



Adult Rec League Basketball 2024-2025 Program Information & Rules

City of De Pere Parks, Recreation and Forestry Department

September 2024

Tentative – pending Manager Meeting approval

ADULT REC LEAGUE BASKETBALL

2024-2025 PROGRAM INFORMATION & RULES

City of De Pere Parks, Recreation and Forestry Department

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NOTE

ANYTHING RELATED TO THIS ADULT BASKETBALL LEAGUE IS SUBJECT TO CHANGE AT ANY TIME D/T COVID-19 AND/OR ANY DECISIONS MADE BY THE PARKS AND RECREATION DEPT. AND/OR SCHOOL DISTRICTS AT WHERE THIS PROGRAM IS LOCATED. THE PARKS AND RECREATION DEPARTMENT WILL ADJUST AND COMMUNICATE ACCORDINGLY.

The league will be governed by these guidelines, along with those outlined in the Adult Athletic League Policies.

All other playing rules will be in accordance with the current WIAA Basketball Rule Book.

GENERAL INFORMATION

Registration

Returning Teams: In order to pre-qualify for placement in one of the leagues through the team placement procedures, returning teams must turn in a completed team roster with the necessary accompanying fees between Monday, September 9th and Friday, September 20th by 11:00am. Office hours are: M-TH 7:30 am – 5:00 pm & F 7:30 -11:30 am.

All Teams (New and Returning): Beginning Monday, September 23rd, rosters for the basketball league will be accepted on a first come, first served basis until the league is full or until Monday October 7th at 4:30 pm. Rosters and payments must be submitted by one of the following methods:

- a. Online Registration General registration for teams should be completed online through Civic Rec. A paper/pdf roster should be submitted via email/mail to deperecc@deperewi.gov.
- b. Walk in: De Pere Community Center, 600 Grant Street during regular office hours of 7:30 am – 5:00 pm (M-TH); 7:30 – 11:30 am (F).

Team Manager Meeting

Once registration has closed a Team Manager meeting will be held (typically 1-2 Wednesdays prior to the season start). All managers are encouraged to attend.

Rosters

Rosters submitted to other city buildings WILL NOT be accepted. As team manager, you are responsible for submitting an accurate and correct roster with appropriate payment. (Incomplete rosters will not be accepted!) All players must pay player fee and be added 24 hours prior to game play. Female players may be added to any men's teams.

Current college basketball players are not eligible. Current AAA/similar league players from the previous year will only be allowed to compete in the top league.

Submitting rosters to scorekeeper before each game:

PHOTO ID IS REQUIRED!

FIRST AND LAST NAMES MUST BE WRITTEN AND LEGIBLE. FAILURE TO DO SO MAY RESULT IN YOUR TEAM FORFEITING.

Teams may make use of drop in players as a one-time sub with a completed drop in player form & fee. Forms must be submitted through the admin office and are subject to the same rules as roster changes. (They must be done no later than the business day prior to use & can only be done through the halfway point of the season).

Apparel

Each team must be dressed in similarly colored shirts/tank tops, all with numbers on the back. If, after the scrimmage week, a player is wearing a shirt without a number, staff will write a number on the shirt for the player.

Game Schedule & Locations

Six men's leagues will be offered. Games are played on Wednesday nights at De Pere High School and West De Pere High School. Games will be scheduled in hour-long intervals, starting at 6:45 pm. **Practice scrimmages will be held at both sites Wednesday, October 30th. League games begin Wednesday, November 6th at both West De Pere High School and De Pere High School.**

Cars parked at De Pere High School must be parked in the East lot. Tickets may be issued to those parked in any prohibited areas. Gum/tobacco chewing and smoking is prohibited by fans as well as players at both sites. Unsupervised children will not be allowed at either site. **Supervised children must not be horse-playing, or running around on stages, hallways, locker rooms, gyms, etc. All litter from the leagues must be picked up and put in the appropriate receptacle.**

League Format

The league will run for 13 weeks and conclude with a seeded single elimination tournament for the top 4 teams and three consolation games over a two-week period. The winning team from the general season standings will be considered league champion & will receive champion t-shirts. The winning team from the tournament will be considered the tournament champion with both first and second place teams in the tournament receiving trophies.

