

LAWRENCE PARKS AND RECREATION DEPARTMENT
Basketball League Constitution and By-Laws

I. OBJECTIVE

- A. To provide an opportunity for interested men and women to play basketball in an organized manner.
 - 1. This program is designed with recreation in mind, stressing fair play and sportsmanship, and giving adequate time and place to pursue basketball as a leisure activity.

II. MANAGEMENT AND AUTHORITY:

- A. The general management of this league shall be vested with the Adult Sports Supervisor and final authority with the Lawrence Parks and Recreation Department.

III. League Supervisor (s) and Board of Governors

- A. The League Supervisor (s) shall be appointed by the Lawrence Recreation Department.
- B. The Board of Governors, Five (5) in number, will be appointed to serve for the playing season.
 - 1. Any vacancies henceforth occurring will be filled by appointment from the Adult Sports Supervisor.
- C. The Board of Governors shall handle all protest that the Adult Sports Supervisor feels should be brought to their attention.

IV. Player and Team Rosters

- A. Team Rosters
 - 1. A team shall consist of no more than 20 players.
 - 2. Rosters will remain open during the current season.
 - 3. A player who signs a roster with a team is the property of said team until the said team Manager releases the player.
 - 4. All players become free agents at the end of the current playing season.
 - 5. A player can sign a roster to play on two teams, but not in the same league.
 - 6. Should a player refuse to play for the team to whom he or she is under contract, his or her manager may release, hold contract, or turn contract over to the Board of Governors.
 - 7. Team manager must come to the Sports Office and release team members. Managers cannot release players over the phone.
 - 8. A player's signature is required on roster form. Team participants must sign their own name on roster form. Penalty: Team will be placed on probation for a minimum of one year.

The governors are restricted to the following action:

- (1) If the player has signed a roster for the current season and then refuses to play, he or she automatically is retired for the remainder of the season, then becomes a free agent.

B. Player Eligibility

- 1. No player, who is a member of a Junior High, High School, or College, Varsity, reserve or freshman squad is eligible to play.
- 2. Players may participate on two teams. The teams cannot be in the same league, and the two leagues cannot be more than two divisions apart. (Example: If you play in League Mens 4, you may also play as high as Mens 2 or as low as Mens 6, but not any higher or lower.)

EXCEPTION: ONLY ALLOWED TO PLAY ON ONE TEAM IN THE SPRING AND SUMMER LEAGUE.

C. Player Conduct

1. Players will conduct themselves at all times according to the rules of the game.
2. Unsportsmanlike technical fouls:
 - a. 1st technical-Immediate ejection must leave and get out of site and sound of the gym.
**If it occurs during first half of the game, the player is eligible to play in the entire next game. If it occurs during the second half of the game, the player is not eligible to play during the first half of that team's next league game.
 - b. 2nd technical-same as 1st, immediate ejection plus 2 game suspension in any and all leagues in which the player participates.
 - c. 3rd technical-player is automatically disqualified for one year from the date of occurrence from participation in any and all of the 2009-2010 Adult Basketball leagues. **Technical fouls will be accumulated throughout the 2010-2011 LPRD Basketball programs.**
***Any team that receives three (3) unsportsmanlike technical fouls during a game will automatically forfeit the game. In addition, the team will be placed on probation for the remainder of the season and if any player from that team is ejected from any other games, the manager will be suspended for a minimum of one game.
3. Any player or representative of a team that verbally or physically harasses an official or opposing team player(s) before, during, or after a game will receive a minimum of (1) one year probation and players team same degree of penalty.
4. Any player who strikes, intimidates, or deters any official or representative of the Parks and Recreation Department from completing his and/or her assigned duty will be prohibited from playing or coaching basketball in any league sponsored by the Parks and Recreation Department for a minimum of two years. Second offense will result in an indefinite exclusion from Parks and Recreation Department programs.
5. Any player or players who strike another player (including a player who strikes back after being struck) will be penalized as follows:
 - a. First ejection: Ejection from game and two game suspension, also players and players team a minimum of one-year probation. Adult Sports Supervisors and Governors discretion as the case may warrant.
6. A player has a right to appeal the decision to the Board of Governors. The Board of Governors in turn will review the case.
7. The Parks and Recreation Department reserves the right to disqualify any player, coach, or team who does not follow the rules of the league.

D. Starting Time and Forfeitures

1. It is the responsibility of each team to be on time.
2. Game time is forfeit time.
3. A team must have at least four (4) players to start.
4. Two (2) forfeits, and a team is automatically out of the league for the season.
No refund of entry fee.

V. Protests

A. Legal Protests

1. The only legal protest is one which involves a violation of playing rules or use of an ineligible player.
2. A protest based on a play, which involves an official's judgment, is not legal and officials are instructed not to accept protests of this nature.

- B. 1. The protesting manager shall immediately notify the official. This shall be done before any succeeding play begins. The officials shall announce that the game is being played under protest, but failure of the official to make this announcement shall not affect validity of the protest.
2. A protest form, available at the Parks and Recreation Department office shall be

completed and returned within forty-eight (48) hours. Accompanied with the protest must be twenty-five dollars (\$25.00) which acts as a security fee. If the protest is upheld the security fee is returned. If the protest is disallowed, security fee is forfeited to the league funds.

