



**CORALVILLE PARKS AND RECREATION DEPARTMENT  
2017 ADULT BASKETBALL  
LEAGUE INFORMATION & LEAGUE RULES**

## **INFORMATION**

Games will be scheduled and played at the Coralville Recreation Center, located at 1506 8<sup>th</sup> Street, Coralville, Iowa 52241. The telephone number is 248-1750.

Under no circumstances will the Parks and Recreation Department reschedule a game on a different day, site or time except under adverse weather conditions and/or the inability to use the scheduled gymnasium.

The Parks and Recreational Department will be responsible for scheduling games, site supervisors, providing gymnasiums, game & practice balls, league standings, and general league administration.

The Parks and Recreation Department, Recreation Commission, League officials and its agents are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries that may occur.

Weekly standings will be posted on the bulletin board in the game room and will be updated on Friday of each week. Standings will also be published on-line at [www.coralville.org](http://www.coralville.org).

Tournaments will be seeded based on the final league standings and will be e-mailed to managers for the season ending tournament.

Tournament champions will have the choice of their award to be 6 t-shirts or a plaque.

The recreation center is open Monday through Friday 7:00 am to 9:00 pm, Saturday 8:00 am to 9:00 pm and Sunday 12:00 pm to 9:00 pm. League business can be conducted at the front desk. All league transactions (rosters, manager changes, etc.) must be conducted at these times or via e-mail at [edinusson@coralville.org](mailto:edinusson@coralville.org).

**NO EATING OR DRINKING IN THE GYM.** Players and spectators violating this rule could be suspended. Participants are responsible for supervising their children.

The Athletic Supervisor must be notified immediately and in writing when a team changes managers and/or address in order for them to receive league correspondence.

## **ELIGIBILITY**

Players must be 18 years of age by the start of the season. Must be able to show photo ID as proof of age.

Those players living outside the corporate limits of Coralville must pay a non-resident fee of \$6.00. This fee is due before your team's **first** scheduled game. **If non-resident fees are not paid by your team's second scheduled game, your team will be ineligible to participate in the end of season tournament.** Max of \$24 per team.

No current college, community college or professional players are eligible.

If the status of a player's eligibility is questioned, the Parks and Recreation Department will check on such matters at the request of the team manager.

## **ROSTERS**

Roster forms must be completed and submitted to the Coralville Recreation Center on or before the first scheduled game.

**Rosters must include the players first and last name, address and a phone number.** No rosters will be accepted other than those written on the official form issued to managers at the time of registration. If the rosters fail to meet these guidelines they will not be accepted.

Team rosters are unlimited, however a minimum of five players must be carried throughout the season.

Team managers will be able to make additions or changes to their rosters until their 5<sup>th</sup> scheduled game. All rosters become frozen after this date, unless teams need to add players to meet minimum roster limit.

A player can change teams by obtaining written consent from the manager releasing the player and the manager adding the player. Approval from the Athletic Supervisor is also required.

Any player who fails to conform to eligibility and roster rules will be deemed illegal. All games won in which an illegal player participated will be forfeited.

A manager who knowingly uses an illegal player or a player who plays under an alias will be suspended for at least the remainder of the season.

A manager or player who falsified names or addresses on his/her team's roster will be suspended for one full year.

If an opposing manager believes an illegal player is being used he/she should bring his/her concern immediately to the attention of the site supervisor. Any question about the player's eligibility will be considered before the teams next scheduled game. However, play the game.

### **Protest Procedure:**

- a. The team manager must notify the site supervisor before 5 minutes of play clock has elapsed if they are protesting the game due to an illegal player. The remaining game will be played under protest. Teams will not be able to protest an illegal player after 5 minutes of play clock has elapsed, unless illegal player joins the game after 5 minutes of play clock.
- b. The site supervisor will mark the official scoresheet, sign it, and show it to both managers, who will both be asked to initial the scoresheet.
- c. The team manager must file a written protest to the Recreation Center office along with a \$25.00 deposit before 5:00 p.m. on the next work day following the game under protest. If the protest is upheld, the deposit will be refunded.
- d. No park or recreation staff member is responsible for delivering a protest.
- e. All protests concerning rules will be acted upon by the Athletic Supervisor/Athletic Coordinator. The decisions reached shall be final.

## **RULES AND REGULATIONS**

All players must wear tennis shoes. No street shoes or bare feet allowed. Please do not wear game shoes to the gymnasium. This will help keep the floor clean. Numbered uniforms of the same color are not required. Teams are asked to wear similar color jerseys to avoid confusion. Please bring two different colors of shirts. All players must wear a shirt.

