

Jeffersonville Parks and Recreation Basketball League Rules (49 Over Men's Basketball League)

Eligibility

1. All players must be at least 49 years of age during the calendar year 2016.
2. If the age of a player is protested, coaches/captains should be prepared to verify the player's age with a driver's license and/or birth certificate. If a player is determined to be ineligible, all games in which the player has participated will be forfeited. The team may continue to participate in the league without the disqualified player. Any protest concerning player eligibility must be directed to the Director of Sports and Athletics, who will have the final say in all decisions made.
3. **Players must be listed on the roster/waiver form and have their signature submitted before being eligible to participate on a team. Players cannot be added to the roster after the seventh week of the season.** Any team using a player not officially on their team roster will forfeit all games in which those person(s) played, unless the following exception is followed:

During regular season games only, if a team doesn't have the minimum amount of players to start a game (5), teams will be allowed to pick a player(s) up prior to the game and play the game as an official contest provided the following steps are taken. (1) The team must verify who the player(s) are that they are picking up to their opposing team. (2) The opposing team must agree to the team picking up the player(s). (3) The officials and scorekeepers must be made aware of the situation and informed as to whether the teams have agreed to play or not. If the opposing team chooses not to allow the team to pickup player(s), which they have the right to do, the game will be ruled a forfeit. If the player(s) are allowed to play, the game will be recorded as the final outcome dictates. Players that just finished playing for another team or people just hanging out at the Fieldhouse are examples of who can play in this type of situation. **All eligibility issues relating to age and gender must still be followed and all forms and waivers must still be signed. This rule will not be allowed in tournament play as players will only be allowed to play for one team in the tournament and must be on the official roster. You are only allowed to pick up the amount of players it takes to reach the minimum amount to play a game.**

4. Players may only officially play on one team within the league. No player may be on more than one official roster at any time.
5. Team rosters must have a minimum of 5 players and a maximum of 12 players.
6. Individuals must be listed on the team's official roster to be eligible for tournament play.
7. Teams must wear same colored jerseys/shirts with different numbers on the back for identification purposes. The league will furnish t-shirts to be worn for all games. You will not be allowed to participate unless you wear the proper league shirt.

Entry Requirements

1. Teams interested in entering the league must register with the Jeffersonville Parks & Recreation Department and submit a roster/waiver signed by all members before they participate.
2. **Teams will not be allowed to participate until all fees have been paid in full.**

League Regulations

1. It is the team manager's/captain's responsibility to go over with and inform every player of all league rules and regulations before play begins.
2. Team managers/captains are responsible for the conduct of their teams and fans. **Good Sportsmanship along with clean, fair play is expected by all.**
3. **This league has a zero tolerance policy for not adhering to the league regulations.**
4. Physical contact or abuse of a game official, scorekeeper, player, spectator or Parks Department employee (pushing, shoving, hitting, throwing ball, etc.) may result in a minimum one year suspension from all leagues. The player(s) may also be suspended from other area Parks and Recreation sites as well.
5. Verbal abuse of a game official, scorekeeper, player, spectator or Parks Department employee may result in a minimum two game suspension from all leagues. The player(s) may also be suspended from other area Parks and Recreation sites as well.
6. Swearing and other unnecessary actions of unsportsmanlike conduct will not be tolerated. If it cannot be determined who the player at fault is, the official can issue a team warning or team technical. If one team receives three team or individual technicals in a single game, the game will be forfeited. The following behaviors are considered unsportsmanlike, though not limited to: Profanity; Arguing or derogatory remarks towards officials, scorekeepers, or another player(s) or any action considered unsportsmanlike in the Officials or Director of Sports and Athletics and/or Fieldhouse Director's judgment.
7. **Flagrant Conduct** by a player or coach is any action of a physical or verbal nature, initiated by that person with the intent to demean, berate, intimidate, and cause harm to or that which could endanger any other person on the Jeffersonville Parks & Recreation premises. The offending player or coach shall be given a "flagrant" technical foul and immediately and automatically disqualified from that game and the next scheduled game and may not be allowed on the premises under any circumstance. The official must notify the Director of Sports and Athletics and file a written report of the incident. The Director of Sports and Athletics will review the case and render a decision. Any player or coach found guilty of a flagrant offense may be subject to further game suspensions and possible criminal prosecution. **Fighting will not be tolerated.**
8. Any team receiving two "flagrant" technical fouls in one game will automatically forfeit the game. This includes "flagrant" technical fouls called on the team's bench.
9. Bench personnel **shall not**: disrespectfully address an official, attempt to influence an official's decision, use profanity, rise from the bench in objection, or use words or gestures of a disconcerting nature. Bench personnel **may not** enter the court unless given permission by an official to do so, such as attending to an injured player. Violation of this rule will result in a technical foul and could result in a "flagrant" technical foul.
10. **Game Ejection** of an individual player or coach results when that individual or coach receives two technical fouls during one game, unless they have received a single, flagrant technical foul. One, flagrant technical foul results in an automatic ejection. Technical fouls could include the warm-up period prior to the game or the period immediately following the game as well. Any individual receiving an ejection must immediately, and without confrontation, leave the premises prior to the game resuming. Failure to do so will result in possible added suspensions or expulsion from the league and could also result in forfeiture of the game. Any game ejection will result in that individual being ineligible to participate in the next scheduled contest as well and they are not to be on the premises at any time during this time frame.

