/2025, 12/24/2025, 12/31/2025		
Final Roster Additions	2/11/2026		

Pre-Season Registration

Registration for all teams and players will be conducted through Civic Rec. Information will be available by the noted dates.

Returning teams will have a priority registration period of 2 weeks when applicable.

Registration Steps:

1. **Team Registration:** Team Managers register their team in the appropriate league *(paying the team fee at the time of registration)*
2. **Email Roster:** Team Managers email a completed copy of their roster to deperecc@deperewi.gov no less than 48 hours after registration. PDFs of this form can be found on the City of De Pere Website and are attached to the team registration emailed receipt.
3. **Player Registration:** *(two options depending on who is paying for player fees)*

- a. **Individual Players Paying** – once the team is registered, players register in the individual registration activity and note their team / manager in the prompts. The admin team will place them on your digital roster.
- b. **Team Manager Paying** – once a fully completed roster is provided, the admin team will setup all players on your team roster with accounts & invoice the team manager the player fees. Fees should be paid within 48 hours of receipt unless otherwise approved.

[Adult League Registration Link](#)

Team Managers: Failure to complete roster registration on time is serious and may result in forfeited games or withdrawal from the league. The admin team needs time to ensure all rosters are reviewed, fees correct, and waivers completed.

Team Sponsor Paying Fees: If you have a team sponsor and need to pay all fees at the same time, contact the office during operating hours for assistance. You will need a fully completed roster form at the time of payment to ensure we are able to assist. This process may take 30-60 minutes and can be sped up by emailing over the completed roster ahead of time.

Rosters

Teams must have a minimum of 7 players (maximum of 12) on their roster when it is turned in. Players may be registered on more than one team, but NOT on the same night or in the same league. All individuals participating in a league MUST be listed on the team roster (including registered in Civic Rec) and have paid necessary league fees. No other individuals may participate.

Roster Additions

Additions may be made to a team's roster up to 2 weeks prior to tournament play. If a player permanently drops out, their player fee cannot be refunded but can be applied toward a replacement player at the request of a team manager.

How to Add a Player to Your Roster: *(Two options, depending on who is paying the player fee)*

1. **Team Manager Paying Player Fee:** Email deperecc@deperewi.gov with all information required on the roster sheet for your new player a minimum of 24 hours prior to play.
2. **Player Paying Player Fee:** Player registers on Civic Rec and indicates league / team name during check out up to a minute before starting game play.

How to Register a Drop-In Sub: *(Two options, depending on who is paying the fee)*

1. **Team Manager Paying Player Fee:** Email deperecc@deperewi.gov with all information required on the roster sheet AND date/time of game for your sub player a minimum of 24 hours prior to play.
2. **Player Paying Player Fee:** Player registers on Civic Rec and indicates league / team name AND date/time of game during check out up to a minute before starting game play.

Team Manager Responsibilities

Each Team Manager is responsible for ensuring the following are completed to the best of their ability and knowledge.

- Submitted completed roster within 48 hours of team registration.
- Roster accuracy (including player addresses)
- Player registrations completed before season starts
(or before player starts playing for in season additions)
- Paying for any player fees issues due to inaccurate residency status.
(this can also be ensuring the player pays the fee depending on how your team is paying)
- Attending preseason manager meeting (optional, but encouraged)
- Reviewing game schedules and scores for accuracy.
- Attempting to play at each scheduled game.
- Alerting affected groups in case of a known forfeit:
 - Before 4 PM contacting the office.
 - After 4 PM on game day, contacting the other team manger directly.
- Ensuring players are following game rules and demonstrating good sportsmanship.
- Designating a backup to assume their duties if they can't be at the game each week.
- Routinely checking emails for league communications and keeping players informed of any changes including game cancellations.
- Speaking on behalf of their team regarding any suggested rule/process updates for future seasons.

Waivers

Players must sign an athletic waiver prior to taking the field for play. Waivers are signed digitally during the player registration process. A waiver is required for each league participants register in.

Apparel

Each team must be dressed in similarly colored shirts/tank tops, all with numbers on the back. If, after the scrimmage week, a player is wearing a shirt without a number, staff will write a number on the shirt for the player.

Game Schedule & Locations

Six men's leagues will be offered. Games are played on Wednesday nights at De Pere High School and West De Pere High School. Games will be scheduled in hour-long intervals, starting at 6:30 pm. Practice scrimmages will be held at both sites the first night of the season. League games begin the second night at both locations. The season concludes with two weeks of championship play and consolation games.

Cars parked at De Pere High School must be parked in the East lot. Tickets may be issued to those parked in any prohibited areas. Gum/tobacco chewing and smoking is prohibited by fans as well as players at both sites. Unsupervised children will not be allowed at either site. Supervised children must not be horse-playing, or running around on stages, hallways, locker rooms, gyms, etc. All litter from the leagues must be picked up and put in the appropriate receptacle.

