

ERIE PARKS & RECREATION



ADULT BASKETBALL RULES & INFORMATION 2020

www.quickscores.com/erie

450 Powers Street
Erie, Colorado
Phone: 303.926.2550

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I. LEAGUE INFORMATION

A. MISSION STATEMENT

The Parks and Recreation Department builds community through the delivery of exceptional parks, open spaces, trails, facilities, programs and services.

B. Play Hard – Have Fun – Respect One Another

C. FACILITIES

League games will be played at the Erie Community Center, located at 450 Powers Street.

D. LEAGUE CONTACT INFORMATION

Erie Parks & Recreation Adult Sports leagues are managed by:

Levi Moser, Recreation Coordinator-Sports
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Sports Information Websites
www.erieco.gov/parksandrec
www.quickscores.com/erie

E. WEATHER HOTLINE

- 1) The weather hotline is a recorded message, which will inform teams of the status of that day's games. **A message will be recorded at 4pm Monday – Friday and 8am on Saturdays and Sundays.** Updates are made as necessary. It is every team captain's and player's responsibility to call the weather hotline. In case of inclement weather or poor field conditions after a game has begun, the field supervisor and/or umpire will decide if the field is playable. Every attempt will be made to play; however, safety is the #1 concern of Erie Parks & Recreation.
- 2) **WEATHER HOTLINE NUMBER IS – 303.926.2550 option 4.** This is a voicemail recording. Please listen to the full message as there can be many different fields listed on this recording.
- 3) You may also access game status information at www.quickscores.com/erie at 4pm Monday – Friday and at 8am on Saturday and Sunday.

F. LEAGUE CLASSIFICATIONS

We do our best to appropriately place teams into leagues; however, we reserve the right to place teams as we see fit and do not guarantee perfectly matched leagues. The league supervisor and Sports Administration team will monitor teams and/or players and if it is deemed a team and/or player(s) are incorrectly classified, may move teams and/or players up or down accordingly in future leagues. **To help determine the proper classification of your team, please use the following guidelines:**

- 1) Recreational/Open – This is the only league available at this time. There will be a mix of novice and experienced players/teams.

G. TEAM CAPTAIN'S RESPONSIBILITIES

The team captain is the primary link between their team and Erie Parks & Recreation. It is the team captain's responsibility to obtain all information regarding league play and communicate it to their team members. Responsibilities include:

- 1) Registering the team. To register with a deposit, you must pay with a credit or debit card in-person at the Erie Community Center. Balances should be paid in full by the third week of the season. Any remaining balance will automatically be charged to your card on the fourth week of the season.
- 2) Read, understand, and explain league rules and facility regulations to each player prior to participation
- 3) Ensure that all players sign the roster prior to their first game played
- 4) Maintain control over players in all circumstances, including disputes on the field; disputes will be discussed with the team captain only.
- 5) Regularly check www.quickscores.com/erie for correct scores and schedule updates.
- 6) Communicate with Sports Administration as needed.
- 7) Ensure your team is ready to play at the scheduled game time.
- 8) Ensure that the team area is cleaned after each game.

H. EMERGENCY PROCEDURES AND FIRST AID

Staff will respond to on-site emergencies. Participants and spectators must follow staff directions during any emergency. In the event of a medical emergency, participants/team captains are asked to report them immediately to the field supervisor. League supervisors will have first aid supplies as well as an AED.

I. BLOOD RULE

Any player or coach who is bleeding or who has blood on his/her uniform shall be prohibited from further participation until appropriate treatment can be administered. Officials should stop the game and allow treatment. If treatment is administered in a reasonable amount of time, the individual will not have to leave the game. The official will then apply the appropriate rules regarding substitution, re-entry, and playing short-handed.

J. SCHEDULES

- 1) All schedules, standings, and scores can be found at www.quickscores.com/erie.
- 2) League schedules will be ready approximately one week prior to the first game of the season and team captains will be emailed when they are ready.
- 3) Scheduling requests will not be accepted.
- 4) Games will be played if at all possible and may be played in weather conditions that are not ideal.
- 5) Games are not rescheduled except for inclement weather and/or poor field conditions.

