



ADULT BASKETBALL LEAGUE RULES

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MEN'S C2

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LEAGUE PLAY STARTS MONDAY, OCTOBER 24, 2011

REG. FEE \$380 (INCLUDES \$100 PERFORMANCE BOND)



Phone: 473-4330 Fax: 428-8513
www.syracuse.ny.us/parks

ADULT BASKETBALL LEAGUE RULES

The League or the City of Syracuse will not be responsible for injuries or property damage to any team players, coaches, or other participants in the Syracuse City Recreation Basketball League. There is no accident or injury insurance provided through the league. It is up to the teams or individual participants to provide their own medical and property insurance.

The following are special By-Laws and rules governing the Recreation Basketball League of the City of Syracuse. The official 2011-2012 NCAA Men's Basketball Rules will apply in any situation not covered herein.

LEAGUE FEES

\$80.00	Registration Fee: non-refundable
\$200.00	School Use Fee: non-refundable (fees increased)
\$100.00	Performance Bond- Refundable if no games are forfeited or fines assessed.
\$380.00	TOTAL

PRE-REGISTRATION

- A. All returning teams must pre-register to guarantee their return to the league.
- B. Pre- registration for RETURNING TEAMS ONLY will be due **Friday September 9, 2011** at the Main Office (412 Spencer St. Syracuse, NY 13204).
- C. \$380.00 MONEY ORDER OR CORPORATE CHECK, payable to "Recreation Basketball League."
- D. Roster deadline: **Friday September 23, 2011.**
- E. All rosters must be TYPED.

REGISTRATION

- A. All new teams must register by **Friday September 23, 2011 by 4:00pm** at the Main Office (412 Spencer St. Syracuse, NY 13204).
- B. \$380.00 MONEY ORDER OR CORPORATE CHECK, payable to "Recreation Basketball League" and roster are due on this day.

ABSOLUTELY NO TEAM MAY REGISTER WITHOUT PAYMENT OR ROSTER.

REFUND POLICY

- A. Teams who officially drop from the league will receive refunds based on the following schedule:

Date Drop By	Refund Total
Friday September 30	Full Refund
Friday October 7	\$200.00
After October 7	No Refund

- B. The League will **NOT** make partial refunds to teams that play less than 12 regular season games.
- C. **Teams who omit or submit incorrect or illegible information concerning the night they cannot play and subsequently drop from the league after registration will automatically forfeit their entire performance bond.**
- D. Performance bond will be returned **ONLY** to teams who have not forfeited 2 or more games or have fines assessed. Refunds are mailed back to listed manager after the final game of the playoffs has been played.

REFEREE FEES

\$40.00 Men's Fees- per game, CASH ONLY

\$35.00 Women's Fees- per game, CASH ONLY

Scorekeepers do not provide change, so please have the exact amount.

- A. No team will be allowed to play the scheduled game if they fail to pay fees (exact amounts) to the scorekeepers before the grace period.
- B. If only one official is present after the five minute grace period, the team will play with one official and scorekeepers will pay the referee \$40.00 (\$20.00 per team) and return the other \$10 to each team. Officials who arrive after the five-minute grace period do not get paid. Teams still have to pay \$10.00 scorekeepers fee.
- C. Women pay one official \$35.00 (\$18.00 per team) and return \$5.00 to the teams.
- D. In case of Forfeit, the forfeiting team is responsible for the FULL fee which is paid to the referee through the Recreation Office, not by the team at the forfeit. The money is taken out of the forfeiting team's performance bond.

PLAYER ELIGIBILITY

- A. **RESIDENCY:** All players must be one of the following:
1. A Resident of Onondaga County.
 2. An employee of a business based in Onondaga County.
 3. A student of an acknowledged school or college in Onondaga County.
 4. A Serviceman/woman serving in the Syracuse Area.
- B. **AGE:** All players must be 17 years of age or older.
- C. All players can only play on **ONE** team.

ROSTER

- A. A **TYPED** roster must be submitted by September 23, 2011.
- B. Maximum number of players allowed is 20.
- C. Manager's and Captain's addresses **MUST** be typed. They must be different addresses, emails and phone numbers.

