

ADULT CITY LEAGUE BASKETBALL POLICY STATEMENT

*SPONSORED BY
THE CITY OF BILLINGS RECREATION DIVISION*

The City of Billings Recreation Division works cooperatively with School District #2 in securing gymnasium space and time for City League Basketball games. It is up to the Recreation Division to make adequate provisions for the upkeep of each facility and for cleanup services both before and after League games. Participants must abide by School District #2 policy regarding the care of the school facilities. There is no smoking, eating, drinking or abusive behavior allowed by any player, coach, official, or spectator at any gym where City League Basketball is being played.

Arrangements will be made at the individual schools to either pay the custodial staff for cleanup or to provide satisfactory upkeep through the Recreation Division. In either case, gyms must be presentable to P.E. teachers and administrators for the next day's classes.

In regard to player conduct, it has been determined that abusive behavior in the part of player, coaches or spectators leads to difficulty in administering the League regarding the securing of both gym space and officials. Therefore, players committing technical fouls numbering two on one ballgame will be automatically ejected from that game and the next. A player ejected from two games will be suspended from the League for one calendar year. Any player, coach or spectator, who strikes or attempts to strike any individual, be it an official, player, or spectator will be suspended from the League for one calendar year. Any player, coach, spectator or official using profane language, gestures, or objectionable conduct in a school or facility where City League games are being played will be subject to suspension.

Protests involving officials and officials' decisions should be sent in written form to the Recreation Division within one working day after the game in question. In order to be effective, a protest must be in writing and deal with a specific rule, not a judgment on the part of the official.

It is only through the cooperation we receive from School District #2 that we are able to host City League Basketball through the City of Billings Recreation Division. It is hoped that both players and officials will assist in providing a positive atmosphere for City League Basketball to continue in the future.

League fees for a team to participate in the League will not be refunded after the game schedule has been completed.

2010

ADULT CITY LEAGUE BASKETBALL TEAM MANAGER RESPONSIBILITIES

- 1.) **THE TEAM MANAGER IS RESPONSIBLE FOR PLAYER CONDUCT FOR ALL MEMBERS OF THE TEAM IN WHICH HE/SHE PLAYS OR COACHES FOR.**
 - A. Manager is responsible for informing each player of official City League Rules and Regulations.
 - B. Manager is responsible for informing each player on his/her team of any schedule changes.
 - C. Manager is responsible for any unsupervised children from any player on his/her team.
 - D. Manager must make certain that his/her players have not been drinking alcohol before their game. Any player who has will be removed from the facility.
 - E. Manager must understand that any member of his/her team that plays at least one game in the Competitive Division becomes ineligible to play in the Recreation Division. That player may cost you to forfeit if any team files a written protest.

- 2.) **TEAM MANAGER MUST MAKE CERTAIN THAT HIS ENTIRE TEAM WILL BE WEARING LEGAL UNIFORMS BEFORE THEIR THIRD GAME.**
 - A. Each uniform should have a legal high school number on the front and back of the jersey (0, 3, 4, 5, 10-15, 20-25, 30-35, 40-45, and 50-55).
 - B. All uniforms must be the same color.
 - C. If a player does not have a uniform – he/she will not be allowed to play. Two players sharing a uniform are not allowed. Any # that is taped onto a shirt must stay on the entire game – any stoppage in play to reattach will result in that player being removed for the rest of the game.

- 3.) **LEAGUE RULES**
 - A. NEW THIS YEAR – Each half will be timed as a running clock, stopping only for fouls that result in free throws and timeouts. The final three minutes of the second half only will be timed with a stopped clock for all fouls, free-throws, out-of bounds, jump balls, etc.
 - B. Bottom position (below the block) is left open during all free throws.
 - C. Free Throws – players may enter the lane upon release.
 - D. Team Fouls (per half) 7,8,9 = Bonus (1+1), 10+ = Double Bonus (2 shots)
 - E. Swearing = Technical Foul (Referees Judgment).
 - F. Dunking, hanging on the rim or slapping the backboard (before, during or after a game) = technical foul, game ejection and one game suspension.
 - G. Two technical fouls per game = game ejection and one game suspension.
 - H. No high school students or children under 18 are allowed to play City League.
 - I. No current intercollegiate varsity or professional or semi-professional players are allowed to play City League.

- 4.) **OFFICIAL ROSTERS WITH SIGNATURES OF ALL PLAYERS ON THE TEAM MUST BE TURNED IN TO THE RECREATION OFFICE BEFORE YOUR FIRST GAME.**

- 5.) **ANY PLAYER CAN BE ADDED TO YOUR ROSTER AT ANY TIME - \$45.00 PER PLAYER PAID AT THE RECREATION OFFICE BEFORE BEING ALLOWED TO PLAY.**

ELIGIBILITY

1. All participants must be at least 18 years old and out of high school.
2. Participants cannot be on an active college basketball roster or professional roster.