K. CANCELLATIONS AND RESCHEDULING

- 1) If games are cancelled, makeup game schedules will be within 48 hours after the cancelled game. Once rescheduled, the makeup game time will not change.
- 2) Makeup games will be scheduled as long as the length of the season allows and will include doubleheaders. Should any team not receive the guaranteed number of games due to weather cancellations or other unforeseen events, pro-rated refunds will be given.

L. STANDINGS/TIEBREAKERS

Winning percentage will determine league standings and positional playoff rankings. If 2 or more teams have the same winning percentage at the end of league play, the following tiebreaker methods will be used:

- 1) Forfeits
- 2) Head-To-Head
- 3) Head-To-Head Point Differential
- 4) Average Point Differential
- 5) Average Points Against
- 6) Coin Toss

For more information, visit: http://www.quickscores.com/Orgs/Help_TieBreakers.php#winning-percentage

M. TEAM AWARDS/PLAYOFFS

- 1) All teams in each league will play a single-elimination tournament at the end of the season.
- 2) Tournament champions will receive awards at the conclusion of the season.
- 3) Team captains must complete the League Champions - Award Form at the conclusion of the championship game and submit to the gym supervisor prior to receiving their awards.
- 4) If the team is requesting more awards than the maximum allotted amount (as stated on the League Champions - Award Form), the team captain is responsible for incurring the additional fees at the rate shown on the form. Sports Administration will add this fee to the team captain's ActiveNet account to be paid within one week.

N. ROSTERS

- 1) All participants must be 18 years of age and teams may have unlimited players on their roster.
- 2) All players must sign the roster prior to participating. Any team playing with a non-rostered player is subject to a forfeit.
- 3) Open Rosters: All players must be on a roster in the league to be eligible to play; however, they may play, **as invited**, on any other team in the same league. Players may not play on more than one team per game. In the playoffs, players may only play on the team they are on the roster for. Players may only be on one roster per league. Teams may only pick up a player if they have less than 5 players and then only as many as it takes to get to 5 players. At least 50% of each team playing must be from their own roster to play the game.
- 4) Rosters freeze after the end of the regular season. No players may be added to any team's roster after this point in time.
- 5) Each player must carry a photo ID with them to all games in the event of a roster check.
- 6) Any non-rostered player or player playing under an assumed name shall result in ejection of that player. A team may protest a player's eligibility, but must do by the conclusion of the half that the player enters.
- 7) Anyone participating in an adult sport prior to signing the waiver or team roster is considered an illegal player. By participating in that sport without signing the waiver/roster this illegal player assumes the same responsibility and is playing under the same inherent risks of the sports as any other legal player. Any team with an illegal player participating in the sport / activity could be subject to forfeit.
- 8) Free agent (players looking for teams) information is available at www.quickscores.com/erie.

II. LEAGUE RULES

A. GOVERNING RULES

- 1) Erie Parks & Recreation is the sole governing body of the league(s).
- 2) National Federation of State High School Associations rules will govern all play in addition to the listed rules. Teams may access the complete NFHS playing rules at www.nfhs.com.
- 3) Erie Parks & Recreation reserves the right to expel any team/player from the league for reasons of conduct or failure to observe rules, regulations and procedures. Written notification of such actions will be provided to the individual and/or team captain.
- 4) Any situation not covered explicitly in these rules will be acted upon by the gym supervisor, official, and/or Sports Administration. In addition, Erie Parks & Recreation reserves the right: to interpret any rules and situations, to insert, delete or change rules at any time, and make retroactive decisions should it be deemed necessary for the benefit of the program.

