



La Porte Park and Recreation Department
Municipal Basketball League Policies and Regulations
(Revised 10/18)

Administration

The La Porte Park and Recreation Department shall determine the policies of the municipal basketball league. Administration of the League shall be the responsibility of the La Porte Park and Recreation Department. The Department reserves the exclusive right to accept or reject any players and teams from League play. The Park and Recreation Department also reserves the right to deny refund of entry fees. The refund deadline shall be the Team Entry Deadline when all rosters are due. Individuals participating in the adult basketball program are subject to complying with the rules and regulations set forth by the Park and Recreation Department or are excluded from the program.

Rosters and Entry Fees

All official basketball team rosters must be turned in by the deadline date set by the La Porte Park and Recreation Department. All entry fees must accompany the basketball rosters turned in by the deadline date. Team basketball rosters must be printed or typed with complete and accurate information with all the correct and necessary signatures filled in on the rosters.

All entry fees must be paid before the deadline date. All fees shall be paid to the LaPorte Park and Recreation Department, 250 Pine Lake Avenue, LaPorte, IN.

A municipal basketball league team roster shall be limited to 12 players with a minimum of 5 players. Special exception to this policy would be numerous and/or uncontrolled shift changes from participating teams. The LaPorte Park and Recreation Department must approve this before any team roster can be changed.

If a basketball team wishes to add a new player to their existing full 12-player roster, then one original player must be dropped from the roster. Additional players may be added to the rosters prior to the 1st league game. All additions to rosters must be processed through the La Porte Park and Recreation Department office by completing an add-on sheet available from the Department. All complete and necessary player information and a signature must accompany the player addition form turned in to the La Porte Park and Recreation Department. Additions after the 1st game must be approved by League Director prior to participation.

Eligibility

Municipal basketball players must be at least 18 years old to play in fast break leagues. Slow break players must be 30 years old or older to play.

No high school student under any circumstances will be allowed to play in the Municipal Basketball League.

Uniforms

Municipal basketball league teams must have identical colored jerseys with distinct individual numbers labeled on them. **If a team is not in uniform compliance, a technical will be assessed and the team in compliance will be awarded the ball at half court. If both teams are not in compliance a double technical will be assessed and a jump ball will start the game.**

Under no circumstances may two (2) players on the same team participate in any game using the same number. Each player must have a unique number. Zero (0) and double zero (00) are different numbers for this purpose. If a team is not in compliance with this rule, the team captain will decide who plays and who sits the game out.

The use of tape, markers or highlighters is prohibited in placing numbers on a jersey.

Municipal basketball league players shall be the property of the team they first represent and may not transfer to another team during the current basketball season, unless approved by the League Director and Recreation Director.

Any player not registered on the official basketball roster shall be considered an illegal player. If any player is discovered playing a game and is determined and proven illegal, the game he/she played in will be forfeited **and the player will be suspended for the remainder of the season.** Protest procedures must be followed (see protest procedure) in regard to alleged illegal players. The use of any player not on the official basketball roster is an automatic forfeit. **All players must carry a photo ID.**

Player Behavior

The basketball team manager and/or coach are responsible for the team player's individual behavior during municipal basketball league games. Teams that cannot control their individual coaches, players and spectators, or that are collectively unruly and create disorder may be excluded from the LaPorte Park and Recreation Department activities (includes league play).

Any municipal basketball league player ejected from any league game for any reason other than five personal fouls shall sit out the next **two games for each team he plays on**. Depending on the nature of the incident, additional game suspensions may be imposed by the Park and Recreation Department. A second offense may result in the violating player's suspension from the basketball league for the remainder of the season. If an unsportsmanlike conduct report is filed by a La Porte Park and Recreation Department official, each individual report and the resulting player penalty shall be handled accordingly. Touching/striking a La Porte Park and Recreation Department Official **WILL RESULT** in the offending person's immediate suspension from all La Porte Park and Recreation Department sponsored activities and activities at the Park and Recreation Department's facilities. Any violation may result in a Recreational Disciplinary hearing. The violator will be suspended until hearing takes place. (See Disciplinary Hearing Committee)

Each basketball team shall designate one player to act as captain or spokesperson. The player that is chosen to represent the team shall be the only person responsible for any discussion with the Basketball League game officials. The team-designated captain/spokesperson shall introduce him/her-self to the game officials prior to the start of each game and shall be the only player to confer with game officials. Players who address officials and are not the designated spokesperson for that team, are subject to being assessed a technical foul for unsportsmanlike conduct, as judged by the official. Players approaching **officials**, unnecessarily after the game has ended will face disciplinary action by the Department (suspension). Acts of unsportsmanlike conduct committed by players during the last game of the season will cause disciplinary action to be in effect during the next season for those players or teams involved.

