

MANITOWOC RECREATION DEPARTMENT
RULES AND REGULATIONS
MEN'S BASKETBALL (UNOFFICIATED)

Updated: 9/20/2019

Team managers have the responsibility of informing team members of these rules and regulations and to assure the Recreation Department these rules will be followed.

I. PLAYER ELIGIBILITY

To be eligible for competition in our Men's No-Officials Basketball Leagues, an individual must:

- A. AGE-** All players must be a minimum of 18 years of age to participate.
- B. FEES - Team Fees -** A team registration fee shall be established by the Recreation Board prior to the start of the season. This fee must be paid by the deadline established by the department for a team to be eligible for participation in league play.
- C. PARTICIPATION-**
 - 1. A player may participate on a maximum of three (2) teams in three (2) different leagues
 - 2. College or high school players are not eligible for competition.

II. LEAGUES - League play will be on Thursday nights.

III. REGISTRATION

- A.** Each player must be registered with the Recreation Department before participating in play. Registration includes payment of player fees, completion of player registration card and player name on the team roster sheet.
- B.** Total team membership shall not exceed 15 players. No new players may be registered after this total is reached, until a release has been officially granted and the position vacated.
- C.** Teams may register players any time during the season, provided the player in question has not played for another team in the Recreation Department Leagues and proper forms and fees are paid into the department office before the player participates. Players may switch from one team to another within the Recreation Department league only from the beginning of the season until the end of the fifth week of the season. Proper release procedures must be followed.

IV. FORFEITS

- A.** All games will start on time. Teams must place 5 players on the floor at game time, or forfeit.
- B.** Any player not properly registered is ineligible for play. Teams using ineligible players will be subject to forfeiting all games and being dropped from the league. No refund of entry fees will be made in cases where teams or players are dropped.
- C.** For improper registration of players, occasional spot checking of game rosters will be made. Any teams found to be using ineligible players will be subject to action as previously outlined by the Parks & Recreation Department rules.
- D.** Drinking of alcoholic beverages will not be allowed in any facility or grounds. Failure to follow this rule will result in a forfeit, and a player suspension.
- E. RELEASES:** A player who is released may play for another team. However, he must wait seven (7) days before he is eligible to play. Deadline for releases is the end of the fifth week of the season.

VI. PROTESTS

- A.** Only protests based on rule interpretation or player eligibility will be considered.
- B.** To file a protest on rule interpretation, the scorekeeper must be notified immediately of the team's intentions to protest the game and a written protest must be submitted to the Parks & Recreation Department office with a \$5.00 protest fee within 24 hours after the completion of

the game.

- C. For protests concerning player eligibility, a written protest and \$5.00 protest fee must be submitted to the Parks & Recreation Department within 24 hours after the game.
- D. If the protest is allowed, the protest fee will be refunded.

VII. **PLAYER CONDUCT**

- A. Managers or team captains will be held responsible for the actions of their players.
- B. **Any unsportsmanlike tactics, unnecessary roughness, profanity or derogatory remarks by a player or manager may result in ejection from the game and facility and/or suspension from league play.**
- C. The building attendant and scorer are representatives of the Parks & Recreation Department and are not expected to tolerate abuse.
- D. Teams or players not abiding by these rules or other policies and regulations established by the Parks & Recreation Department will be dropped from the league. No refunds.
- E. In all situations the Manitowoc Parks & Recreation Department reserves the right to suspend players from any league play as deemed appropriate.

VIII. **CANCELLATIONS**

- A. Games may be postponed by the Parks & Recreation Department only.
- B. In the event of a cancellation, the Recreation Department will decide by 4:15 PM
- C. **Check our cancellation Hotpage on our web site at www.manitowoc.org/parkandrec for updated information on cancellations and postponements.**

IX. **SITE CONSIDERATIONS**

- A. The Manitowoc Recreation Department is not responsible for lost, stolen or damaged personal belongings.
- B. Please do not waste hot water and be sure to turn off showers after use.
- C. Due to other programs in progress, **players should not report to the first game of the night more than 15 minutes prior to game time.**
- D. State regulations prohibit the use of smoking materials on any school property (including outdoors).

X. **PLAYING RULES**

- A. A game will consist of two (2), 20 minute halves.
- B. The clock will run continuously, except for time-outs, injuries, and a 3 minute half-time break. The clock will be stopped for any dead ball situations during the last 2 minutes of each half.
- C. Each team will be allowed two (2), 1 minute time-outs per half. An additional time-out will be added for each overtime period played. Since overtime is an extension of the second half, left-over time-outs from regulation play may be used in the overtime period(s).
- D. There will be free substitution at any time when the ball is dead.
- E. No player will foul out of a game. Use discretion and sportsmanship.
- F. If a game ends in a tie, there will be a 3 minute overtime period. A flip will determine which team has first possession.
- G. The offensive player will call any fouls that they feel have been committed. The offense will then get the ball (see exception in I).
- H. If an offensive player is fouled during a shot, and the ball goes in the basket, that shot will count and the **defense** will get the ball.
- I. With under two minutes remaining in the game and during overtime, a fouled player will shoot two (2) free throws (three (3) on an attempted 3-pointer), with the last free throw being played as a live ball. With less than two minutes remaining in the game and during overtime, if an offensive player is fouled during a shot, and the ball goes in the basket, **that shot will count**

and the defense will get the ball.

- J. If a controversy arises as to who last touched a ball before it went out-of-bounds, **possession arrow will determine possession.**
- K. The defensive team will make all calls concerning traveling, double-dribble, over and back, etc.
- L. Upon stoppage of play after any dead balls occurring in the front court, the team in-bounding the ball may opt to do so at the top of the key. **After a basket or any dead ball in the backcourt, this option is only available if the team has advanced the ball to the front court.** In this situation, a defensive player would hand or pass the ball to the offensive player at the top of the key. The ball would become live when the offensive player receives the ball. The offensive player may then dribble or pass, but cannot shoot without another offensive player touching the ball.
- M. Grasping the rim or dunking are prohibited during practice or games. The penalty for dunking or grasping the rim is a two shot foul. Any person seen intentionally grasping a rim before, during or after the game may be ejected from the facility. Those grasping the rim to avoid an injury shall be exempt and shall not be penalized.
- N. The first team listed on the schedule will receive the ball to begin the game. After the game begins, ball possession for jump balls and the start of the second half will be determined by the possession arrow.
- O. During a free-throw, players will be allowed to enter the lane upon the release of the ball from the shooter's hands.
- P. **In the final two minutes of both halves, the ball shall be in-bounded from the out-of-bounds spot nearest to the ball when it becomes dead in all dead-ball, non-shooting situations. This may be on the baseline or either sideline depending on the spot the ball becomes dead.**
- Q. **If at the end of the game it cannot be decided whether or not a basket is good based on when it left the hand of the shooter and that shot will determine the final outcome (win or loss) or will tie the game the following will take place - 1) the basket will not count 2) a 1:00 minute extended period will be played 3) the team that shot the ball will receive 1st possession. If at the end of the 1:00 minute extended period the game is tied the overtime rules will take effect.**