B. FORFEITS

- 1) Teams must have a minimum of 3 players to start the game.
- 2) If a team or both teams do not have the minimum number of required players to start a game, that team (or both) teams will be granted a 10-minute grace period to allow for the minimum number of players to arrive. The official game clock will start at game time and continue to run until enough players arrive to start the game or a forfeit is declared at the end of the 10-minute grace period.
- 3) Forfeited games will be scored 35-0.
- 4) The gym supervisor and/or Sports Administration will make the final call on all forfeits.
- 5) Officials will NOT officiate a forfeited game.
- 6) Teams will be allowed use of the court until 10 minutes prior to the next scheduled game time.
- 7) Non-appearance forfeit: When a team fails to show up for their assigned game without notification, the team must conduct a meeting with Sports Administration prior to participating in their next scheduled game. If a team has 2 non-appearance forfeits during the season, it is automatically dropped from the league. No refunds will be given.
- 8) If a team has to forfeit, the team captain MUST contact Sports Administration by 12pm on game day. If notified properly (e-mail and/or work phone), there will be no forfeit fee charged to the team. The team captain MUST also, out of courtesy, notify the opposing team captain by email and phone to ensure that the opposing team is aware of the forfeit.
- 9) Any team that forfeits 3 games in a season will be removed from the league without refund.

C. COMPLETE GAMES

- 1) The game consists of two 20-minute halves with a 3-minute intermission and running clock. The clock will stop on all whistles during the last 2 minutes of the second half.
- 2) If one team is leading by 15 points or more at any point in the last 2 minutes of the second half, the clock will continue to run for the remainder of the game.

D. GAME PLAY

- 1) **STARTING A GAME:** A jump ball at center court will start the game.
- 2) **PLAYERS:** 5 players constitute a team and all teams must have at least 3 players to start.
- 3) **SUBSTITUTIONS:** Substitutions are permitted only during a dead ball situation and all substitutes must be at the scorer's table and wait until the official beckons the player to enter the court.
- 4) **TIMEOUTS:** Each team is allowed two 1-minute timeouts per half. If not used, they do not carry over to the second half or overtime periods. Each team is allowed 1 timeout per overtime period.
- 5) **SCORING:**
 - a) Foul shots = 1 point
 - b) Regular shots (from inside the arc) = 2 points
 - c) 3-Point shots (from outside the arc) = 3 points
- 6) **OVERTIME:** During the regular season, if the game is tied at the end of regulation, the game will continue with one 3-minute overtime period. If the game remains tied at the end of this single overtime, the game will be recorded as a tie. During the end of season tournament, if the game is tied at the end of regulation, the game will continue with 3-minute overtime periods until there is a winner.
- 7) **NO DUNKING:** Any player dunking or attempting to dunk (in the opinion of the official, non-protestable) before, during, or after the game will be given a technical foul, and the basket will not count. A second attempt to dunk will result in an automatic and immediate ejection for that game and/or the next scheduled game. Any player damaging the rim or backboard due to dunking is responsible for the cost to repair the basket, rim, backboard, and any other costs involved to repair the damage.
- 8) **FOULS & FOUL SHOTS:** During regular play and overtime periods:
 - a) If a player is fouled in the act of shooting a 2 point shot and misses the shot, the player is awarded 2 foul shots.
 - b) If a player is fouled in the act of shooting a 3 point shot and misses the shot, the player is awarded 3 foul shots.
 - c) If a player is fouled in the act of shooting and makes the shot, the basket is counted and the player is awarded 1 foul shot.
 - d) One and one bonus goes into effect on the 7th team foul (non-shooting fouls).
 - e) Double bonus goes into effect on the 10th team foul. Shooter is awarded 2 shots (non-shooting fouls).
 - f) A player occupying a marked lane space may enter the lane on the release of the ball by the free throw shooter. The shooter and players positioned outside of the three point line may only enter the lane/inside the three point line, respectfully, once the ball comes in contact with the rim.
 - g) Marked lane spaces may be occupied by a maximum of 3 total players on each side of the lane (maximum of 2 defensive players, a 1 offensive players).
- 9) **TECHINICAL FOULS, UNSPORTSMANLIKE CONDUCT & EJECTIONS**
 - a) There is zero tolerance for unsportsmanlike conduct.
 - b) Technical fouls will result in two points and the ball for the opposing team.
 - c) Technical fouls may be given for: foul language, arguing with players and/or officials, disorderly conduct, use of obscene gestures, noncompliance with established policies, rules, or regulations, or any other unsportsmanlike conduct as determined by the officials.
 - a. One foul language warning may be given per team per game and technical fouls will be called thereafter.