Game schedules can be found online: <https://secure.rec1.com/WI/de-pere-wi/leagues>

Full Time Staff Contact Information and Office Hours

The administrative team at the De Pere Community Center can assist with most league related needs including registration of a team or player, bat tags, and assisting with technical issues for registration. Any other questions, concerns, or feedback should be directed to the Recreation Supervisor.

De Pere Community Center: Assists with team registration, player registration, roster additions, drop in registration, and technical issues with players getting registered.

- **Email:** deperecc@deperewi.gov
- **Phone:** 920-339-4097
- **Address:** 600 Grant St, De Pere WI 54115
- **Office Location:** Upper level, De Pere Community Center
- **Office Hours:** Monday – Thursday 7:30 AM – 5:00 PM / Friday 7:30 AM – 11:30 AM

Recreation Supervisor: Assists with rules clarifications, game schedules, scores, and general questions regarding the league.

- **Name:** Chelsea Moberg
- **Email:** cmoberg@deperewi.gov
- **Phone:** 920-339-4066
- **Address:** 600 Grant St, De Pere WI 54115
- **Office Location:** Upper level, De Pere Community Center
- **Office Hours:** Monday – Thursday 7:30 AM – 5:00 PM / Friday 7:30 AM – 11:30 AM

GAME RULES & FORMAT

Pre-Game & Warmups

Warmups may occur on the empty court at either location. Players are welcome to start warming up as early as 15 minutes before the first game of the evening. No practice/warmup basketballs will be available. Teams are encouraged to bring their own warm up basketballs.

Post-Game

School facilities must be vacated within 15 minutes of the last game concluding.

Weather

If schools cancel due to weather leagues will automatically be cancelled. Generally speaking, we will opt to offer games when possible. Any cancellation calls made by the Recreation Division will be determined before the office closes at 5 PM.

No more than one week of missed play will be made up due to weather-related cancellations. Should this occur, the end of season tournament will be shifted forward one week and the makeup play completed before the tournament.

League Format

The league will run for 13 weeks and conclude with a seeded single elimination tournament for the top 4 teams and three consolation games over a two-week period. The winning team from the general season standings will be considered league champion & will receive champion t-shirts. The winning team from the tournament will be considered the tournament champion with both first and second place teams in the tournament receiving trophies.

Game Forfeits

A minimum of four players are required on the court at all times; teams will forfeit if they have less than four players. A forfeit at the start of the game will be recorded 2-0. Teams playing with four players will forfeit if they get twenty or more points behind with ten minutes or less left to go in the game.

An official may forfeit a game if any team personnel fails to comply with any technical foul penalty or repeatedly commits technical foul infractions or other acts making a travesty of a game. The team primarily at fault will forfeit. Any individual who fights or instigates a fight will be ejected and two shot penalties will be awarded. If a fight occurs and players not in the game leave the bench area, they will be charged with a flagrant foul.

In case of a known forfeit Team Managers are responsible for:

- ensuring the office is notified in enough time to notify affected teams OR
- ensuring the other team affected is notified

Officiated vs Un-Officiated Leagues

Due to national official shortages some of our leagues will be un-officiated going forward. In such leagues, the court supervisor and site supervisors will have the same level of authority as an official. Specifically, any rules and information that list authority specific to an official will be granted to any City of De Pere Court Supervisors and Site Supervisors.

Additionally, during un-officiated leagues team managers are responsible for ensuring the fair play of their own team. It is expected that all players in un-officiated leagues will self-report fouls, outs, traveling etc.

Team fees will be adjusted accordingly to reflect the cost of staffing officials vs general staffing for each type of league.

Standings

League standings will be automatically determined through our scheduling system & based on total wins. They will be updated within 2-3 business days of game day depending on when scores are returned to the Community Center.

Game Clock

Games consist of 20-minute halves, with 5 minutes allowed between halves. Four-minute overtimes will be used. Teams may take 4 one-minute timeouts per game; they will be entitled to one additional timeout per overtime period. All unused timeouts may accumulate and be used at any time. The clock will only stop for these timeouts and during the last two minutes of each half, or overtime period. Overtimes will be played until a winner is determined.

Possession

Except for the beginning of each game and for any additional overtime period where center jumps will be used, teams will alternate possessions when jump balls are called. First possession after any jump ball, including overtime period(s), goes to the team who didn't get the tip. To start the second half, the ball will be awarded to the team who is next entitled to possession; the ball does not automatically go to the team who did not get the opening game tip.

