

METRO PARKS MENS BASKETBALL RULES

“To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime”

ELIGIBILITY: Teams will consist of individuals that have reached the age of eighteen (18) prior to the start of league play. .

CLASSIFICATION OF LEAGUE: Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

PENALTY

ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FOREFEITED.

ROSTER:

1. Team rosters will be limited to a maximum of fifteen (15) players.
2. The first fifteen (15) players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter will be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting, all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own handwriting will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. Initial rosters must be turned in to your leagues scorekeeper prior to the start of their first scheduled game. Original rosters must be turned in; **no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the scorekeeper prior to the start of the next game.
7. Final rosters are due to the scorekeeper **BEFORE the start of a team's third played game**. If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.
11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

PENALTY: ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.

SIGN-IN SHEET:

1. A sign-in sheet will be available from Metro Park's personnel before each game. Metro Park's will not seek out a player or coach to secure signatures on the sheet before your game. It is the manager's responsibility to ensure that all players have signed the sheet before each game.
2. A team must have at least five (5) eligible players ready to play at their scheduled game time or at the start of their game in the event the preceding game runs late. **THERE IS NO GRACE PERIOD!**
3. Players must sign the sign-in sheet in his own handwriting prior to participation in a game. Failure to meet the minimum eligibility requirements by the scheduled game time will result in automatic forfeit. **YOU MUST MEET YOUR MINIMUM LINE UP STANDARDS.**
4. Coaches or team managers may list all players on the sign-in sheet. But, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

PENALTY: ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.

EQUIPMENT & AWARDS:

1. Each team must furnish their team's own t-shirt/uniform. **Metro Parks will not provide game shirts/uniforms.**
2. Shirts must have a readable number on the front and back of the shirt. All shirts worn by team players must be the same color.
3. Championship shirts will be awarded to the league regular season champion.
4. League champion and league tournament champion trophies will be awarded.
5. Each player must wear proper athletic attire in order to participate in the league (rubber soled gym shoes, sweats, warm ups, shorts etc.)

GAME RULES:

1. Game length will be two (2) twenty minute halves. The clock will stop on every whistle during the last two (2) minutes of each half.
2. There will be a three (3) minute break between halves.
3. Each team will be entitled to four (4) one minute time outs and can be used at anytime during the game. Only one unused timeout can be carried over to overtime. In the event of overtime, teams will be awarded one additional time out a piece.
4. The scorekeeper will keep the official time and official score. Any conflict occurring between the scoreboard and the scorebook, the scorebook will be the official record of the game.
5. The clock will stop due to official time outs, team time outs, and during the last two (2) minutes of each half on all whistles.
6. Substitutes can only enter the game once they have reported to the table and checked in. Substitutes must be motioned into the game by an official. Substitutes may enter the game freely during time outs or after halftime breaks.
7. No Jewelry may be worn at anytime on the basketball court.
8. Two (2) behavioral technical fouls will result in participant's loss of eligibility for the current game and the next game. Four (4) behavioral technical fouls in one season will result in suspension from the league without refund.

9. Games tied at the end of regulation will be settled by a two minute overtime period. If the game is still tied at the end of overtime, the game will be determined by a sudden death overtime period (first team to score wins). In overtime the clock will stop on all whistles.

10. Teams will be assessed a technical foul if fans verbally abuse officials or metro parks personnel.

11. Each participant in a Metro parks administered basketball league, program or tournament must upon request provide any metro Parks representative with personal identification acceptable to such representative. Failure of any participant to provide acceptable identification when requested shall result in immediate ineligibility for the game which the Identification is being requested.

12. On free throws we will play the release of the ball and players may have the block on the lane for positioning.

13. Kentucky High School Athletic Association rules will govern in instances not addressed by Metro Parks rules and guidelines.

14. At anytime during the second half a team is down twenty (20) they clock will only stop during time outs. At any point during the game a team gets down thirty (30) the game will be ruled a mercy and the game will be stopped.

FORFEITS:

1. **Game time is forfeit time.** There will be no grace period for forfeits. Metro Parks employee will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.

2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, or other persons in the manner which may or does evoke fear in any person; taunting; persistent questioning of officials calls; or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion, declare the game a forfeit.

RULES:

1. **The Athletic Department reserves the right to make any changes in the established rules, as it deems necessary.**

DISCIPLINE:

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that players, coaches, or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams, and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language; unnecessary roughness; flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

1. **Ejection from a game shall result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause shall be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.

2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.

3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

MANAGER DUTIES:

1. It will be the duty of the team manager to see that all contracts, roster changes, player choice for tournament play, and other documents concerning his/her players or team are filed as required by the Athletic Department.
2. The manager has the responsibility to keep players informed of all rules.
3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.

OFFICIALS:

1. The Athletic Department will assign officials/scorekeepers.

League Policies:

- Team Captains are responsible for the complete payment for all league fees.
- Team Rosters must be filled out completely and turned in by first game to the scorekeeper. Additions and changes to the roster are permitted up to the start of a teams third played game of the season.
- If a team is not prepared to play at its designated game time and/or does not have the minimum number of players at the designated game time, the game will be declared a forfeit. There will be no grace period prior to a forfeit being declared.
- If a game is stopped due to dangerous weather conditions prior to the beginning of the second half or prior to a previously designated point, the game will be replayed in its entirety. If a game is stopped thereafter, it will be considered a complete game and the score will stand. There is no requirement that each team have the same amount of offensive series before the game is stopped.
- Any excessive verbal or physical activity will result in an unsportsmanlike conduct penalty. This rule applies to players, managers and coaches on the field and on the sidelines.
- Fighting or obscene language will result in an automatic ejection from the league with no refund of payment. Unsportsmanlike behavior will not be tolerated.

IMPORTANT NOTES:

Game time is forfeit time. There is no grace period! The scorekeeper on site will keep the official time. There is no other official time.

For rainouts and Inclement weather questions, team managers or coaches may call 458-0142. A recording will be available **after 4 PM** the day of the game.

Weekly Schedule and Standings

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and flag football standings. The standings are updated weekly as scores and results are received.

Revised 11-2-2010