Managers will be responsible for the conduct of their players and must inform players of schedules, league rules, and other league information.

Parks & Recreation Department staff shall have the authority to evict any player, manager or spectator from the game and facility. In addition he/she has the right to stop play and forfeit a game to the opposition if in his/her opinion a team is making a travesty of the game.

The Athletic Supervisor reserves the right to suspend any player or manager from competition when harmful, profane, and abusive and unsportsmanlike behavior or language of any degree is directed towards league site supervisors, staff or members of the opposing team. The Athletic Supervisor will determine the length of suspension and notify the participant involved. The Athletic Supervisor has the authority to forfeit any game in which gross or flagrant infractions of league rules have been committed.

A player who is ejected from a game will be suspended from playing or coaching in his/her next match. Current IHSAA rules apply, unless otherwise stated.

Managers are to report the scores of the game to the Adult Basketball Site Supervisor.

\*In case of a tie in the final standings, the tiebreaker will be as follows:

- Head to head record
- Head to head point differential
- Overall point differential
- Coin flip

We will use the scoreboards as a timing clock. Time limit is 55 minutes. Teams will play a series of three games to 11 (by 1's and 2's), win by 2, each night against a designated team. A 2 point shot is allowed from half court. The shooter must be behind the blue line. The last game does not have to reach 11 points. This is possible by the 55 minute time clock expiring. During regular season play, the team that is ahead after time has expired wins. During tournament games, you will play one 40 minute game to 21 points, must win by 2. No time outs.

Games that end in a tie because of a time limit will be broken by shooting free throws. Each of the 4 players on the floor at the end of the game will shoot 1 free throw. Teams will alternate players shooting free throws. The best of 4 wins. If it is still tied, repeat the process until one team wins. Mark on the score sheet as winning by 1 basket.

Keep the games moving! Limit the time between games so we stay on schedule.

Games will be played full length on the two side courts.

This league is just like a pickup game. Call your own fouls and keep your own score. Offensive or defensive players may call a foul. No timeouts are allowed.

A coin flip will determine which team starts with the ball. The possession will alternate for games 2 and 3.

A game will be considered a forfeit if one team does not have minimum of 3 players. Game time is forfeit time, game two is forfeited after 15 minutes and game three after 30 minutes. The score should be recorded as 11-0 for any forfeited game.

- a. Any team forfeiting a game without giving advanced notice to the Athletic Supervisor/Athletic Coordinator at the Recreation Center will be required to post a \$25.00 forfeit fee. This fee must be paid at the Recreation Center office prior to the team's next scheduled game. Failure to do so will result in an automatic forfeiture of that game.
- b. Games forfeited on or before 4:00 p.m. the day of that scheduled game will be considered advanced notice. Games forfeited after 4:00 p.m. will be subject to \$25.00 forfeit fee.
- c. Games forfeited due to player injury once play has begun are not subject to forfeit fee.
- d. If a team drops down to less than three (3) players during a game, the game will be declared a forfeit.

- e. If a team forfeits any three (3) games during the season, the team will be removed from the league without a refund.

Teams will change possession after each basket.

The score should be called out by the offensive team before each “check.”

The imaginary check line shall be at the top of the key. The ball must be “checked” back in play after a foul, out of bounds play, to start each game, but not after a made basket. This signifies that the defensive team is set and ready to play. The offensive player must pass the ball in play from the check line.

Dunking will be allowed **DURING GAMES ONLY**. Dunking at any other time can result in suspension. Players that attempt to dunk will be held financially responsible for any damage they may cause.

On jump balls, the alternating possession rule will be in effect.

All parts of the side baskets are out of bounds and loss of possession.

No over and back violations will be called.

Substitutions will be allowed at each dead ball.

Time will be called if there is interference from the other court. Offense will retain possession.

After a score the ball must be passed in from behind the baseline.

If a check is needed to figure the score the offense will retain the ball.

### **Fouls and Violations**

Both the offensive and defensive teams may call all fouls and violations. Remember the league fee was minimal, and the prize for winning the league is insignificant. Be fair, honest, and consistent with your calls.

If there is an instance in which both teams do not agree on a call, replay the point from a check-in with the offensive team maintaining possession.

Any shooting foul with a missed basket shall result in retained possession.

Any common foul on the defensive team shall result in retained possession.

Any shooting foul with a made basket shall result in the basket being awarded and change of possession.

The Athletic Supervisor has the authority to suspend a player for excessive physical play!

### **Blood Rule**

A player who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game until appropriate treatment has been administered.

A player will not be allowed to participate unless:

1. All bleeding has stopped.
2. Any exposed cut/scrape, which has bled, is completely covered.
3. Bloody clothing is removed.