



**Shorewood**  
SCHOOL DISTRICT

**SHOREWOOD RECREATION & COMMUNITY SERVICES DEPARTMENT  
SCHOOL DISTRICT OF SHOREWOOD**

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Shorewood, WI 53211

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**2018 – 2019 ADULT MEN'S BASKETBALL LEAGUE INFORMATION**

Thursdays: November 8 – February 21  
**(No Games 11/22, 12/27)**

**Over 19 League**

Shorewood High School Arena

**Over 35 League**

Shorewood High School North Gym (Subject to change)

*All games are tentative and may be canceled or re-located. In the case of inclement weather, please call our cancellation line at (414)963-6913 x 3. Every team is guaranteed 10 games. Teams may have to play more than one game per evening.*

**DEADLINE FOR REGISTRATION (Completed form and payment):** Friday, October 19, 2018

**\*\*Returning teams have registration priority until Friday, October 5, 2018\*\***

**GENERAL**

- A. Managers, it is your responsibility to acquaint yourself and your players with all rules and regulations as set forth in the following pages. It is also your responsibility to control the actions of your players at all times.

**ELIGIBILITY**

- A. AGE REQUIREMENTS:
- All players must be 19 years of age or older prior to participating in their first game of the season in the Over 19 Basketball League.
  - All players must be 35 years of age or older prior to participating in their first game of the season in the Over 35 Basketball League.
- B. All players must be listed on the team roster with complete address, phone number, and date of birth. Email is also helpful in the event of a late cancellation or schedule change.
- C. **Schedule changes will be done strictly by email. Managers, please check your email daily for any updates of schedule or standings.**
- D. A team found guilty of having an ineligible player in the line-up will have all games in which the ineligible player participated, forfeited to their opponents. **Managers using ineligible players may be suspended from the league.**

## REGISTRATION

- A. Every player in the basketball league must be registered on the team application form. A player can only play on one team during the season.
- B. Team Registration Fee is \$425 and includes a minimum of 10 games. Teams may have to play more than one game per evening. If a team wishes to withdraw within two weeks of the season beginning, no refund will be given.
- C. A team shall not be admitted to the league unless the team application form accompanied by the registration fee arrives in the Shorewood Recreation and Community Services Department prior to the established deadline.
- D. There is no limit to the number of eligible players a team may have.
- E. Teams may add players until before their **January 31<sup>st</sup> game**. All added players must have their information turned in to the Recreation Department prior to playing in a game. If a team has trouble getting a full roster to attend, they are expected to add players prior to this date, **NO EXCEPTIONS!**
- F. Please be sure to list team shirt/jersey color on the registration form. **See Uniforms and Equipment.**
- G. **LIABILITY.** No accident insurance will be provided for teams and players.

## UNIFORMS AND EQUIPMENT

- A. All players must wear gym shoes during the game. Remove wet shoes before entering the gym. Players are not to wear street clothes while participating in league games.
- B. **Teams must wear matching uniforms with numbers on the front or back or both.**
  - If opposing teams have the same colored uniforms (uniform colors are listed on schedule), please communicate in advance so one team can wear solid white or dark colored shirts for that specific game (in this case, numbers must be on shirts, if they do not have numbers, use masking tape or marker, which is not provided by the Rec. Dept.).
  - **Teams that do not have jerseys/shirts with matching colors will be charged a team technical to start the game and the opponent team receives 2 points.** Teams may have one player without a number listed, who then assumes number "00." For each player beyond one without a number, the team will receive a technical foul and the opponent team receives 2 points.
- C. The Shorewood Recreation and Community Services Department shall provide all game balls, timing and scoring equipment.