Game Forfeits

A minimum of four players are required on the court at all times; teams will forfeit if they have less than four players. A forfeit at the start of the game will be recorded 2-0. Teams playing with four players will forfeit if they get twenty or more points behind with ten minutes or less left to go in the game.

An official may forfeit a game if any team personnel fails to comply with any technical foul penalty or repeatedly commits technical foul infractions or other acts making a travesty of a game. The team primarily at fault will forfeit. Any individual who fights or instigates a fight will be ejected and two shot penalties will be awarded. If a fight occurs and players not in the game leave the bench area, they will be charged with a flagrant foul.

In case of a known forfeit Team Managers are responsible for:

ensuring the office is notified in enough time to notify affected teams OR

ensuring the other team affected is notified

Officiated vs Un-Officiated Leagues

Due to national official shortages some of our leagues will be un-officiated going forward. In such leagues, the court supervisor and site supervisors will have the same level of authority as an official. Specifically, any rules and information that list authority specific to an official will be granted to any City of De Pere Court Supervisors and Site Supervisors.

Additionally, during un-officiated leagues team managers are responsible for ensuring the fair play of their own team. It is expected that all players in un-officiated leagues will self-report fouls, outs, traveling etc.

Team fees will be adjusted accordingly to reflect the cost of staffing officials vs general staffing for each type of league.

Standings

League standings will be determined through our scheduling system & based on total wins. Tie breakers will be based on the following criteria:

- 1) Winning Percentage - The number of wins plus half the number of ties, divided by the total number of games.
- 2) Head to Head - A comparison of two or more tied teams based on who has won or lost when playing against each other. Games played against non-tied teams are ignored. If a team is not tied, its head-to-head (HTH) column is blank. If two or more teams are tied, but the HTH algorithm cannot determine how to rank the teams, then the HTH column will show "--". If teams are tied and enough games have been played to make conclusions, each team will be assigned a HTH

number such as 1, 2, or 3. In ambiguous situations, such as the circular case of A beating B, B beating C, and C beating A, all of the teams will receive the same HTH number.

- 3) Average Point Differential - The total point differential as described above, divided by the number of games played. The higher the number the better.
- 4) Average Points Against - The sum of all runs scored by the team's opponent in all games. The lower the number the better.
- 5) Forfeits - A count of the number of games forfeited by a team. The smaller the number the better.
- 6) Coin Flip

Player Waivers

All participants are required to complete one basketball participant waiver per league per season. Waivers must be submitted prior to taking the court for play and may be submitted to the office or to the site staff. Blank waiver forms will be available on site.

GAME PLAY RULES

Game Clock

Games consist of 20-minute halves, with 5 minutes allowed between halves. Four-minute overtimes will be used. Teams may take 4 one-minute timeouts per game; they will be entitled to one additional timeout per overtime period. All unused timeouts may accumulate and be used at any time. The clock will only stop for these timeouts and during the last two minutes of each half, or overtime period. Overtimes will be played until a winner is determined.

Possession

Except for the beginning of each game and for any additional overtime period where center jumps will be used, teams will alternate possessions when jump balls are called. First possession after any jump ball, including overtime period(s), goes to the team who didn't get the tip. To start the second half, the ball will be awarded to the team who is next entitled to possession; the ball does not automatically go to the team who did not get the opening game tip.

Fakes

No player in a marked lane space shall fake to cause an opponent to violate. Other players behind the shooter may move unless they are distracting the shooter. Players who are not in the lane will not be allowed inside of an imaginary line extended to each court borderline from the free throw line.

Dunking

Dunking the ball at any time will NOT be tolerated and a technical foul will be called. Players who break rims and/or backboards will be held financially responsible for it.

Injuries

A player who is bleeding, has an open wound, or has any amount of blood on his uniform must leave the game and may not return prior to the first opportunity for such a player to re-enter. Teams may use a timeout to correct this situation, after an official has stopped play. If this happens to both teams, each team must use a timeout in order to keep their players in the game at this point. The decision on allowing a player to compete/re-enter will be made by the officials/league supervisor.

