



# MARYVILLE PARKS & RECREATION

## ADULT BASKETBALL

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### A. PROGRAM INFORMATION

1. The Adult Basketball Program will offer three (3) Men's Leagues and one (1) Women's Recreational league. The three Men's leagues include **A** (competitive), **B** (semi-competitive), and **C** (recreational). This activity is intended to provide a meaningful physical fitness outlet and an opportunity for individuals to participate in a team atmosphere stressing good-will and sportsmanship.
2. The program is administered by Maryville Parks & Recreation, located at the Maryville Community Center, 1407 N. Country Club Rd., (660)562-2923.
3. The program will consist of 12 pool play games with a single elimination tournament to follow.
4. Team captains/managers are responsible for insuring that their team is present when scheduled to play, as well as maintaining discipline during competition.
5. **No individual player fees, as it is already figured into the cost of the team fee. However, players must still register by filling out a waiver form (as in previous years) before participating.**

### B. REGISTRATION PROCEDURE

1. Registration will be held **Mid November** at the Maryville Community Center. Teams will be registered in the assigned league, unless a team requests an exception in writing, which may be granted by the Recreation Coordinator. This request should state the reason for the requested change.
2. Please list all players, who will be participating on your team, on the team roster.
3. Special requests for playing nights or times should be made at the time of registration on the registration form. We cannot guarantee the special request will be granted, but we will attempt to meet your needs.

### C. CAPTAIN'S MEETING

The team captain's meeting will be held **Mid December** in the Large Meeting Room of the Maryville Community Center. Schedules will be distributed at this time. If the team manager/captain is unable to attend the meeting, a schedule may be picked up the following day at the Community Center. Maryville Parks & Recreation is NOT responsible for mailing out schedules.

### D. FEES

1. Team Fee: **\$300.00**
2. Late Team Registration Fee: **\$325.00**
3. **No individual player fees, as it is already figured into the cost of the team fee. However, players must still register by filling out a waiver form (as in previous years) before participating.**

### E. PLAYER REGISTRATION

1. All players must sign their player contract **24 HOURS** before they play in their first game in order to be eligible for league competition.
2. MPR staff will conduct random roster checks to check for illegal players (players that have not signed a waiver form with MPR). **If a roster check is done by MPR staff and an illegal player is found, the team will have the option of either (1) forfeiting the game or (2) not allowing the illegal player to participate in the game. THE ONLY WAY AN ILLEGAL PLAYER CAN BE PENALIZED THROUGH ROSTER CHECKS IS IF MPR STAFF CONDUCTS THE CHECK BEFORE THE START OF THE GAME.** If a player is found illegal by MPR staff during a roster check, that person may still have the option of registering for further league play.
3. Players may be added to the rosters throughout the season, but must be on the roster by **the beginning of February**, in order to participate in the post season tournament.
4. Players may register during normal business hours of the Maryville Community Center, seven days a week.
5. **Players may only play on one team, and in only one league.**
6. High school students are not permitted in the league.
7. No current members of the NWMSU basketball team may compete in this league.

## **F. GAME TIMES/FORFIETS**

1. Games will start promptly at their scheduled time. **Game time is forfeit time.** Game times will include the following: 6:00pm, 7:00pm, 8:00pm, and 9:00pm. All games will take place during Monday-Thursday evenings.
2. **A minimum of four (4) players on a team must be present to start a game.** If less than four (4) players are present at game time, a forfeit will result.
3. Three (3) forfeitures will eliminate a team from further competition.

## **G. LEAGUE SCHEDULES**

1. League schedules will be available at the captain's meeting. The league is **tentatively** scheduled to begin **the second week of January.**
2. All games will be played at the Maryville Community Center, *1407 N. Country Club Road.*
3. **LEAGUE STANDINGS WILL BE POSTED ONLINE AT WWW.ACTIVITYREG.COM. SIMPLY GO TO THE WEBSITE, CLICK ON THE STATE OF MISSOURI, AND CLICK ON MARYVILLE PARKS AND RECREATION.**

## **H. RULES OF CONDUCT**

1. **Unsportsmanlike conduct, poor attitude, disrespect, vulgarity or profanity will not be tolerated at any time. Any manager or player removed from a game, for any reason, must leave the facility and will be automatically suspended for a minimum of one game, which will be the next league or tournament game played by his/her team. NOTE: Multiple incidents that lead to suspension by the same player(s) could subject him/her to multiple game suspensions.**
2. **Any manager or player fighting, threatening an official, or having contact with an official will be automatically ejected for the remainder of the season, perhaps indefinitely, and will be required to meet with the Recreation Coordinator and Recreation Supervisor before participating or attending any other games or activities. Fighting may also subject your team to a forfeit, or double forfeit for both teams involved.**
3. **A game will be forfeited in the event a team fails to respect the official's authority or decisions.**
4. **The Manager must maintain complete control of himself/herself and his/her team members at all times. Officials will not tolerate coaches and players complaining and yelling!**
5. **We desire the best program possible for all interested persons, and only proper conduct and attitude of the participants can, in turn, ensure a wholesome program. We expect the cooperation of all those participating in the program and will not let it be spoiled by a few.**
6. **Swearing at other players and/or officials will NOT be tolerated!! Officials have the authority to issue technical fouls for swearing, which will ultimately result in ejection from the current game, as well as the next scheduled game. **F-BOMB RULE: The player will be ejected for that game and the next game scheduled for that team.****

## **I. GAME LENGTH**

1. One hour will be allotted for each game. Games will be divided into two (2), twenty (20) minute halves, with a five (5) minute break after the first half.
2. In case of a tie, a three (3) minute overtime period will be played. Each team will be awarded one (1) timeout. If the score is still tied after overtime, sudden death will be used to determine the winner. The first team to score wins the game.
3. There will be a 30-point rule. If a team is ahead by thirty (30) points at half time or any time thereafter, the game will be called.