TEAM ROSTER

1. There shall be a minimum of seven players on each roster, with an unlimited maximum number of players. (All players on roster must pay the individual player fee to be considered an active member).
2. A complete team roster with individual player fees must be submitted to the Recreation Division at least 24 hours prior to the first game of the season. All scheduled games will be forfeited until the team roster and individual player fees are submitted.
3. Each individual player from each team must sign the roster and liability waiver release. Any roster that is incomplete will be returned to the team manager.
4. Player additions may occur at any time throughout the season as long as the players pay the individual player fee for that team. Please keep in mind that a player has to play in at least two regular season games to be eligible for the post-season tournament.
5. Gym Supervisors will have copies of all team rosters available for the post-season tournament.

LEAGUE DISCIPLINE

1. It is the responsibility of the team manager to keep his/her team under control as well as the fans or families of the players. Players who bring children with them to the game should not leave the children unattended and must provide some sort of supervision. The Recreation Division is not responsible for children left unsupervised by players in the league.
2. Any person, either through physical or verbal threats or direct contact or use of an object to strike an official will be ejected from the league for a minimum of at least 2 years, depending upon severity.
3. Any player or coach who strikes or attempts to strike any individual, player, coach, or referee will be suspended from City League for one calendar year. Any player, spectator, coach or official using profane language, gestures, or objectionable conduct in a school or facility where League games are being played will be subject to removal and suspension.
4. Ejection of a player from a game (first offense) will result in an automatic suspension for the next game. Severity is subject to a longer suspension. A second ejection will result in suspension from the league for one calendar year.

GENERAL RULES

1. Every team must have all players wearing the same colored jersey numbered front and back with no two identical numbers by their third game of the season. Official basketball numbers should be used on all new uniforms. If a team cannot field at least 5 players with the same colored jersey before their third game of the season, the games will be forfeited. The official's decision on shirts meeting these requirements will be final.

2. Any player who plays in at least one Competitive Division (A, B, or Comb.) game is not eligible to play any games in the Recreation Division (A, B, C) games. A player who has played in a competitive game may cost the team he plays for in any Recreation Division to forfeit the game.
3. It is legal to start a scheduled game with only 4 players at the scheduled start time to avoid a forfeit. The official's watch shall be the official timepiece for determination of game time or forfeit. A 5-minute grace period will be given for all scheduled games, unless the previous game is running more than 5 minutes late. In this event, the game will start at a time designated by the official.
4. In the event of a forfeited game, the officials must stay in the gym and referee a pick-up game if requested by both teams. If the pick-up game gets out of hand, it shall be the officials' sole decision to stop the game and not continue officiating.
5. Any player who slam dunks or hangs on the rim or slaps the backboard before, during, or after a City League game will be given the following: technical foul, ejection from the game, one game suspension for the following game, and the basket does not count. A second offense constitutes a suspension from League play for one calendar year. Any costs for repair or replacement will be the responsibility of the player involved.
6. All games will consist of two 18-minute halves. Each half will be timed as a running clock, stopping only for fouls that result in free throws and timeouts. The final three minutes of the second half will be timed with a stopped clock for all fouls, free-throws, out-of bounds, jump balls, etc. The halftime intermission will be 5 minutes unless the games are running behind schedule in which case the intermission may be cut shorter based on the decision of the Gym Supervisor
7. Each team will receive 3 time-outs per half with one additional time-out for each overtime period. Timeouts do carry over from the end of regulation.
8. The first overtime will be a 3-minute period. The second overtime will be a 2-minute period. The third and all succeeding overtimes are 1-minute periods. Overtime periods will be timed with a stopped clock.
9. In case of a league tie for awards and seeding in the post-season tournament, the Recreation Division will first look at win/loss between teams in head-to-head competition. If still tied, the difference (average per game) in points scored against (defense) between common teams will determine the difference in places. If still tied a coin-flip will determine seeding in the tournament and duplicate awards will be given for league champions.
10. Games will be played Monday through Thursday and Sunday at various Middle Schools. Officials will begin the game at the scheduled starting time that is printed on the schedule. If a team fails to have at least 4 players available by five-minutes after the scheduled starting time, the game will be forfeited.
11. Two forfeited games by a team cause it to be dropped from the schedule with no refund.
12. Players who appear on a team roster must play at least two regular season games to be eligible for post-season play.
13. Any person who has been drinking alcohol or using drugs prior to their game will not be allowed to play. The officials and gym supervisors will have the sole responsibility to make this decision. The Recreation Division expects full cooperation from the team manager in regards to this issue.
14. Any player who swears before, during or after a League game will be given a technical foul. This is a judgment call by the officials.
15. All rules and regulations not specifically covered under the City League Rules will be in accordance with the Montana High School Association rulebook for the current year.