Town of Gilbert • Parks & Recreation Department

BASKETBALL

MANAGER'S HANDBOOK

www.gilbertaz.gov/parks/sports-adult.cfm

90 E. Civic Center Drive, Gilbert, AZ 85296 • (480) 503-6200

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PROGRAM STRUCTURE

A. ORGANIZATIONAL MEETING

New teams wishing to join the leagues should go to the Town of Gilbert Adult Sports page to download a league flyer and information: www.gilbertaz.gov/parks/sports-adult.cfm. Please refer to the current league flyer for specific information on meeting dates and times.

B. REGISTRATION

Teams are registered on a first-come, first-served basis each season. Registration must be done in person or by fax (payment can be accepted by credit card). Check the current league flyer for specific information on when rosters will be accepted for each season.

LEAGUE GUIDELINES

A. ALCOHOLIC BEVERAGES

No beer, wine or spirituous liquor allowed in the gymnasium or surrounding areas and parking lot. (Food or drink is not permitted in the gym.) Teams violating this policy will be expelled from the league with no refund.

B. AWARDS

League Awards: • First place league champions receive 10 league T-shirts.

Tournament Awards: • First place $30 gift cards for the tournament champs.
• Second place $25 gift card for runner up.

C. BAD CHECKS

A team may be eliminated from further play for non-sufficient funds or indebtedness in the program.

D. FORFEITS

Game time is forfeit time. (Exception: 6:35 p.m. on first games). The gym supervisor's or referee's watch represents the official time. Any time four players are at the gym, the game can start. Forfeiting team must pay a $10.00 forfeit fee to the Gilbert Parks & Recreation office, 90 E. Civic Center Drive, Gilbert, AZ 85296. The fee must be paid 24 hours prior to the next scheduled game, or the next scheduled game is forfeited as well. The forfeit fee applies to any game scheduled whether it is a practice, regular season, or tournament game. Forfeit Limit: A team which exceeds its maximum limit may be dropped from the league without a refund. Maximum limit: 2 forfeits.

E. GAME BALLS

Basketballs will be furnished by the Gilbert Parks & Recreation Department for games only. Teams must provide their own basketballs for warm-ups.

F. LOCKER ROOMS

Locker rooms are not provided. Players must arrive dressed to play.

G. REFUNDS

No refunds will be given unless a league is cancelled or a team cannot be accommodated in the league of their choice(s). In the event that rule violations result in a teams expulsion from the league, the following refund formula will be used. **(1)** Teams expelled between the date of registration and the beginning of their leagues first game will forfeit 25% of their registration fee. **(2)** Teams expelled after the start of their first game will forfeit 100% of their registration fee.

H. INSURANCE

The Town of Gilbert does not provide player insurance. Players play at their own risk.

I. SCHEDULES

Basketball leagues are normally based on 8 teams per league. Final league structure will be determined by registrations received. Please refer to current league flyer for effective league dates.

J. CLASSIFICATIONS

An upper division (B), an intermediate (C) lower (D) and (D 35 and over) divisions will be offered. Final league classification structure will be determined by registrations received. In the **(D 35 and over league) all players must all be 35 and over to play in this particular league.**

K. LEAGUE STANDINGS

Final league standings are determined by the best overall win/loss record. If two teams are tied at the end of the regular season, the team which defeated the other more often in head-to-head competition will take the top position. In the case of a split, the team which had the lowest number of points scored against them by the other team will take the higher position in the standings. In the case of three (or more) teams with identical records, the team which had the lowest number of points scored against them by the common opponents will take the higher position in the standings. Exception: If one team won (swept) all of the head-to-head games versus each of the other common opponents, that team will be awarded highest position in the standings. *(The league coordinator has the final decision in all matters concerning this rule.)*

L. ROSTER ELIGIBILITY

Players must be at least 16 years old. All players must sign the official team roster with the gym supervisor prior to league play. Players should be prepared to show ID if needed to verify they meet the minimum age requirement.

M. ROSTERS MIN. / MAX.

Up to four (4) players may be added to the roster after original registration. Roster changes may be made up until the start of the team's third game. ALL ROSTERS ARE FROZEN AFTER THAT POINT. Direct all roster additions and deletions to the gym supervisor. A player may play on more than one basketball team per season in Gilbert, however the player should play in the same skill classification: B, C, or D.

N. GAME CANCELLATION

Teams may have up to 15 players (minimum of five players required on the roster). **Teams may start the game with four players, but must have five by the start of the second half, or the game is forfeited.**

O. POST-SEASON TOURNAMENT

Games postponed due to gym scheduling conflicts or unforeseen reasons may be re-secheduled any day of the week. It is the manager's responsibility to obtain the date, time and location of any make-up games by calling the league supervisor.

A single elimination tournament will follow the regular season. All teams in the league will be included in the tournament. In order to balance competitive levels, teams may be switched into other leagues for the post season tournament. Example: the winner of Men's "C" may switch with the loser of Men's "B". *(The league coordinator has the final decision*

GENERAL RULES & REGULATIONS

A. RULES OF PLAY

The current National Federation High School Rules rules apply to all league situations not covered in the following rules outlined in this handbook.

B. GAME TIME

50 minute game times are 6:30, 7:20, 8:10 & 9:00 p.m.

C. PLAYING TIME

There will be two halves. Each half will be 20 minutes in duration with running time. The clock will be stopped the last one minute of the 1st half and the last two minutes of the game. If a team is ahead by 15 or more points in the last two minutes of the game, the clock will not be stopped.

D. TIME OUTS

Each team will be allowed two one-minute time-outs per half; noncumulative. The referee has the power to stop the clock at his discretion when there is an unusual situation (injuries, equipment mishaps, etc.). Any team or player receiving a technical foul will be charged an automatic time out. Each team is granted an additional time out each overtime period.

