



# Adult Rec League Basketball 2020-2021 Program Information & Rules

City of De Pere Parks, Recreation and Forestry Department

EST. August 2020

# ADULT REC LEAGUE BASKETBALL

## 2020-2021 PROGRAM INFORMATION & RULES

City of De Pere Parks, Recreation and Forestry Department

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### **NOTE**

**ANYTHING RELATED TO THIS ADULT BASKETBALL LEAGUE IS SUBJECT TO CHANGE AT ANY TIME D/T COVID-19 AND/OR ANY DECISIONS MADE BY THE PARKS AND RECREATION DEPT. AND/OR SCHOOL DISTRICTS AT WHERE THIS PROGRAM IS LOCATED. THE PARKS AND RECREATION DEPARTMENT WILL ADJUST AND COMMUNICATE ACCORDINGLY.**

**The league will be governed by these guidelines, along with those outlined in the Adult Athletic League Policies.**

**All other playing rules will be in accordance with the current WIAA Basketball Rule Book.**

## GENERAL INFORMATION

### Registration

**Returning Teams:** In order to pre-qualify for placement in one of the leagues through the team placement procedures, returning teams must turn in a completed team roster with the necessary accompanying fees between Monday, September 14th and Friday, September 25<sup>th</sup> by 4:30pm.

**All Teams (New and Returning):** Beginning Monday, September 28th, rosters for the basketball league will be accepted on a first come, first served basis until the league is full or until Friday, October 9, 2020 at 4:30pm. Rosters and payments must be submitted by one of the following methods:

- Walk in (**by apt. only**) : De Pere Community Center, 600 Grant Street during office hours of 8:00am – 4:30pm.
- Email: [cvertz@deperewi.gov](mailto:cvertz@deperewi.gov)
- Drop box: located at the De Pere Community Center, 600 Grant Street.
- Mail: De Pere Community Center  
Attn: Basketball League  
600 Grant St.  
De Pere, WI 54115

### Rosters

Rosters submitted to other city buildings WILL NOT be accepted. As team manager, you are responsible for submitting an accurate and correct roster with appropriate payment. (Incomplete rosters will not be accepted!) Adult Basketball: Female players may be added to rosters.

Current college basketball players are not eligible. Current AAA/similar league players from the previous year will only be allowed to compete in the top league.

When submitting your roster to the score keeper before the game; **FIRST AND LAST NAMES MUST BE WRITTEN AND LEGIBLE. FAILURE TO DO SO MAY RESULT IN YOUR TEAM FORFEITING.**

## 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

**Eight** 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 6:45 pm. **Practice scrimmages will be scheduled on Wednesday, November 4<sup>th</sup>, 2020. League games begin the following week.**

**Practice and Game Schedules will be e-mailed to all managers and placed on the department's website by Monday, October 26<sup>th</sup>.**

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.**

## League Format

The overall league will be 12 weeks. The league will operate in halves. The first half will be the first 6 games. The second half will be the next 5 games played. If the winner of both halves is the same then there is no playoff at the end. If the first and second half has different winners; then each winner will play 1 playoff game to determine their division winner.\

## 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.

## GAME FORMAT

### 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 their actions.**

### 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.

### Technical's, 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 Park 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 extenuating 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.

## 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.