



**CORALVILLE PARKS AND RECREATION DEPARTMENT  
2019 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 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 \$30 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. Any player on the roster that does not have all required information will be deemed illegal if protested.

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. 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 review the rosters and determine if the player in question is legal.
- c. If the protest is upheld, then the team using the illegal player will forfeit. If the protest is denied, then the protesting team must pay a \$25 protest fee before the game can be completed. If the fee is not paid then the protesting team will have to forfeit.
- 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

This is a 5-on-5 full court league. Games will be two 20 minute halves with a continuous clock. Halftime will be 3 minutes. The clock will only stop for injuries, timeouts, or on dead balls in the last minute of the game. Each team will get 1 timeout (30 seconds) per half.

Games that end in a tie will play a 2 minute overtime period with a continuous clock. If no winner is determined after the overtime period then the game will go to a sudden death period. The first team to score in the sudden death period will be the winner.

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

Games will be played full court.

This league is just like a pickup game. Call your own fouls. Offensive or defensive players may call a foul. The Site Supervisor will be keeping score. Make sure to let the Site Supervisor know if a score was worth 2 points or 3 points.

A coin flip will determine which team gets the ball to start the game. Possession will alternate for the 2<sup>nd</sup> half. A coin flip will determine possession for the overtime and sudden death periods if needed.

A game will be considered a forfeit if one team does not have minimum of 4 players. Game time is forfeit time.

- 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 (4) 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.

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.

Fouls in the last minute of the game will result in a 1-and-1 free throw attempt for a non-shooting foul, 2 or 3 free throws for a foul on a missed shot, or 1 free throw for a foul on a made shot.

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.