

Clive Parks and Recreation

Adult Basketball League



2018 MEN'S BASKETBALL LEAGUE

2ND SEASON — **10 GAMES**, GAMES PLAYED ON TUESDAY or THURSDAY NIGHTS AT LOCAL WAUKEE or W.D.M. ELEMENTARY (January–March)
DEADLINE IS FRIDAY, DECEMBER 8*
TEAM FEE IS \$585.00

****All fees and roster (complete with signatures) must be turned in by the deadline.***

Depending on the number of teams, there may be 2 separate leagues
A League – More Competitive
B League – Less Competitive

- ❖ MUST BE 18 YEARS OLD AND OUT OF HIGH SCHOOL
- ❖ GAMES PLAYED ON SOME TUESDAY EVENINGS AND THURSDAY EVENINGS
 - ❖ TEAMS PLAY 1 OR 2 GAMES PER WEEK
 - ❖ TROPHIES AWARDED TO THE TOP TEAMS



For more information, contact Doug at:

Clive Parks and Recreation
1900 NW 114th Street, Clive, IA 50325
(515) 867-5091 ✦ Fax: (515) 457-3092
E-mail: dharris@cityofclive.com

2018 ADULT MEN'S BASKETBALL LEAGUE

PLAYED AT LOCAL WEST DES MOINES or WAUKEE ELEMENTARY SCHOOLS

Team Name: _____

Manager/Captain: _____

Address: _____

City: _____ Zip: _____

E-mail: _____

Phone: (H) _____ (W) _____ (C) _____

FEES: **2nd Season Team (10 games) — \$585.00** _____

TOTAL AMOUNT DUE: _____

 Cash Check #: _____ *(Please make checks payable to City of Clive)*

Credit Card: Visa MasterCard Discover

Cardholder Name: _____

Credit Card #: _____ Expiration Date: _____

Signature: _____ CVV/CVC #: _____

Amount Paid: _____ Received By: _____ Date: _____

Clive Parks and Recreation

1900 NW 114th Street

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I the undersigned participant or parent/guardian, if participant is a minor child, certify that I have read and am familiar with the rules of the league and agree to abide the rules as listed and by any changes to rules as set forth by the Department. I understand that there are inherent risks in participating in this activity. Further, I hereby agree to indemnify and hold harmless the Clive Parks and Recreation Department and City of Clive, its agents, commissioners, officers, volunteers, officials and employees ("Released Parties") from any and all liability for personal injuries or damages I may hereafter sustain while participating in, traveling to or from, or observing of the Department sponsored activities/leagues whether such personal injuries or damages are caused by the negligence of the Released Parties or otherwise, to the full extent permitted by law. I also give permission for any photos/videos of these participants taken during the program to be used for future departmental promotional materials.

PLAYER SIGNATURES & ADDRESSES ARE REQUIRED TO PARTICIPATE IN THE LEAGUE.
ALL FEES AND COMPLETED ROSTER MUST BE TURNED IN BY THE DEADLINE.

1. Date: ____/____/____ Name: _____

Address: _____ Zip: _____

Phone: (H) _____ (W) _____ (C) _____

Signed: _____ Resident: Yes No

2. Date: ____/____/____ Name: _____

Address: _____ Zip: _____

Phone: (H) _____ (W) _____ (C) _____

Signed: _____ Resident: Yes No

3. Date: ____/____/____ Name: _____

Address: _____ Zip: _____

Phone: (H) _____ (W) _____ (C) _____

Signed: _____ Resident: Yes No

4. Date: ____/____/____ Name: _____

Address: _____ Zip: _____

Phone: (H) _____ (W) _____ (C) _____

Signed: _____ Resident: Yes No

5. Date: ____/____/____ Name: _____

Address: _____ Zip: _____

Phone: (H) _____ (W) _____ (C) _____

Signed: _____ Resident: Yes No

6. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

7. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

8. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

9. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

10. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

11. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

12. Date: ____/____/____ Name: _____
Address: _____ Zip: _____

Phone: (H)_____ (W)_____ (C)_____

Signed: _____ Resident: Yes No

13. Date: ____/____/____ Name: _____
Address: _____ Zip: _____
Phone: (H)_____ (W)_____ (C)_____
Signed: _____ Resident: Yes No

14. Date: ____/____/____ Name: _____
Address: _____ Zip: _____
Phone: (H)_____ (W)_____ (C)_____
Signed: _____ Resident: Yes No

15. Date: ____/____/____ Name: _____
Address: _____ Zip: _____
Phone: (H)_____ (W)_____ (C)_____
Signed: _____ Resident: Yes No

16. Date: ____/____/____ Name: _____
Address: _____ Zip: _____
Phone: (H)_____ (W)_____ (C)_____
Signed: _____ Resident: Yes No

17. Date: ____/____/____ Name: _____
Address: _____ Zip: _____
Phone: (H)_____ (W)_____ (C)_____
Signed: _____ Resident: Yes No

18. Date: ____/____/____ Name: _____
Address: _____ Zip: _____
Phone: (H)_____ (W)_____ (C)_____
Signed: _____ Resident: Yes No

Clive Parks and Recreation
1900 NW 114th Street
Phone: (515) 223-5246 ✦ Fax: (515) 457-3092
E-mail: dharris@cityofclive.com

ADULT BASKETBALL LEAGUE RULES

A. ELIGIBILITY

1. All players must be 18 and out of high school.
2. No player is allowed to play on more than one team in the basketball league.
3. To be eligible to play in any game a player's name and signature must appear on the official team roster or an ADD-A-Player form before game time. Last date to add a player is after the 2nd scheduled game.
4. Picture ID required at all games.
5. **See H. Roster Protest**

