



**GREELEY**  
**RECREATION**

***Basketball Rule Book***  
***2019***

[www.teamsideline.com/greeley](http://www.teamsideline.com/greeley)

## **TYPES OF LEAGUES**

The Greeley Culture, Parks and Recreation Department offers basketball leagues for adult participation. To ensure an “*Equitable Playing Field*” teams can be moved during the tournament to play in a division comparable to the teams abilities. This may or may not be on the same night as league registration. This decision will be made based on standings and ability level.

**Competitive:** This is designed for teams which have above average skilled players on their roster. These teams may have two or three payers over six feet three inches tall. This level of skill may also fit players who are recently out of high school with high school varsity or college playing experience.

**Recreational:** This is design for teams which have average to below average skilled players on their roster. High school experience is acceptable. All games will be played on a regulation court. This is for teams that want some competition, but are not all about winning.

## **LEVELS OF COMPETITION & NIGHTS OF PLAY**

Men’s Comp – Sunday

Men’s Rec – Sunday

Women’s – Sunday

Women may play on men’s teams if the women’s league does not have enough teams to play

Teams may have to play games on nights which they have not registered for due to gym conflicts during the season or playoffs. Teams may have to play games at the Rodarte Center or Family FunPlex due to gym conflicts. These conflicts will be avoided whenever possible.

## **ROSTERS**

1. Players may only play for one team per night.
2. Players may play up a level of competition, but cannot play down a level for competition.
3. Team managers can make roster changes anytime during the first four (4) weeks of the season, after which the rosters will before frozen and no changes will be allowed.
4. Managers are responsible for the complete and correct information being on the roster.
5. Minimum of five (5) and maximum of twelve (12) players on a team roster
6. Roster will be checked frequently throughout the season for any rule infractions concerning players and teams. During a roster check, players will be required to provide refs, scorekeepers, gym supervisors with a picture ID and their name must be on the roster to participate. Any players not found on the official roster for the designated season or unable to provide refs/gym supervisors with a picture ID will not be allowed to participate and teams risk a time/game penalty.

## **EQUIPMENT**

1. The City of Greeley Leisure Services Department will provide the game ball and facility for the games.
2. Teams are responsible for furnishing their own individual jerseys with legal high school numbers (on back at least, however, front and back are preferred). It is also preferred and recommended that teams wear jerseys that are reversible in an event that another team has the same color as you.

3. Teams must have same colored jerseys. No duplicate or taped on numbers to playing jerseys.

### **LIABILITY & INJURIES**

1. The City of Greeley Culture, Parks and Recreation Department will not be liable for injuries to players or responsible for articles lost or stolen while participating in the program. It is strongly recommended that players leave valuables at home.
2. The City of Greeley does not provide insurance for injuries while playing in Adult Basketball leagues.

### **POST SEASON TOURNAMENT**

The City of Greeley will be hosting a post season tournament for each division of play. The following are the rules for the post season tournament.

1. Tournament will be a single elimination tournament with a consolation round. You are guaranteed two tournament games but it is not a double elimination tournament (a bye in the tournament will count as 1 of the two games).
2. After seeding, brackets will be available on the adult sport website.
3. Teams must use their current City league roster to participate in the tournament. No players may be added.
4. Players must play in a minimum of two regular season games to play in the end of season tournament.
5. Awards will be given to tournament winners.
6. All City league rules will apply in the post season.

### **AGE LIMIT**

All participants must be sixteen (16) years of age or older. If carded by a supervisor, you must show proof of age before participating.

### **GAME TIME**

1. Scheduled game time is forfeit time. The forfeiting team may elect to use their two time outs which will give them additional two (2) minutes to wait for players. The end of the two minutes will be a forfeit.
2. A team must have four (4) players to start a game a two (2) players to end a game.
3. Games will be two (2) twenty-minute running halves.
4. The clock will stop the last two minutes of the second half if there is a difference of ten (10) points or less or anytime thereafter that the score becomes ten (10) points or less.
5. Two (2) one-minute timeouts per team will be allowed per half with one (1) timeout per team allowed for each overtime period.
6. Half time will be five (5) minutes long.
7. The clock will stop during technical fouls.
8. In case of a tie, a two-minute regulation (stop clock) overtime will be allowed in each overtime period.

### **PROTESTS**

1. A protest should be made only when it is felt that there has been a misinterpretation of the rules. You **cannot** protest a judgement call.

2. Notice of a protest must be filed with the gym manager, scorekeeper, officials, and the opposing team's manager before play is resumed.
3. A formal protest must be written, along with a fee of \$35.00 that must be given to the Downtown Recreation Center of the Family FunPlex within 24 hours. Recreation Coordinator must also be notified 970-350-9438.
4. The Recreation Coordinator shall have the authority to act on the protest in the following ways:
  - a. The protest is not valid.
  - b. The protest is of such nature that the game is forfeited.
  - c. The protest is of such nature that the game must be replayed.
  - d. The protest is of such nature that the game is declared "no contest" and canceled (will not count is standings).
  - e. The protest is valid but does not affect the outcome of the game.

### **PLAYER CONDUCT & PENTALTIES**

1. Managers of the teams shall be responsible for the contact of their players **and the spectators** in the stands favoring their team.
2. A captain and/or coach shall be designated for each game and shall be the only member of the team to talk to the officials concerning a call.
3. The players shall be responsible for their actions. If they are involved in conduct considered as poor sportsmanship or disrespect, the officials have the authority penalize the player as they see fit. The Sports Coordinator will have the authority to decide if further action will need to be taken.
4. If a team has someone thrown out of a game three (3) times during the season, that team will not be allowed to participate in the end of season tournament. This can be three different people, the same person three times, or any combination equaling three.
5. Any ejection carries a minimum of two (2) week suspension in the program and division that you were suspended from. They are also ineligible to participate in any other City of Greeley Culture, Parks and Recreation activities that you are involved in until the two (2) week suspension is complete. After the two (2) week suspension is served, a person may participate in any recreational activity sponsored by the City if he/she pays a fee of \$40.00. The fee can be paid to the City of Greeley and be received by either the Downtown Recreation Center (651 10<sup>th</sup> Ave) or the Family FunPlex (1501 65<sup>th</sup> Ave). The fee must be paid in full before the participant can play again (see below).