11. Accumulating Technical Fouls: any individual that receives three technical fouls in one season will be suspended for two games. If you receive a fourth technical foul, you will be suspended for the duration of the season.
12. If you participate in multiple leagues with the Jeffersonville Parks & Recreation, you will be ruled ineligible to play in any of our leagues until your suspension/ejection has been completely served. Ex. You play in both our basketball and softball league. If you get ejected in a basketball game, you will be ineligible to participate in the softball league until your suspension is over for the basketball league.
13. Game suspensions or other penalties will be carried over into the next season if necessary.
14. The Department of Parks and Recreation along with the Director of Sports and Athletics and/or the Fieldhouse Director has the authority to take any disciplinary action deemed necessary in regards to unsportsmanlike conduct or consistent misbehavior. Suspensions and/or expulsions from the league are possibilities.
15. **Alcohol/Smoking:** Consumption of alcohol or smoking is **not** permitted anywhere in the building or in the immediate vicinity of its entrances. Also, the Jeffersonville Parks & Recreation and the Director of Sports & Athletics and/or the Fieldhouse Director has the right to deny anyone access to the facility or the league that we believe is under the influence of alcohol and/or drugs.

Protesting

1. Protest can only be made concerning the legal use of players involved in a game. All rule interpretations by the referees are final.
2. If the opposing team wishes to protest the eligibility of a player(s), the official **must** be notified, preferably before the start of the game. The official will establish the name(s) of the player(s) involved. If there is a question of the identity of the player(s), the official can ask for identification. If the player cannot produce a picture I.D. at that time, the player(s) can be considered ineligible. Once the identity is established, the Director of Sports and Athletics and/or Fieldhouse Director will check the roster. If it is found that the player(s) involved is ineligible to play, he/she will not be allowed to play.
3. Protested games must be in writing and kept on file within the Department of Parks & Recreation.
4. If it has been proven that a player participating in a game was ineligible for non-registering or for any other intentional act, the player and the manager of his/her team may be indefinitely suspended from the league. The Department of Parks & Recreation may inflict penalties as it deems best for the leagues.
5. No protests can be made based on questions involving judgment of the officials.
6. The use of any ineligible player(s) will automatically result in forfeiture of the game or games in which the ineligible player was used.