VI. Forfeit Procedure

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If a team forfeits more than 2 games for a 7 game season the team will be subject to suspension from any further league competition with **NO REFUND**. If teams are not able to play, we encourage them to contact the Adult Sports Office by no later than noon on the day of the game or noon on Friday for weekend games so that the opposing team's manager can be contacted. If a team forfeits any games without contacting the Adult Sports office within the time mentioned above, that team will not be eligible for league championship awards. The Adult Sports office will not reschedule any games other than those cancelled by the league office.

VII. League Schedules

A. League schedules will be made up by the League Coordinator (must be at least 6 teams to a league).

VIII. Postponements and Rescheduling

The Sports Supervisor will only re-schedule games which are postponed by bad weather or very unusual conditions. Weather cancellations call 832-7999 (listen to the prompts) or log on to <http://www.lawrenceks.org/lprd/conditions/asconditions>. Decisions are not made until 4:30 PM.

The Sports Office will make every attempt to keep rescheduled games on the same nights of the week that the various leagues and division normally play. However, the number of teams involved and the gym space available dictates to us our ability to do so. Therefore, rescheduled games may fall on any night of the week. Rescheduled games will not be rearranged or rescheduled to meet an individual's particular need.

Reschedule games will be available after 1:00 PM the following day by calling 832-7999 (again, listen to the prompts). This information is available on the recording for 48 hours following cancellations. Reschedule information will also be added to the bottom of your online schedule.

IX. Uniform Regulations

A. Each team must wear same color jerseys with a permanent number, not taped on. Each member of the team must have different numbers on their jerseys. There is no waiting period to acquire shirts. Teams must have shirts for the first scheduled game.

X. Awards

Team t-shirts will be awarded to the league champion in each division. If teams have identical records at the end of the season, the team which won between the tied teams during the season will be awarded the higher finish. If head to head competition does not break the tie, score differential between the tied teams will be used.

XI. Game Procedures: National High School Federation rules will be followed, except as stated below.

1. Teams must have shirts of same color; each shirt must have six (6) inch permanent number on back of shirt. Shirts must be worn at your first scheduled league game.
2. Players must be on Team Roster before allowed to play legally in a game.
3. Players may participate on two teams. The teams cannot be in more than one league. The same division and the two leagues cannot be more than two divisions apart. (Example: If you play in league Mens 4

you may also play as high as Mens 2 or as low as Mens 6 but not any higher or lower.) EXCEPTION: ONLY ALLOWED TO PLAY ON ONE TEAM IN SPRING AND SUMMER LEAGUES.

4. Unsportsmanlike technical fouls:

*2009

- a. 1st technical-Immediate ejection must leave and get out of site and sound of the gym.
**If it occurs during first half of the game, the player is eligible to play in the entire next game. If it occurs during the second half of the game, the player is not eligible to play during the first half of that team's next league game.
- b. 2nd technical-same as 1st, immediate ejection plus 2 game suspension in any and all leagues in which the player plays.
- c. 3rd technical-player is automatically disqualified for one year from the date of occurrence from participation in any and all of the 2009-2010 Adult Basketball leagues. **Technical fouls will be accumulated throughout the 2010-2011 LPRD Basketball programs.**

***Any team that receives three (3) unsportsmanlike technical fouls during a game will automatically forfeit the game. In addition, the team will be placed on probation for the remainder of the season and if any player from that team is ejected from any other games, the manager will be suspended for a minimum of one game.

5. Team must have a minimum of (4) four players on the floor to play at game time or game will result in a forfeit. Teams allowed (1) forfeit, then disqualified from further league play after the second forfeit with no refund of league fees. Game time is forfeit time.
6. Teams are encouraged to contact the Adult Sports Office by no later than noon on the day of the game or noon on Friday for weekend games to notify or shortage of players so that the opposing team's manager can be contacted.
7. The Three Point distance is utilized. A player fouled on an unsuccessful 3 point attempt will receive (3) foul shots.
8. Free throw on non-shooting fouls: 1-1 on seventh and 2 shots on tenth team foul in each half.
9. Schedule based on (7) seven game format.
10. Please read your Constitution and by-laws, and Rule Book, should you have any questions, call 832-7920. Rule Books available at the Sports Office at the Community Building, 115 West 11th Street.
11. Twenty (20) minute halves, clock runs except for last three minutes of each half, and during time-outs. Half time is a five-minute period. Time-outs will last (1) one minute. ***Two time-outs per half, no carry over from first half to second half. Second half time-outs can carry over to overtime. Three minute overtime period.
12. If a team is trailing by twenty or more points in the final three minutes of the game, the clock will not stop. This rule takes effect as soon as a team is up by twenty points in the final three minutes (even if the lead drops below twenty points, the clock will continue to run).
13. No Dunking, hanging on the rim, or illegal slapping of the backboard before, during, or after any game. All are unsportsmanlike technical fouls resulting in an ejection

COED RULES

All regular 5 player Intramural Basketball Rules are in effect along with the following coed specialties.

A. Players

1. Each team will consist of five (5) players; 2 men and 3 women OR 3 men and 2 women at all times. Four players (two men and two women) are required to start the game.
2. Substitutions do not have to be on a man-for-man or woman-for-woman basis. However, a team must have a plus/minus one ratio on the court. **Note:** There is no rule concerning guarding only members of the same gender.

B. Scoring

1. Field goals scored by **men** shall be worth 2 points (3 points for a field goal made beyond the three point line) each. Free throws are worth 1 point each.

2. Field goals scored by **women** shall be worth 3 points (4 points for a field goal made beyond the three point line) each and free throws shall be worth 2 points each.

*NEW RULE FALL 2009