- d) Any excessive or unnecessary contact between a player and any member of the other team, officials, or staff will result in an automatic ejection and is to immediately leave the Erie Community Center. The ejected player is also suspended a minimum of their next scheduled game.
 - e) Any player receiving two (2) technical fouls in a game is automatically ejected and is to immediately leave the Erie Community Center.
 - a. Said player is also suspended a minimum of their next scheduled game.
 - b. Any team receiving 3 technical fouls in the same game must forfeit the game and is to immediately leave the Erie Community Center.
 - f) Any player receiving two (2) technical fouls in a season will be suspended a minimum of their next schedule game.
 - a. Any player receiving three (3) technical fouls in a season will be banned from the league for the rest of the season.
 - b. Any team receiving five (5) total technical fouls in a season will be banned from the league for the rest of the season.
 - g) Any technical foul, ejection, and/or suspension may result in further disciplinary actions as determined by Sports Administration.
 - h) Failure to comply with any of the above may result in suspension of the player for the remainder of the season and refunds will not be refunded.
- 10) **PROTESTS:** Protests are not allowed. Any complaints regarding a game, team, or official's rule interpretation should be communicated to Sports Administration before the next scheduled game. Judgment calls will not be addressed.
- 11) **EJECTIONS:** Any ejected player **MUST** leave the Erie Community Center immediately. Police will be called and may escort the player from the premises and additional suspensions and penalties may be levied. That player will be suspended a minimum of one game (determined by Sports Administration) and be put on probation for the remainder of the season. A second ejection of the same player will result in a suspension for the remainder of the season. Any player ejected from a game cannot be replaced by a substitute.

E. EQUIPMENT

- 1) Teams are required to bring their own safety equipment they choose to use.
- 2) Game balls will be provided by the Erie Community Center.
- 3) No jewelry may be worn during play with the exception of medical alert bracelets/necklaces.
- 4) Shoes must be worn by all players. No open-toed sandals or shoes allowed (this includes Crocs).
- 5) Uniforms are strongly encouraged. Teams should dress in similar colored shirts with permanent affixed numbers four inches in size or greater (taped numbers are not allowed). All players must wear a shirt and shorts or pants. Midriff baring clothes are not allowed.

III. CODE OF CONDUCT AND REGULATIONS - ALCOHOL POLICY

A. GENERAL INFORMATION

All participants must adhere to all Parks and Recreation rules and regulations, as well as the Department's Code of Conduct. Erie Parks & Recreation adult sports leagues are intended to be recreational activities. The Department expects reasonable and appropriate behavior/conduct and sportsmanship from those who participate. A violation of this code of conduct includes, but is not limited to, the use of obscene language or gestures, disorderly conduct, theft, public intoxication, trespassing, verbal or physical assault, use of drugs, sexual misconduct, indecency, harassment, failure to cooperate with staff/umpires, possession of weapons of any kind, non-compliance with established policies, rules, and regulations, an unlawful activity, and any other behavior deemed offensive or unacceptable. Staff will enforce this code of conduct. Of special emphasis are the following:

- 1) Children 10 years of age and younger must be directly supervised and all spectators must remain in the gym unless to use a restroom.
- 2) Smoking/tobacco/alcohol use is not allowed.
- 3) Water only in the gym, no food allowed.

B. ALCOHOL POLICY

Alcohol may not be brought into the Erie Community Center, including the adjacent parking lots.

Enforcement of the alcohol policy is as follows:

- 1) Anyone seen in violation of this policy will be asked to comply.
- 2) If the person(s) refuses or violates the policy again, the Erie Police Department will be contacted and the violator could be issued a citation by the police in addition to being ejected and/or suspended from league play.
- 3) Should any person (including those associated with a team) receive multiple violations and/or if the situation escalates, games could be forfeited and/or teams could be suspended from the league.
- 4) If a cooler and/or drink container is brought into the Erie Community Center, and it is reasonably suspected to contain alcohol, it may be inspected by the field supervisor and/or Sports Administration. Failure to comply with this request will result in the owner of the cooler and/or drink container being asked to leave. If alcohol is discovered, staff will implement steps #1-3 above as necessary.