- D. **No changes in player roster may be made after January 6, 2011.**
- E. Roster adds must be submitted in writing to the Athletic Department 24 hours before the day of the game. Adds/Drops can be made by mail, email, fax or walk-ins.
- F. Players are allowed to change teams one time only. A release from the original team must be signed by the team manager and submitted to the Athletic Department.
- G. Anyone playing on two different teams in the league, without properly being released will be suspended from the League and the game he/she participated in illegally could be forfeited.
- H. Use of ineligible players could result in the game in which he/she participated to be forfeited. This violation will also subject the player and team Manager to indefinite suspension from the League. Opposing team may question the eligibility of players. Offending team is also subject to be fined up to \$100.00. When the situation arises, protests are to be made at the game and also in writing to the Athletic Department within 48 hours of said game (see Protests).
- I. Once submitted on your original roster, managers cannot be changed EXCEPT by written notification with original manager's signature or by direction of the Board of Directors via the appeal process.

GAME TIME/ SCHEDULING/ CANCELLATIONS

- A. **SATURDAY GAMES:** Teams may have to occasionally play some regular season games on Saturdays. Make-up games are also scheduled on Saturdays.
- B. **GAME TIMES:** Games will be played at 6:30, 7:30, and 8:30 SHARP, unless otherwise posted. If there is a school game in progress, please be patient and wait until they are finished.

****C. SNOW DAYS:** *Games are no longer automatically cancelled when the schools are.* Game cancellations will be determined by the Athletic Department office by 4:00pm. If you are in doubt, call the main office (473-4330 ext 3002) between 4:00pm and 5:00pm to verify the status of your game.

CANCELLATIONS WILL BE ANNOUNCED ON THE WEBSITE AS WELL.

GAME DAY GUIDELINES

- A. Prior to game time, each Team Manager will insure that all eligible players are entered in the book.
- B. **BALLS:** Each team will furnish their own practice balls. The game ball will not be used by teams to warm up.
- C. **CHILDREN:** Children must remain seated on bleachers and be accompanied by a non-playing parent or guardian.
- D. **UNIFORMS:** If both teams scheduled to play the game have similar colored jerseys, by the toss of the coin one team must play skins and supply the scorer with a spotter. (MEN ONLY)
- E. **BLOOD:** Any player who starts bleeding for any reason during a game, must come out of the game until the bleeding subsides or until the bleeding area is covered and blood is not visible through the bandage.
- F. **FIRST AID:** Teams should bring First Aid Kits with cold packs, bandages, and tape to games with them. The Parks and Recreation Department, City of Syracuse, City School District or any of its employees do NOT provide First Aid treatment.

PLAYING RULES

- A. **GAME TIME:** A regulation game will consist of two twenty minute halves in which the clock will remain running with the following exceptions: (clock is turned on when ball is put back in play)
1. During Time-outs.
 2. During the last minute of the 1st half and during the last two minutes at the 2nd half, the clock will stop on dead balls. Also, during the last minute of the 1st O.T. and during each subsequent 1 minute O.T. period.
 3. During all Technical Fouls.
 4. After every basket the last 30 seconds of the second half or last 30 seconds of any overtime periods. No subs allowed.
 5. When referee designates the clock to be turned off.
- B. **TIME OUTS:** Each team will be allowed two (2) time outs per regulation game and one (1) time out during each overtime period, not to be accumulated.
- Time out periods: 1 minute
Time between halves: 3 minutes
- C. **GRACE PERIOD:** Grace period is 5 minutes for ALL games.
- D. **NCAA RULES:**
1. All technical fouls are penalized with two free throws. All unsportsmanlike technicals also charged as a personal foul to the offender.
 2. Players are disqualified after five personal fouls to the offender.
 3. There are no shot clocks in the City Recreation League.
 4. Bonus free throws will be awarded on the seventh fouled in a half. Beginning with the team's tenth personal foul in the half, two free throws are awarded for each common foul except player control fouls.
 5. There is no ten second half court violation for women. (Forecourt-Backcourt violation is in effect).
 6. Profanity, abusive or obscene language will not be allowed by players or coaches. "Taunting" players is punishable with a technical foul or ejection.
- E. **OVERTIME/TIES:** In case of a tie at the end of the regulation play, a two (2) minute overtime period will be played. During the last minute of play, the clock will stop on all dead balls. If the game is tied at the end of the overtime period, a second one (1) minute overtime will be played. If the score is still tied, successive 1 minute overtimes will be played until winner is declared. Jump ball to start each O.T. period. During each 1 minute overtime the clock will stop on all dead balls. Each team gets 1 time out per overtime period.
- F. **DUNKING:** There will be no dunking during warm-ups or during intermission= Technical foul.
- G. **SCOREKEEPERS:** To avoid confusion NO ONE is allowed in the area of the scorer except substitutes. Scorers and Timers have the authority to call games at any time due to harassment and intimidation from any teams. Swearing and foul language WILL NOT be tolerated from the benches. Any team reported for any above infractions can be placed on probation or suspended.
- H. **NO JEWELRY.**
- I. **NO EATING/DRINKING/SMOKING IN ANY FACILITY.** Any team found violating these rules will be subject to fine or suspension.