Fouls & Free Throws

"Bonus" free throws are awarded on the seventh foul in each half; this excludes player/team control fouls. The number of any possible technical fouls is to be added towards the awarding of bonus free throws. Two free throws will be awarded beginning with the tenth team foul in each half.

Up to three players on each side of the lane, and all others may go into the lane on free throws when the ball is released or when free throw ends.

Personal Foul: Excessively swinging arms or elbows is a personal foul.

Flagrant Foul: If a fight occurs and players not in the game leave the bench area, they will be charged with a flagrant foul.

Technical Foul: Following a team warning, a technical foul will be called for:

- Huddles or contact with a free thrower which delay a game;
- Interfering with the ball after a goal is scored;
- When a player purposely and/or deceitfully delays the game in any manner not conducive to the game of basketball.

Intentional Foul: An intentional foul will be called if, when playing a ball, a player causes excessive contact with an opponent.

Technical's, Ejections, and Disorderly Conduct

Intentional and technical fouls issued will result in the award of two free throws and the ball out of bounds. However, when a double technical or simultaneous technical foul by opponents occurs, no free throws are awarded and play resumes from the point of interruption.

The Park and Recreation Department reserves the right to eject any individual, team or fan who interrupts the flow of a game in any manner. Any individual who instigates, starts,

or contributes to any fight and/or acts in any manner that is in a threatening/harassing/assaultive manner(s), will be ejected. Such players may also be subject to an investigation and/or citation from the City of De Pere Police Department if found in violation of City Ordinances and/or State Law; based on report from the Recreation Supervisor, Site Supervisor and/or official. Ejections may occur before, during or after any contest. Any ejected player(s) must leave the playing area/activity site immediately. If the player refuses to leave within 3 minutes, the game will be forfeited and police will be called. All ejected players must meet with the Recreation Supervisor to determine if future play is allowed.

All technical fouls will be tracked and logged by the site supervisor and the Park and Recreation Supervisor. Any player receiving 2 technical fouls in a season will be disqualified from play for the remainder of the season. All technical fouls will be reviewed by the Recreation Supervisor to verify the validity of the unsportsmanlike behavior and the technical call. This shall include follow up with both team managers, the working officials from the game, and if needed, the site supervisor. The Recreation Supervisor has the ability to overturn the technical. Personal and technical fouls are added together when determining player disqualifications.

Sportsmanship Ratings

The De Pere Park and Recreation Department expects all participants and spectators to conduct themselves in a sportsmanlike manner. In order to continue to play in your league, a team must maintain an average sportsmanship rating of four (4). An average sportsmanship score of less than four may warrant a team being asked to leave the league (upon discretion of Recreation Supervisor). Following the game, officials and/or site supervisors evaluate team behavior and issue sportsmanship points to all teams. Teams in contention for playoffs or for winning the league championship may be ineligible if their season sportsmanship score is less than 4. These circumstances will be reviewed and decided upon in a case-by-case basis by the Parks and Recreation staff. Team sportsmanship scores will be posted online weekly.

The breakdown of sportsmanship ratings are as follows:

- 5 Normal game:** Respect shown to the game and staff by participants, managers and spectators at all times. Participants speak to staff members appropriately in all situations.
- 4 Some static:**
 - Participants display disagreement/frustration with decisions of staff/officials.
 - Questioning of judgment/rules interpretation not presented in a respectful manner.
 - Minor incidents of unsportsmanlike behavior towards opponents, spectators or staff.

- Examples include, but are not limited to, trash talk, cursing in any manner, publicly questioning an official's abilities, mocking the skill level of an opponent.

3 Difficulty: Repeated question of judgment/officiating abilities. Technical foul.

2 Harassment: Multiple unsportsmanlike calls and/or technicals (not on the same participant), or spectator's harassment of the officials.

1 Ejection: Any ejection of player, manager, or team spectator.

0 Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Sportsmanship ratings are affected by team, participant, and spectator conduct before, during, and after a contest.