### **PENALTIES**

1. There may be up to a five (5) year suspension from participation in all adult activities sponsored by the City of Greeley Culture, Parks and Recreation Department for the following offences:
  - a. Physically attacking any person connected with the Adult Basketball program. This includes employees, players and spectators.
  - b. Playing under an assumed name or address during league play. This also may carry a penalty of forfeiting all games which the player in question has participated in, at a cost of \$40.00 for each forfeited game.
  - c. Threatening physical harm to an employee of the City of Greeley Culture, Parks and Recreation Department.

- d. Violating probation previously placed on a player or team by the City Greeley Culture, Parks, and Recreation Department.
2. There may be up to a year suspension from participating in all adult activities sponsored by the City of Greeley Culture, Parks and Recreation Department for the following:
  - a. Unsportsmanlike conduct, disrespect or actions during a game that could cause injury to another player.
  - b. Being ejected from a game by an official, gym supervisor, or Recreation Coordinator.
  - c. Unsportsmanlike conduct or disrespect toward an official, gym supervisor, or the Recreation Coordinator.
  - d. Fighting of any nature between two (2) or more players will result in the minimum of two (2) week suspension.
3. Forfeiting of the game will be an automatic penalty for the following cases:
  - a. A team's attitude or conduct could cause a fight or lose the control of the game in the officials' opinion.
  - b. A manager refuses to help control players or spectators when requested by the official or gym supervisor.
  - c. A forfeit fee is not paid by the following game.
  - d. A team member is caught playing under an assumed name or address.
  - e. A team member is ejected from the previous game and is playing without sitting out the proper game suspension.
  - f. A team member refuses to play the game or uses other tactics to delay the game.
  - g. Four team members are not ready at game time of a scheduled game.
  - h. A player caught playing or at any City of Greeley Culture, Parks and Recreation Department sponsored activity while on suspension.

### **TIES IN LEAGUE STANDING**

1. Ties in league standings will not be played at any time
2. Ties will be broken using the following methods:
  - a. Head to head competition between the teams with the tie.
  - b. Point differential between the teams with tie.
  - c. Head to head competition with league from top to bottom teams.
  - d. Managers are responsible to report all errors on their team's league standing when errors occur – within 24 hours of standings being posted on TeamSideline.

### **DUNKING THE BALL OR HANGING FROM THE RIM**

1. Dunking the ball or hanging from the rim before or after a game will result in a \$5.00 penalty (and/or technical) to be paid at the front desk before the player can play in that night's contest. Additional dunking fines by the same player will result in a \$5.00 fine and a technical foul to be counted toward any cumulative technical fouls considered for ejection or suspension.
2. Dunking is permitted during the contest.
3. A player may grasp the basket to prevent injury.

## **LINE-UP CARDS**

Line-up cards are due to the scorekeeper's table ten (10) minutes before the scheduled game time. Tardiness may result in a two (2) point bend technical foul being awarded to the other team.

## **PLAYING A FORFEITED GAME**

After a game has been forfeited, both teams may use the court or gym until fifteen (15) minutes before the next schedule game is to begin, without City staff.

## **TECHNICAL FOULS**

1. All technical fouls will result in a \$5 fine which must be paid before the team can play the next scheduled game.
2. Unsportsmanlike Conduct – if a player is removed from a game because of a flagrant technical foul, that participant could be removed from further participation for the remainder of the season.
3. A player receiving two (2) unsportsmanlike technical fouls during a game will be suspended from the game they are currently participating in. They player receiving the technical must also leave the gym area within three (3) minutes. If this procedure is not followed, the team will forfeit the game. An ejection is an automatic two (2) week suspension. Technical fouls will count as one of the five personal fouls that a player may have during the course of a game.
4. Intentional fouls – no free throws will be attempted; the two points will be awarded and the non-offending team will be awarded the ball to put into play on the side.
5. A player receiving a second technical foul of any nature during a game will be suspended from the game they are currently participating in. The game will continue 5v5 if a legal replacement is available, otherwise, the game shall continue 5v4.
6. On all technical fouls, the points will be automatically awarded. No shots will be taken and the non-offending team will be awarded the ball to put into play on the side.
7. A team receiving six (6) technical fouls of any kind during the season will result in the teams' expulsion from the league. Tournament play will not be allowed.
8. Teams will receive an additional two (2) technical foul allowance when the tournament begins. If a team accumulates a total of 8 technical fouls during the season and tournament play, they will be expelled from the league.
9. If a team receives an accumulation of three (3) technical or flagrant fouls, the game will be forfeited. This does not include scorebook error technical fouls.

## **SPECIAL NOTES**

1. There will be no smoking or alcoholic beverages allowed in any of the gyms or buildings being used.
2. Children will not be allowed to run loose in the gyms. Children must be supervised at all times.
3. All specific basketball rules that are not mentioned or are not covered in the City of Greeley rules will follow the [2018-2019 NFHS rules](#).
4. Officials are contracted through [Northern Colorado Sport Officials \(NCSO\)](#).
5. League schedules and standings can be found on <https://www.teamsideline.com>.