VIOLATORS NO NOT HAVE TO BE WARNED PRIOR TO BEING EJECTED FROM THE GAME.

PLAYOFFS

- A. **TIE-BREAKERS:** Teams tied for 1st place or 5th & 6th place will play a single tie-breaker game (flip for home). Ties for 2nd through 5th are decided by scores between tied teams.
- B. **PLAYER ELIGIBILITY:** Players must actually play in at least three (3) regular season games to be eligible for post season playoffs. Forfeits/cancelled games DO NOT count towards games played (for either team). Players can play on only ONE basketball team.

STANDINGS

- A. **STANDINGS:** If a team notices incorrect standings they should contact the Main Office- Athletic Department (473-4330 ext. 3002) and leave a message as soon as possible to avoid confusion. Teams should not base game strategy on published standings due to occasional inaccuracies.
- B. Standings will be published weekly on the website (www.syracuse.ny.us/parks). They will be sent out every few weeks in the mail.

FORFEITS

A team is subject to forfeit a game for any of the following infractions:

1. Using an ineligible player. A player can only play on one (1) team in the Recreation League.
2. Failure to field a team of at least four (4) eligible players within five minutes of the scheduled game time. Grace period is 5 minutes. Teams must be dressed and at the site.
3. In case of forfeit, the forfeiting team is responsible for the FULL fee which is paid to the Referees through the Recreation Office from money on deposit in their performance bond, not by teams at the forfeit. Teams will not harass officials when a forfeit is declared, or risk suspension from the League.
4. One forfeit will result in a team being dropped from the League unless forfeit fund is replenished by 4pm of the day of their next scheduled game. Teams that are dropped from the League or don't finish the season, forfeit all league fees to the league treasury.
5. No game is officially forfeited until the expiration of the grace period and declared a forfeit by a game official or department official. Winning team does not have to be physically present at the game site if prior notification that a forfeit will occur, has been given by the Athletic Department.

MAKE-UP GAMES

- A. Games called off due to weather will be rescheduled by the Athletic Department office.
- B. Teams will be notified of the time and site by email or mail.
- C. The Athletic Department will do its best to reschedule games on league night but **reserves the right to reschedule games on Saturday mornings.**

PROTEST PROCEDURE

- A. Only officially lodged protests will be considered by the board for action on any issues that could effect the reversal of decisions by the referees that could affect the outcome of the game.
- B. Roster protest (**\$25.00 per name**) must be made in writing to the Division of Recreation **within 24 hours** of the protested game. Scorekeepers **MUST** be notified that game is being protested before or during games. You cannot file a protest **AFTER** the game is over (horn sounds).
- C. Protests based on alleged misinterpretations or application of the playing rules should be accepted for consideration and decision.
- D. Any rule protests made after these actions, may not be valid.
- E. Ineligible player (roster) must be protested before or during the game (not after).
- F. Use of ineligible players could result in the game in which he/she participated forfeited. This violation will also subject team to indefinite suspension **PER PLAYER** from **ALL** recreation activities and leagues. **ONLY** opposing team may lodge a protest.
- G. A formal protest should contain the following information:
 - 1. Date, time and place of the game.
 - 2. Names of the Referees and scorekeepers.
 - 3. The rule and section of the official rules or local league adopted general rule under which the protest is being filed.
 - 4. All essential facts involved in the matter of protest.
 - 5. Copy of the book or League rule.
- H. The decision made on a protested game may result in:
 - 1. The protest is found invalid and game score stands as played.
 - 2. Protest is valid, games resumes at point of protest as a suspended game.
- I. Highly technical protests and those which did not have any effect on the final result should be discouraged or disallowed.
- J. Teams who fail to list both Manager and Captain with correct, legible addresses and phone numbers will not receive and consideration in case of miscommunication that results in a forfeit, a disadvantage, or a lost refund check for the offending team.