## CONDUCT AND ACTIONS

- A. Player represents players, managers, sponsors and spectators.
- B. It shall be the responsibility of the manager to control the actions of his players on the bench. Players are responsible for their conduct from the time they reach School District facilities until the time they leave.
- C. Unsportsmanlike conduct of any type or infractions of the following rules could mean ejection from the game and suspension:
  - 1. Derogatory remarks, profanity, obscene gestures, threats, or physical force directed toward game officials, Recreation Department personnel, other players, or spectators will not be tolerated and may lead to ejection and suspension from the league. In addition, throwing of a ball, items, etc. will not be accepted; and players may be ejected without warning and suspended. The Recreation Department reserves the right to follow up on any other actions they feel are inappropriate.
  - 2. The use of all tobacco products or drinking of alcoholic beverages on **ALL** School District premises is prohibited by state law. Violation by team members may result in player or team suspension.
  - 3. An official may eject a player from play or from the premises if in the official's judgment the player is under the influence of drugs or alcohol.
- D. The manager shall be the only person to confer with an official on disputed plays. Such conferences must be kept to a minimum and be conducted in a sportsmanlike manner. Keep in mind that arguing, harassment or intimidation will not be tolerated and could mean ejection and suspension.
- E. When an official requests the name of a particular player due to ejection from a game, the manager is required to comply with the official's request. The penalty for not supplying such information to the official will be suspension for the manager.
- F. Ejected players must leave Shorewood School District premises immediately.
- G. If a player is ejected and continues to harass the official, the manager will be warned to control the player's actions. If the player does not comply, the game will be awarded to the opposing team and suspension of players will occur.
- H. Players involved in unsportsmanlike conduct at any time on or off the court before, during or after a game will be penalized. If players do not take effective action to control unsportsmanlike behavior, the entire team may be dropped from the league.

## GAME PROCEDURES

- A. W. I. A. A. rules shall govern all games, except as specified in these policies and regulations. Any other exception or interpretation of the rules shall be made by the Recreation Director only, and shall be in writing.
- B. **NO DUNKING IS ALLOWED** prior to, during or after the game. A technical foul will be assessed, the basket does not count, and players will be held liable for any damage incurred.
- C. League games shall consist of two (2), twenty (20)-minute halves with a two (2) minute halftime.
- D. Clock will run continuously throughout the game. The clock will stop at every whistle the last minute of the first half AND last two- (2) minutes of the second half. **If a team possesses a 15 point lead with less than 2 minutes in the second half, the clock will continue to run.**
- E. If a horn or automatic score clock is not available, the timer will signal a substitution and the end of the half by a whistle.
- F. The bonus free throw rule goes into effect upon the 7<sup>th</sup> foul of each half. On the 10<sup>th</sup> foul, double bonus goes into effect.
- G. A jump ball will only occur at the beginning of the game and in overtime. Thereafter, possession of the ball will alternate.
- H. Each team has three (3) time outs per game and one (1) time out per overtime. No time outs will be carried over.
- I. If overtime is needed, a two (2) minute period will be played. If a second overtime is needed, it will be sudden death. The second overtime will be untimed and the first team to score in the second overtime will win. The clock will stop on every whistle in overtime.
- J. The scorekeeper shall maintain the official time.
- K. Teams must record first and last names and uniform numbers in the score book prior to the game.

## TECHNICAL FOULS

- A. Technical fouls are two shot fouls as well as possession of the ball.
- B. Upon each technical foul, the manager **MUST** record on the official score sheet the name and complete contact information of the player that received the technical foul.
- C. The second technical foul on a player during the season will result in a one game suspension.

- D. The third technical foul on a player during the season will result in suspension from the remainder of the league.
- E. A player ejected from a league game must leave the School District premises immediately.
- F. Failure to abide by these rules will cause his team to forfeit.

## **FORFEITS**

- A. In order to start a league game; a team must have five registered players on the floor. Failure to have five players at game time is cause for forfeiture. Teams will be allowed a 5 minute grace period.
- B. Forfeits will occur if:
  - A team quits in defiance of an official's decision
  - A team uses an ineligible player; all games in which ineligible player participates in will be forfeited.
  - A team does not act upon an official's warning on manager's control of players.
- C. When a team has been officially dropped, their opponents will be credited with an automatic win for any remaining scheduled games.
- D. Forfeits must be called/emailed 48 hours prior to the game. Failure to do so will result in a \$50 forfeit fee that must be paid to the Shorewood Recreation Department within 48 hours or an automatic suspension from the league will result.
- E. Two forfeits may result in team being dropped from the league.

## **PROTEST**

- A. No protest will be accepted on judgment calls by the officials.
- B. Protests must be filed in writing within 24 hours of completion of play. A \$25 protest fee must accompany all protests. This fee will be returned if the protest is upheld.

## **Tiebreaker (In Order)**

- A. Head to head
- B. Points Against
- C. Points For