E. HALF TIME

There will be three minutes during the half-time.

F. TIE GAMES

In case of a tie game, there will be one three-minute overtime starting with a jump ball. If a 2nd over-time is needed, one two-minute overtime starting with a jump ball will be played. The clock stops during overtimes. After two overtimes, games will end in a tie.

G. FOUL SHOTS

Foul shots will be taken the last minute of the first half (clock stopped), and the last two minutes of the game (clock stopped). Foul shots will be taken during both overtimes (clock stopped). Otherwise the following will apply.

1) Shooting foul made ..... 2 points, plus 1 (total 3 pts.) ball to opponents
2) Three pointer made ..... 3 points, plus 1 (total 4 pts.) ball to opponents
3) Shooting fouls missed ..... 1 point, receive ball out-of-bounds
4) Three pointer missed ..... 1 point, receive ball out-of-bounds
5) Non-shooting fouls ..... receive ball out-of-bounds
6) Technical fouls ..... 2 points automatically (shot last 2 min only), receive ball out-of-bounds

Technical fouls also count as personal fouls.Teams will be charged an automatic time out.

7) Flagrant fouls ..... 2 points, receive ball out-of-bounds

Player who committed the flagrant foul is ejected from the game.

Bonus: After 7 team fouls - 1 point and the ball
Players foul out of the game upon receiving their *fifth* foul.
There will be a double bonus after 10 team fouls.
Teams will be awarded 2 points and the ball.

H. SUBSTITUTES

Substitutes must check in at score table before entering game.

I. EJECTED PLAYER

Any player ejected from a game is automatically suspended from the next game. Any ejected player who plays in the next game causes his team to forfeit that game. Any player ejected twice in a season will be dropped from the league. (Discipline and/or suspensions may be longer than one additional game depending on the violation. See the section in this handbook titled "Player/Team Conduct" on page 6.) Any player or manager who receives two technical fouls will be ejected from the game. Any ejected player, manager, or spectator must leave the gym immediately.

J. DUNKING

Dunking will be allowed in all leagues. Dunking will be allowed during the game only not during pre-game, half-time or post-game. If violated, player is not eligible to play that night.

Dunking during pre-game, half-time, or after games will not be allowed in any league and players could be subject to ejection the following week. Technical fouls will be issued by game referees, and penalties for dunking outside of the game can be up to expulsion from the league on a permanent basis. This rule change is due in part to cooperation with the Gilbert School District, who allow us to utilize their facilities for our adult league activities.

K. PLAYER ELIGIBILITY

Questions of players eligibility must be brought to the attention of the officials and gym supervisor by the manager BEFORE the game ends. Once the game ends, no protest involving eligibility, age, or identity will be considered. To verify player identification, the player must provide proper identification to continue to play. If the player cannot provide identification, he/she is removed from the game. If a team is found to be using an illegal player, the team automatically forfeits the game.

L. ROSTER CHECK

The Gilbert Parks & Recreation staff will randomly call on team rosters to check for player validity. Any player or team information which is not correct on a team's roster could result in the dismissal of that player or team from the league. The MANAGER is responsible for keeping UP TO DATE TEAM ROSTER RECORDS. This practice can eliminate any question as to whether or not a team member is eligible to play. Players must present the gym supervisor with a form of photo identification.

M. UNIFORMS

All teams must wear matching, same colored shirts with commercially printed or stenciled numbers on the back or front. Numbers may not be more than two digits. Duplicate numbers are not permitted. Players will not be permitted to play without correct uniforms. Failure to adhere to uniform regulations will result in forfeiture of the game.

PLAYER/TEAM CONDUCT

A. TEAM CONDUCT

Each manager is responsible to see that his/her players, spectators, scorekeepers, etc. abide by all the rules governing league play and all rules/policies regarding the use of the gymnasium.

B. PLAYER CONDUCT

Some forms of unsportsmanlike conduct will warrant automatic ejection with no warnings given. Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player or team, or spectator from the gymnasium and premises. A third reprimand to any other player or spectator of said team will warrant termination of game with said game to be forfeited to the opposing team.

C. PLAYER/TEAM DISCIPLINE

No manager, player, or spectator shall threaten an official, lay a hand upon, shove, or strike an official, be guilty of objectionable demonstrations of dissent at official's decision, refuse to abide by official's decision, or be guilty of physical attack as an aggressor upon any player, official or spectator. Minimum Penalty: Ejected from game immediately plus one game suspension. Maximum Penalty: To be determined by the gym supervisor and league coordinator.

Any player ejected from a game is automatically suspended from the next game. Any ejected player who plays in the next game causes his team to forfeit that game. Any player ejected twice in a season will be dropped from the league. **Any player removed from a game must leave the gymnasium and the premises immediately.**

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The Gilbert Parks & Recreation Department reserves the right to discipline and/or suspend players, or managers for incidents/conduct not specifically covered in this handbook or the National High School Federation official rules, but which in the opinion of the Gilbert Parks & Recreation Department constitutes unsportsmanlike conduct, dangerous conduct, or conduct which is determined to be detrimental to the Gilbert Basketball Program. All official league disciplinary decisions, as rendered by the Gilbert Parks & Recreation Department are final.

The Gilbert Parks & Recreation Department reserves the right to implement, alter, add or delete rules and/or policies as deemed necessary.

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Comments or suggestions regarding the Adult Basketball Program are welcomed and should be directed to:

Gilbert Parks & Recreation Department
90 E. Civic Center Drive, Gilbert, AZ 85296
Attn: Mary Hahn, Recreation Coordinator
(480) 503-6242