The League Director may issue disciplinary actions when necessary, even though the official may not have witnessed the violation.

Alcohol is not allowed in the playing facility during league games. Players having consumed alcohol will be ejected from the game. Official's judgment will be used to determine if a player is to be ejected from particular game. Managers and coaches are responsible for seeing that players who have consumed alcohol do not play.

Players accumulating 4 unsportsmanlike conduct technical fouls during the course of the season will be suspended from playing for the remainder of the season. Ejection from any game for unsportsmanlike conduct will count as 2 unsportsmanlike conduct technical fouls toward a player's season total.

Discipline and good conduct are a must and will be strictly enforced. Any misconduct problems will be reported to the Park and Recreation Department and handled accordingly.

It is an opportunity to participate in the municipal basketball league, not a right!

League and Specific Game Rules

The official basketball rules under the National Federation of State High School Associations shall be followed in all cases except these noted exceptions:

1. The clock runs continuously with NO stoppages except if a team calls time out or referee's decision for injury.
2. Clock will stop on ALL whistles during final two (2) minutes of each half and all overtime periods.
3. **Games will consist of two 20-minute halves with each team permitted six 20 second time-outs at any time during the game.**
4. Games tied at the end of regulation play and going into overtime will play 3-minute overtimes, **only one time out is granted for each overtime period** until a winner is determined. Intermission time between quarters will be 1 minute with 3 minutes between halves. For slowbreak games, fastbreak rules will be in effect the last 2 minutes of each half, including **all** overtime periods.
5. Bonus free throw situation comes into effect beginning with the team's 7th foul in each half and double bonus (two shots) comes into effect beginning with the team's 10th foul in each half.
6. Technical fouls constitute a two shot foul and ball out of bounds at half court.
7. A team may start a game with four players (minimum needed to start) and not have to forfeit.
8. Municipal basketball league games played at the Civic Auditorium, LaPorte High School and Kesling School will use a three-point conversion line (19'9").
9. All substitutes must first report to the scorer's table before entering the game.
10. **Players must bring a separate pair of tennis shoes to wear during basketball games. Street shoes (shoes worn outside the gymnasium) must not be worn during basketball games.**
11. **All non-players should be seated behind team benches in the spectator area. The basketball-playing floor is reserved for players, managers and officials. The La Porte Park and Recreation Department is not responsible for injuries suffered by children violating this policy. Children must be seated in the spectator seating area. Teams will be warned and then a bench technical issued.**

12. Put all trash, cans, etc., into the trash barrels which are located in all the locker rooms and be sure that any articles of clothing are not left behind in the locker. Some Sunday games are conducted at the LPHS Fieldhouse or Kesling Middle School. Please remember that we are guests while using this facility. Your cooperation is essential for our continued use. Please keep all of the facilities clean.

Slow Break Rules

The following rules apply only to the slow break league and are in addition to other league and specific games rules listed previously.

The slow break basketball league is currently available to men 30 years of age and older (minimum age subject to change). The league has several rule adaptations, which vary from rules currently used under the National Federation of State High School Associations. Although all rules are subject to interpretation, the following are listed to help both officials and players become better educated for their application. Except for the last two minutes of the 2nd and 4th quarters the following rules are in effect:

1. Slow break players are not permitted to play defense in the backcourt once a player has established control of the ball. Penalty is a personal foul.
2. Offensive player advancing the ball must proceed with the ball in a straight-line direct approach. The offensive team or player has 10 seconds to advance the ball from the backcourt to the frontcourt.
3. Defensive players must wait to play defense on an approaching offensive player until the offensive player and the ball are in the front court. This includes both feet of the approaching offensive player and the ball having crossed the division line completely before a defensive player may play defense. Penalty is a personal foul.
4. Offensive players may not fastbreak or advance the ball to the front court until all defensive players are entirely in the front court. Penalty is loss of possession. **If defensive players “lag back” or take too much time to retreat, the official may tell the offensive player (with the ball) to proceed before the defensive players are totally in the front court.**
5. In situations where a long rebound occurs or a ball that was in the front court of the offensive team lands in their back court and now becomes the possession of the defensive team, the new offensive team (now in possession) must wait until the defensive team is established before they may advance the ball. Some situations may occur in which the momentum of a player may cause the player to enter the front court before all defensive players have entered. In these cases, the official’s judgment will determine if this situation is allowed.
6. Teams are allowed to fastbreak the last two minutes of each half, **a player may shoot the ball from the back court within the last five seconds of a quarter to beat the clock.** The clock runs continuously and is stopped on all whistles. Games will consist of two 20 minute halves with each team permitted **six** 20 second time-outs at any time during the game. Games tied at the end of regulation play and going into overtime will play 3-minute overtimes until a winner is determined. Intermission time between quarters will be 1 minute with 3 minutes between halves. Fast break rules will be in effect during all overtimes, **including 1 time out per overtime period.**
7. Bonus free throw situation comes into effect beginning with the team’s 7th foul in each half and double bonus (two shots) comes into effect beginning with the team’s 10th foul in each half.

Protests

All protests must be made at the time the play in question is committed, otherwise, the protest will not be considered. The coach or team captain must notify the official immediately and note the incident at the scorekeeper’s table. The official must notify the opposing team that the game is being played under protest. The game must be resumed and a winner declared. However, the \$25 **cash** protest fee must be paid at the time of the protest. A written statement of the incident by the team protesting the game must be delivered to the Park and Recreation Department, 250 Pine Lake Avenue, during office hours (8am-4pm weekdays) but before 24 hours have elapsed. If the protest is lost, the fee will be added to the basketball-operating fund. Protests on illegal players must be made within 24 hours of the game the player competed in. The protesting team manager must check and verify the illegal player information on the official team rosters at the La Porte Park and Recreation Department. Resulting penalties will occur after verification of roster information. Managers are responsible for checking on rosters and must initial any additions or corrections for their own team rosters as well. Protests dealing with a basketball official’s judgment will not be considered. All protests will be decided upon. Protests will be decided upon by the Park and Recreation Department’s administrative staff and the supervisor of officials. Their decision will be final.

Insurance and Liability

Individual players are responsible for their own insurance coverage. The Park and Recreation Department does not carry personal accident insurance on participants. All participants must sign the roster form, which indicates they will assume certain risks when participating. The La Porte Park and Recreation Department assumes no responsibility for any personal valuables lost or stolen.

A single elimination tournament will be held at the conclusion of the regular basketball season. Each particular league will play their respective teams for their league tournament. There is no fee for the league tournament. The best overall league record will determine league champions. Head to head results, head to head point differential, and total league points, followed by co-championship will be used as tie breakers.

Disciplinary Hearing Committee

When an infraction occurs, which results in ejection or unruliness, a committee of the Recreation Director and the League Director, will convene with that violator and a team representative. The violator will be suspended from all Park and Recreation activities until this hearing takes place.

Additional Rules

A) Technical Fouls

- 1) Any profanity or complaining of calls.
- 2) **A player receiving a technical for the above type of infractions will sit out for ten (10) minutes. If the technical is issued in the last 2 minutes of a game, the player will also sit out the 1st ten (10) minutes of the following week on every team he or she plays for. The 2nd offense will result in the expulsion from said game. The 3rd offense is the same rule as the 2nd offense and will include 1 additional week's suspension. The 4th infraction is suspension from the league for the remainder of the season.**
- 3) Exceptions are slapping backboard, hanging on the rim, etc. Technical fouls of these types of nature will not result in a player being removed from the game. Standard technical foul penalty will apply.

B) Fan Control

- 1) Team managers must take control of their fans.
- 2) When an official indicates that a fan is unruly, the manager will be instructed to take control of said fan. Failure to comply will result in a technical foul.
- 3) Continued infractions by that fan will result in forfeiture of the game.
- 4) Fans may be banned from the facility for continual occurrences.

Coaches

Players and fans have gotten out of control the past few seasons. This type of behavior will not be tolerated and the coach or managers need to intervene. Failure to do so may result in a phone call to your sponsor.

Keep phone numbers, e-mail, and street addresses current at the Park office in order to be notified of any schedule changes. **The League Director will notify the manager of any cancellations due to weather or emergency conditions.**



City of La Porte Park and Recreation Department



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