Playing Rules and Regulations

All games are to be played in accordance with IHSAA Rules and Regulations with the following exceptions:

1. **Players:** Teams will play 5-on-5 competition during this league. A team must have a minimum of five players to start the game. Teams can finish a game with four or less players in the event of illness, injury, or any other emergency or unforeseeable act. If a player(s) fouls out, you may also finish with 4 or less players.
2. **Forfeit:** Failure to have the required number of players at the prescribed time will result in a team forfeiting the contest. Teams will still be allowed to play an official game by picking up a player(s) if the other team agrees to it, as outlined by Rule #3 on page 1 under Eligibility.
3. **Game Time:** The scheduled game time is set on the schedule. Games will begin at the scheduled time or five minutes after the conclusion of the preceding game should the preceding game run past the assigned time.
4. **Grace Period:** There will be a five minute grace period for teams with players running late provided it's not five minutes after the scheduled start time of the game in which is to be played.
5. **Length of Game:** The game will consist of 4-ten minute quarters. The clock will run continuously until the last one (1) minute of each quarter. The clock will then stop on all whistles.
6. **Warm-UP:** A warm-up period is not guaranteed, but league officials will allow five (5) minutes whenever possible. The object is to keep the games flowing and start each game on time so usage of the back (carpet) court for warm-up purposes during the preceding game is allowed.
7. **Halftime:** Intermission will be five (5) minutes between the first and second half of play. There will also be a one (1) minute break between the first and second quarter as well as between the third and fourth quarter.
8. **Substitution:** Substitute players must report to scorer's table for check in, and be seated or kneeling by the scorer's table until a legal substitution can be made.
9. **Time-Outs:** Each team is permitted two (45-second) time-outs per half. Time-outs do not accumulate from one half to the next. One time-out per overtime period will be allowed to each team.
10. **Overtime:** A 3-minute overtime period(s) will be played in the case of a tie game. The clock will run continuously through the first two minutes and stop on all whistles through the final minute.
11. **Free Throws:** Bonus free throws will be awarded for the 7th team foul of each half with the double bonus situation being awarded after the 10th team foul of each half. Individual and team fouls do carry over into overtime periods.
12. **League Results:** Ties in the league standings will be determined by: 1. Head to Head competition, 2. Total Points Allowed, 3. Total Points Scored. If still tied, a coin flip will decide.
13. **Awards:** Awards will be given to the league and tournament champions, as decided by the Jeffersonville Parks & Recreation.
14. **Liability:** The Jeffersonville Parks & Recreation and the City of Jeffersonville will not be liable for injuries sustained or for personal property lost or stolen while at the Jeffersonville Parks & Recreation Nachand Fieldhouse.
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Officials/Scorekeepers

1. Officials need to be in proper officiating attire.
2. The officials will have absolute authority during the game.
3. Complaining or arguing with officials/scorekeepers or making derogatory remarks of any kind will **NOT** be tolerated before, during, or after the game. The officials have the right to judge the forfeiture of a game or necessary ejections of a player(s) from a game.
4. Official's decisions and interpretations will be final. No protests will be accepted, except for matters concerning ineligible players.
5. Scorekeepers are the official scorers and their score sheets are the official score books. Managers, team scorers, or team captains may check with the scorer during any timeout or deadball situation to obtain the official score.
6. Managers/Captains are allowed to check with the scorekeeper regarding team fouls, time-outs, etc. during time-outs or dead ball situations.

Procedures in Handling Body Fluids/Injuries

1. Play is stopped immediately. Injured player has to come out of the game.
2. The player's wound must be attended to and covered.
3. If there is any blood on clothing, the clothing has to be removed or disinfected.
4. If there is any blood on the playing surface, the surface must be disinfected before play can resume.
5. Contaminated towels and clothing must be properly disinfected or disposed of according to O.S.H.A. standards.
6. In the matter of a life or death situation or an emergency requiring medical attention, **Dial 911 immediately.**

Inclement Weather: Impending severe weather may justify the cancellation of games scheduled to be played. The Director of Sports and Athletics and/or Fieldhouse Director will determine whether play will need to be cancelled. If play is threatened due to bad weather, team managers/captains will be notified.

****All Rules and Regulations of the Jeffersonville Parks Department 49 over Men's Basketball League are subject to change at any time by the Jeffersonville Parks Department. Every effort will be made to give advance notice to managers and officials/scorekeepers regarding such changes. ****