PLAYER CONDUCT

- A. **DRINKING:** Any team allowing players to drink during the games or spectators to drink in the bench area will be subject to suspension and/or forfeiture of game or ejection from the league. There are **NO** alcoholic beverages allowed in the **FACILITIES**.
- B. **TRASH:** If there are trash cans at your gym, please use them. If not, please take your litter with you. All teams are required to clean up their bench areas and any mess left in the parking lots after their games. **Any trash left behind will result in a loss of your forfeit bond as well as a loss for every game played that night.** In order to stay in the league, teams must replenish their forfeit bond.
- C. **UNSPORTSMANLIKE CONDUCT:**
 - 1. Unsportsmanlike actions by a team or a team member may result in ejection or suspension. Unsportsmanlike actions include verbal and physical abuse directed at any player, a fan, or referee (i.e.: swearing, fighting, intimidation).
 - 2. Players **DO NOT** have to be issued a warning by the referees prior to being ejected from the game. The referees are requested to be more diligent and emphasize enforcement of this rule.

- D. **PLAYER EJECTION:** Any player ejected from the game or receiving 2 unsportsmanlike technical fouls (not necessarily in the same game) is automatically on probation for the remainder of the season. Any further unsportsmanlike actions by these players will subject them to immediate suspension from the City Recreation League. Some instances of flagrant unsportsmanlike conduct may result in immediate suspension instead of probation.
- E. **TEAM FOULS:** Any team whose players receive 3 unsportsmanlike technical fouls (not necessarily in the same game) is automatically on probation for the remainder of the season. Any further unsportsmanlike actions by players, coaches, or fans will subject players or team to immediate expulsion from the League. Some instances of flagrant unsportsmanlike conduct may result in expulsion instead of probation.
- F. **SUSPENSIONS:** A player may be suspended from the League or any subsequent play for any of the following: (length of suspension and amount of fine to be decided by the Recreation Office)
 - 1. Fighting.
 - 2. Unsportsmanlike conduct.
 - 3. Failure to comply with eligibility rules or meet player roster requirement.
- G. **FANS:** Teams are responsible for their spectators. Unsportsmanlike actions by spectators can subject teams to penalty.
- H. **PROFANITY:** No profanity allowed or risk immediate ejection.
- I. **PARKING:** Please park legally. Do not park on the grass.

SUSPENSIONS/FINES

- A. Any player ejected from a basketball game is **AUTOMATICALLY SUSPENDED FOR ONE (1) GAME** and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game that their team actually plays. Any player who participated in the next game after they are ejected from the previous game is ineligible and subject to indefinite suspension from the League. Forfeits, snow days and any other cancellations **DO NOT COUNT** as games sat out.
- B. **NOTICES OF THESE SUSPENSIONS WILL BE MAILED OR EMAILED TO LEAGUES ONLY WHEN FEASIBLE. TEAMS ARE RESPONSIBLE FOR ENFORCING THESE SUSPENSIONS EVEN IF THEY DO NOT RECEIVE A WRITTEN NOTICE.**
- C. Displays of flagrant unsportsmanlike behavior will subject players to longer suspension.
- D. The City Recreation League is requesting the Referees to contact the City Rec. Athletic Department and report any incidents that result in a player being ejected and the circumstances pertaining to said ejections.

FINE SCHEDULE FOR TEAM TECHNICAL FOULS:

- 1st Technical \$5.00
- 2nd Technical \$10.00
- 3rd Technical \$15.00 (team on probation)
- 4th Technical \$20.00 (possible team expulsion)

If the team is permitted to play in the League there is an additional fee \$5.00 added to each additional foul after the 4th.

THESE FINES ARE ACCUMULATIVE AND ARE DEDUCTED FROM THE TEAMS' PERFORMANCE BOND.

UNIFORM RULE

The referees are requested to enforce the City Recreation uniform rule. Violating teams will be subject to a penalty from the City League. League games will be observed by League Representatives for flagrant violations.

- A. Players should not be allowed to enter the game with a uniform shirt.
- B. Coaches are not required to wear uniform shirts.
- C. Referees have the right to disallow any questionable garments.
- D. **UNIFORM RESTRICTIONS:**
 - 1. **Jerseys-** The color of the main body of the jersey must match the other players. The team name MUST match. Numbers are mandatory.
 - 2. **Undershirts-** NO RESTRICTIONS on color or style.
 - 3. **Pants-** NO RESTRICTIONS on pants, shorts & sweat pants. Team may wear ANY color or style.
 - 4. **Shoes-** All purpose shoes or sneakers are permitted.
- E. Any team, whose players violate uniform rules, will automatically be fined \$5.00 per occurrence.

ROSTER

All rosters must be typed. NO EXCEPTIONS.

You can find a roster you can fill out on our website at:
www.syracuse.ny.us/parks