

Lewiston Parks & Recreation

Adult Basketball League Rules 2020-2021

PHILOSOPHY:

The Lewiston Parks & Recreation Department provides this activity for those who enjoy basketball and are interested in participating on an organized level. **This is a recreation program and good sportsmanship is expected from those who participate.**

SPORTSMANSHIP:

Being competitive on the court is applauded & encouraged in all of our leagues! It is also important to understand that there is a fine line between being competitive & being unsportsmanlike. All players, referees and court supervisors should treat one another with respect on the court and after the game. Everyone has to go to work tomorrow, so please keep safety and sportsmanship in mind out there!

REGISTRATION:

1. Each team must have a manager who is responsible for:
 - a) Collection and payment of all fees.
 - b) Submission of team roster.
 - c) Informing players of rules and games scheduled.
 - d) Attending any manager's meetings.
 - e) Using eligible players.
2. Roster changes will be accepted at the Parks & Recreation office between 8:00 a.m. and 5:00 p.m., Monday through Friday. Players may be added to the roster until the Friday before the start of the end of the season tournament with the exception of replacing injured players out for the season. Replacing injured players does require prior approval from the Recreation Coordinator and the signature of the new player.
3. All players must provide a signature to the team roster prior to the start of the second half of the season.
4. Teams using an ineligible player or falsifying the score book will be assessed the following penalties:
 - a) Each game played by the offending team in which the ineligible player has participated will be recorded as a forfeit and given a 1-1/4 loss.
 - b) The team manager or acting team manager in case of the manager's absence will receive a 2-game suspension for each occurrence. A suspended manager cannot participate in the game in ANY manner.

ORGANIZATION:

1. Teams will be placed into leagues, depending on skill level and number of teams. Adjustments in league placement may be made if teams are obviously playing above or below their original league placement.
2. Games will be played Sunday afternoons and Wednesday evenings starting as early as 1:00pm Sundays and 6:30 p.m. on Wednesdays. Games will be played in Booth Hall gymnasium.
3. There will be no preseason games, 8 regular season games and an end of the season single elimination tournament. The season will be split into 2 halves. Overall record will determine seeding.
4. Forfeits will count as 1¼ loss for the forfeiting team and one win for the winner.

5. League ties will be broken in the following manner:
 - a) First, head-to-head matchups
 - b) Second, determine which team allowed the fewest points in head-to-head play.
 - c) Third, determine which team allowed the fewest points throughout the season. If they are still tied, then it will be declared a tie. Any ties here after will result in a coin flip for seeding.

LEAGUE PROCEDURES:

1. **Due to limited gym availability there will be no rescheduled games, if a team is unable to play they will forfeit the game.**
2. **Respect for all officials and their officiating is expected. Only** the team captain/manager is allowed to talk with the officials and only during a dead ball situation. Teams that show continued disrespect for the officials and/or unsportsmanlike conduct may be ejected with suspension rules in effect.
3. The League will provide two referees per game and a scorekeeper.
4. There will be no spectators allowed at games
5. Teams must exit the facility after the conclusion of their game
6. Teams must wait outside the facility until previous teams have exited the building.

ELIGIBILITY:

1. A player who is currently participating, whether active or red-shirted on an intercollegiate team, or is currently under professional contract, is ineligible.
2. A player may not play on more than one team.
3. Teams are allowed 1 pickup/sub players as long as the following occurs
 - a) Must be rostered on another team
 - b) Player pickups are intended to be used so a team may have enough players to play a game. It is not used to gain extra players and gain an unfair advantage.

LEAGUE RULES:

1. All games will consist of **two 25-minute running halves**. The clock will stop on all whistles the last two minutes of the second half, unless there is a point spread of 20 or more points.
1. Five-minute warm up period before each game. Half time will be **five** minutes.
2. The time listed on the official schedule is game-time. Each team must have at least **four** players present to start a game but can end the game with 2 players due to injury or fouls.
3. Overtime Period(s) will be four-minutes with the clock stopping on all dead-ball situations. Overtime is an extension of the second half.
4. Each team will be allowed **two** one-minute timeouts per half. One one-minute timeout during overtime. Timeouts do not carry over.
5. Players will be allowed **6** personal fouls (technical's count towards personal foul total).
6. No shooting at the side baskets while a game is in progress.
7. Players on each team shall wear matching jerseys, with different numbers permanently printed at least on the back.
8. All other high school rules will be in effect.

TECHNICAL FOULS:

1. Personal and technical fouls are combined to reach the bonus that begins with the 7th & 10th team foul of each half.
2. There will be no dunking or intentional contact with the rim (including warm-up periods). Any player breaking this rule will receive a technical and could be ejected and suspension rules will be in effect.

3. Any player receiving a technical foul will be immediately removed from the game for a **ten-minute period**. The opposing team will be awarded two points and the ball out-of-bounds. If the technical foul occurs in the final 10-minutes of the game, the player will sit out any time not served in their team's next scheduled game.
4. Any player receiving two technical fouls or one flagrant foul in one game will be ejected and suspension rules will be in effect.
5. Any player receiving **3** technical fouls during the season ***will be suspended for the remainder of the season.***
 - a) A team found using a suspended player will forfeit said game and may be subjected to further suspension as a player and/or team
6. Any fighting by any player on the roster, whether suited for the game or not, will result in suspension and/or team suspension from the league.

SUSPENSION RULES:

1. Game officials and Parks & Recreation staff have the authority to eject any individual or team from a game. Grounds for ejection include **but are not limited to:**
 - a) Displays of unsportsmanlike conduct
 - b) Derogatory remarks or gestures
 - c) Threats of violence
 - d) Acts of violence
 - e) Other behavior deemed detrimental to the league
2. Any player ejected from a game must leave the facility immediately and will be indefinitely suspended from the league until he/she takes it upon their initiative to show just cause for reinstatement to the League Coordinator. The League Coordinator's decision will be final and could vary from one game to a lifetime suspension depending on the severity of the act.
3. If a player is ejected from a game, they must leave the gym immediately. If the player refuses to leave, the game will be forfeited.
4. Players serving suspensions will not be allowed in the gym during games.

FACILITIES:

1. Games will be played at Booth Hall Gymnasium,
2. Tennis shoes worn by the players must be carried into the gym and not be worn as street shoes.
3. No smoking or drinking alcoholic beverages will be permitted on the premises.
4. If any damage occurs to a basket or backboard, financial obligation will be the responsibility of the person who causes the damage.

TOURNAMENT:

1. All teams are eligible for the post season tournament.
2. The overall record will seed the teams of each league for the tournament.
3. No pick up players will be allowed for tournament games.
 - a) Teams may ask for roster checks prior to the start of the game, in which both team rosters will be checked. Any player listed on the game lineup and not on the team roster will be removed from the game and said player must exit the facility.

COVID-19 SPECIFIC RULES:

1. Any player(s) awaiting the results of an on going COVID-19 test is not permitted in the facility
 - a) Failure to do so may result in possible team forfeiture of the season

2. Any player(s) who have been in close contact with known COVID-19 exposure and/or is exhibiting COVID-19 symptoms within a 48-hour period should refrain from participating in teams scheduled game until the 48-hour period without symptoms is over, a negative test is received or symptoms have subsided.
3. Masks should be worn while entering and exiting the facility and while on the bench if social distancing cannot be maintained.
4. Hand sanitizer will be available at the scorekeepers table.

Any rule or situation not contained herein becomes the sole discretion of the Recreation Coordinator. All games will be governed by the Recreation Coordinator. The Recreation Coordinator will have final judgement on all problems, issues and penalties.

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