B. THE GAME

1. Official high school rules will apply with the below listed exceptions.
2. The clock will be a running clock.
 - A. The game will consist of two twenty-minute halves.
 - B. **The clock will stop the last two minutes of the 2nd half ONLY.**
 - C. **If a team is leading by 16 points or more the clock will keep running.**
3. Each team will be allowed two time-outs per half. During each period, each team is allowed one extra time-out.
4. The Recreation Department will furnish the game ball.
5. There will be a five-minute break between halves.
6. **Scorekeeper will be provided.**
7. Game time is forfeit time.
8. Substitutions can only be made during a dead ball.
9. **The manager is responsible for his team's actions and is the only one permitted to talk to the officials during the game.**
10. If during a game pushing and shoving or other excessive physical contact persists beyond a normal level and the official feels that it is either or both teams benefit or safety, he has the authority to call the game a forfeit or double forfeit at that point.
11. Spectators are welcome at the games but must conduct themselves accordingly. Managers will be held responsible for the conduct of their spectators. Children are to be kept in the railed off area stands. If a parent allows their children to run about the building, they will be asked to leave.
12. No profanity by teams or spectators will be allowed/automatic technical foul.
Penalty: See section C #4 and #5.
13. No beer or alcoholic beverages are allowed in any school facility.
14. No food/drink or black-soled shoes allowed in any gyms.
15. Dunking, attempting to dunk or hanging on the rim is not permitted at any time.
Penalty See Section C #6.
16. Three point lines will be used in gyms where available.

C. FOULS AND PENALTIES

1. Common fouls will be shot beginning with the seventh foul of the half.
2. Bonus free throws will be one and one.
3. A technical foul is a personal foul.
4. If player is tagged with one technical foul in one game, that player will have to sit out one minute before returning to the game, including any overtime game. "Exception – dunking the ball."
5. Two technical fouls in one game and the player is out of that game and the next game as well.
6. No dunking! If a ball is dunked, attempted to be dunked, or hanging on the rim at any time, whether before, during, or after a game the player will be charged with one technical foul, ejected from the game and suspended for the next game. Second offense –ejected from the league for the entire season.
7. Should a player accumulate four technical fouls over any part of the season, the player will be suspended for the remainder of the current basketball season.
8. Should a team accumulate three technical fouls in one game, the team shall forfeit that game.
9. Should a team accumulate seven technical fouls over any part of a season, the team will be removed from the league at the Department's discretion.
10. Any team member ejected from two games during a season will be suspended for the remainder of that season.
11. If a player is removed from the game, for whatever reason other than fighting or intimidation, they will be suspended for the next scheduled game.
12. Any team member who is involved in fighting or intimidation will be suspended from league play for a minimum of two scheduled games at the Department's discretion.

D. FORFEITURE

1. A game is forfeited if adequate team members do not show at the scheduled game time. If an entire team "no shows" without notifying the Recreation Office 24 hours before the game, the team is automatically out of the league with no refund.
2. If your team forfeits a game without notifying the Recreation Office 24 hours before game time you will need to pay \$10 before you will be allowed to play in the next game. The second forfeit will cost \$15. More than two forfeits in one season will result in immediate release from the league with no refund of any fees.
3. Teams may start the game with 4 players. When the 5th player arrives he may be inserted immediately into the lineup. If, after the start of a game, because of injury or disqualification, a team has fewer than 4 eligible players, they may not continue to play.

E. OVERTIME

1. If the game ends in a tie, a two-minute overtime shall be played with a continuous clock, except the last minute.
2. If game is tied after 1 overtime, the game will be finished by "sudden death."

F. UNIFORMS

1. All team members at the start of the season must have the same identical color and style of shirt. Reversible jerseys are recommended. Any questionable shirts must be approved by the Recreation Supervisor or Recreation Coordinator prior to game time.
2. Permanent numbers must be printed on one side of the shirt and be visible to the scorekeeper.
3. Numbers 1 & 2 by themselves are legal.
4. Duplicate numbers will not be permitted.
5. No switching of shirts between players during the game is allowed.
6. No shoes with black soles will be permitted on gym floors.

G. PROTESTS

1. All protests must be stated by the manager to the referee, at the first dead ball following the infraction.
2. If no decision can be reached from #1 above, the protesting team manager must submit in writing the protest and deliver it to the Recreation Office within 24 working hours of the game.
3. Protests will be accepted regarding rule interpretation only. Judgement calls are not open to protest.
4. Protests will be considered only when the play had a "significant effect" on the outcome of the game.

H. ROSTER PROTEST

1. If a team or the Department has a question about a player's eligibility, the following procedures must be followed:
 - A. Manager must protest the player before the game ends.
 - B. Notify official, opposing team manager and scorekeeper of protest.
 - C. Player in question must sign and print his name on score sheet.
 - D. Game will resume.
 - E. Score sheet will be turned into Recreation Office. If their name does not appear on roster, if they use another player's name or if signatures do not match, the team will forfeit this game and all other games in which the player participated.
 - F. No fee is charged for a roster protest.

I. WEATHER

1. In the event of adverse weather conditions managers and players should call **830-1234** for a recording. If the recording is not updated, games will be held as scheduled. Please do not call until after 5:00 PM.

J. AWARDS

1. Team trophies will be awarded to the top teams in the league.
2. Tie breaker – In the event of identical records.
 - A. Head to head competition.
 - B. Highest score differential in head to head games.
 - C. Most total points throughout entire season.