Fakes

No player in a marked lane space shall fake to cause an opponent to violate. Other players behind the shooter may move unless they are distracting the shooter. Players who are not in the lane will not be allowed inside of an imaginary line extended to each court borderline from the free throw line.

Dunking

Dunking the ball at any time will NOT be tolerated and a technical foul will be called.

Players who break rims and/or backboards will be held financially responsible for it.

Injuries

A player who is bleeding, has an open wound, or has any amount of blood on his uniform must leave the game and may not return prior to the first opportunity for such a player to re-enter. Teams may use a timeout to correct this situation, after an official has stopped play. If this happens to both teams, each team must use a timeout in order to keep their players in the game at this point. The decision on allowing a player to compete/re-enter will be made by the officials/league supervisor.

Fouls & Free Throws

“Bonus” free throws are awarded on the seventh foul in each half; this excludes player/team control fouls. The number of any possible technical fouls is to be added towards the awarding of bonus free throws. Two free throws will be awarded beginning with the tenth team foul in each half.

Up to three players on each side of the lane, and all others may go into the lane on free throws when the ball is released or when free throw ends.

Personal Foul: Excessively swinging arms or elbows is a personal foul.

Flagrant Foul: If a fight occurs and players not in the game leave the bench area, they will be charged with a flagrant foul.

Technical Foul: Following a team warning, a technical foul will be called for:

- Huddles or contact with a free thrower which delay a game;
- Interfering with the ball after a goal is scored;
- When a player purposely and/or deceitfully delays the game in any manner not conducive to the game of basketball.

Intentional Foul: An intentional foul will be called if, when playing a ball, a player causes excessive contact with an opponent.

Technicals, Ejections, and Disorderly Conduct

Intentional and technical fouls issued will result in the award of two free throws and the ball out of bounds. However, when a double technical or simultaneous technical foul by opponents occurs, no free throws are awarded and play resumes from the point of interruption.

The Park and Recreation Department reserves the right to eject any individual, team or fan who interrupts the flow of a game in any manner. Any individual who instigates, starts, or contributes to any fight and/or acts in any manner that is in a threatening/harassing/assaultive manner(s), will be ejected. Such players may also be subject to an investigation and/or citation from the City of De Pere Police Department if found in violation of City Ordinances and/or State Law; based on report from the Recreation Supervisor, Site Supervisor and/or official. Ejections may occur before, during or after any contest. Any ejected player(s) must leave the playing area/activity site immediately. If the player refuses to leave within 3 minutes, the game will be forfeited and police will be called. All ejected players must meet with the Recreation Supervisor to determine if future play is allowed.

All technical fouls will be tracked and logged by the site supervisor and the Park and Recreation Supervisor. Any player receiving 2 technical fouls in a season will be disqualified from play for the remainder of the season. All technical fouls will be reviewed by the Recreation Supervisor to verify the validity of the unsportsmanlike behavior and the technical call. This shall include follow up with both team managers, the working officials from the game, and if needed, the site supervisor. The Recreation Supervisor has the ability to overturn the technical. Personal and technical fouls are added together when determining player disqualifications.

Sportsmanship Ratings

The De Pere Park and Recreation Department expects all participants and spectators to conduct themselves in a sportsmanlike manner. In order to continue to play in your league, a team must maintain an average sportsmanship rating of four (4). An average sportsmanship score of less than four may warrant a team being asked to leave the league (upon discretion of Recreation Supervisor). Following the game, officials and/or site supervisors evaluate team behavior and issue sportsmanship points to all teams. Teams in contention for playoffs or for winning the league championship may be ineligible if their season sportsmanship score is less than 4. These circumstances will be reviewed and decided upon in a case-by-case basis by the Parks and Recreation staff. Team sportsmanship scores will be posted online weekly.

The breakdown of sportsmanship ratings are as follows:

5 - Normal Game: Respect shown to the game and staff by participants, managers and spectators at all times. Participants speak to staff members appropriately in all situations.

4 - Some Static:

- Participants display disagreement/frustration with decisions of staff/officials.
- Questioning of judgment/rules interpretation not presented in a respectful manner.
- Minor incidents of unsportsmanlike behavior towards opponents, spectators or staff.
- Examples include, but are not limited to, trash talk, cursing in any manner, publicly questioning an official's abilities, mocking the skill level of an opponent.

3 - Difficulty: Repeated question of judgment/officiating abilities. Technical foul.

2 - Harassment: Multiple unsportsmanlike calls and/or technicals (not on the same participant), or spectator's harassment of the officials.

1 - Ejection: Any ejection of player, manager, or team spectator.

0 - Fighting or Contest Ended due to Conduct Circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Sportsmanship ratings are affected by team, participant, and spectator conduct before, during, and after a contest.