## **J. GYM RULES**

1. No smoking, alcohol, food or drink allowed in the building.
2. **No soiled gym shoes allowed. You must bring clean shoes to the gym and change before entering the court area. NO STREET SHOES ALLOWED!**

3. **NO DUNKING:** Dunking or hanging from the rim or net will result in a two shot technical foul on the offending player, ejection from the rest of the game, and suspension from their next scheduled game. Players dunking or hanging from the rim or net after the game will be suspended from their next scheduled game.
4. **NO JEWELRY:** Ear rings, necklaces, or any type of bracelets are **NOT** to be worn on the court.
5. **NO BANDANAS:** Unless the bandana comes with a tie on the back to ensure it doesn't come off during play, they are **NOT** to be worn. Sweat bands are ok.

## **K. GENERAL RULES**

1. National Federation Basketball rules will govern the program, except for the changes listed below.
2. The back court and 10 second rule will be in effect.
3. Continuous running clock, except for the final minute of the first half, the final minute of the game, and time outs. During the last minute of each half the clock will stop on all dead balls.
4. Four (4) time outs per team per game will be allowed. Time outs will last for one minute.
5. **Each team must have same color shirts with identification numbers on at least one (1) side. Each team participant must have a different number. All team members need to have the same color shirt. If a team does not have matching color shirts they may opt for administrative technical or wear pennies.**
6. A player or bench personnel receiving a technical foul will result in ejection from the game; in addition, the individual will be suspended from their next game. Administrative technical fouls (ie: failure to list a team player on the line-up or listing the wrong number) will not be penalized by ejection.
7. A forfeited game counts as a played game in the standings.
8. Fouls will be recorded by the scorekeepers. Fouls committed during the act of shooting will result in two free-throws if the basket is not made. If the basket was made, one free-throw attempt will be allowed. Free throws are not awarded on a "player control" foul.
9. On the seventh (7) team foul, the individual that is fouled will shoot a 1-and-1. On the tenth (10) team foul, the individual that is fouled will be awarded two (2) free throws. At halftime, the total team fouls will be reset to zero (0).
10. On the fifth (5) personal foul on the same player, that player will foul out of the game.
11. Substitutes must check in with the scorekeeper and wait to be beckoned on to the floor by the official before entering the game. Failure to do so will result in a technical foul. Players may still enter the game after the technical foul has been recorded (this is an administrative foul).
12. A jump ball will begin the game and each overtime period. Alternating possession will apply at all other times.
13. **All technical and intentional fouls will result in two (2) free throws, plus the ball out of bounds. A technical foul will result in ejection from the game, ejection from the gym, plus the individual will be suspended from their next game. A flagrant foul will result in ejection from the gym, ejection from the game, and possibly the remainder of the season. This will be at the discretion of the Recreation Coordinator and the Recreation Supervisor.**

## **L. PROTESTS**

Only protests involving ineligible players will be allowed. **A protest must be filed with the referee in writing prior to the end of the game. The official(s) will report each protest within 24 hours to the Parks & Recreation office.** In the event of a protest, the Recreation Coordinator will determine the legality of the player(s) within 24 hours. If an illegal player is found in the event of a protest, the team's game will be forfeited and the illegal player (s) will be suspended from further league play. The player will NOT be allowed to register for play for the remainder of the season.

## **M. CANCELLATIONS**

1. Games will only be canceled due to extreme weather conditions or emergencies at the schools. Listen to KNIM (97.1 FM) or call 562-2923 for status of games that evening. **Please do not call KNIM.**
2. **SIGN UP FOR TEXT & EMAIL ALERTS** from Maryville Parks & Recreation! Users will have the option to receive alerts about upcoming sports programs, registrations, cancellations and much more! Users have the option to select which programs they want to be alerted about, such as Adult Basketball. To sign up for Text Alerts go to our website at [www.maryville.org/mpcr](http://www.maryville.org/mpcr) (once you're there, click on the Maryville Community Center tab on the left and the link is located under the MCC phone number).

## **N. POST SEASON TOURNAMENT**

A single elimination post-season tournament will be held at the end of pool play. The league winners and tournament champions will receive a trophy and a picture in the local newspapers.

### **CHILD WATCH AVAILABILITY**

Child Watch will be available during league nights at the Maryville Community Center. Child Watch evening hours are subject to change (call 562-2923 for current hours). This feature is free to all MCC members. All non-members will be charged a fee of \$2.00/child per visit.

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