

**CITY OF ESTHERVILLE
PARKS AND RECREATION DEPARTMENT**

**2011-2012
MEN'S SLOWBREAK BASKETBALL**

TEAM MANAGERS:

Contents of this packet:

LEAGUE RULES, REGISTRATION FORM, ADD/DROP FORMS

Registration for your team to play in the league will take place on November 17 & 18 (Thursday and Friday) from 7:30 a.m.-4:30 p.m., at the Parks and Recreation Office. Taking out this registration packet does not guarantee that your team will be in the league. The first nine teams who register for Slowbreak and meet all registration requirements will be placed in the league. Entry is on a first come, first serve basis.

First and second place trophies will be awarded.

Entry fee pays for officials, scorekeeper (one/game), time clock operator (one/game), and a trophy fund.

Teams are requested to have numbered jerseys.

Games will be played on Wednesday nights at the High School gym for Slowbreak. A captain's meeting will be held on Monday, November 28, 2011, at 7:00 p.m. in the Council Chambers, City Hall. Games are scheduled to start Wednesday, December 7, 2011.

CITY OF ESTHERVILLE - PARKS AND RECREATION DEPARTMENT

2011-2012 MEN’S SLOWBREAK BASKETBALL

1. REGISTRATION AND RESIDENCY RULES:

- A. All registration will take place at the Parks and Recreation Office in City Hall from 7:30 a.m.-4:30 p.m., on November 17 & 18 on a first come, first serve basis.
- B. All teams must register on the above dates.
- C. Teams with 75% county residents will be given first preference for being placed in the league. Teams must maintain this percentage throughout the season.
- D. Teams with less than 75% county residents will be placed on a waiting list, and will be allowed into the league, if there is room (also see rule #15 and #16).
- E. All players must be 18 years old and no longer in high school.
- F. I.L.C.C. student teams will be allowed in the league if room permits. Teams with 75% county residents will be given first priority. Teams with more than 25% I.L.C.C. students will conform to all rules for nonresidents.
- G. Roster sheets must be filled out with all players’ names, addresses, and phone numbers, and so as to distinguish county residents from nonresidents.
- H. Any one individual may register on only ONE team.
- I. Teams must carry a minimum roster of eight (8) players. Residency applies as follows:

<u>PLAYERS ON ROSTER</u>	<u>NONRESIDENTS PERMITTED</u>
8	2
9	2
10	2
11	2
12 & Up	3

- J. To register a team the following must be presented:
 - 1. The entire entry fee of \$139.10 (sales tax included). Make checks payable to the Parks and Recreation Department.
 - 2. A complete roster.

- K. Failure to comply with any player's eligibility rule will result in the forfeiture of all games won which the ineligible player participated.
2. The Parks and Recreation Department and Board, League Officials, City of Estherville and Public School System are not responsible for any injuries or accidents incurred by the players.
 3. All players must be registered with this office to play in a game. After the first game of the season, new players must be registered at least one day prior to the first game in which the new player wished to participate. No new players may be added for any tournament or other post regular season games. **TO ADD A PLAYER, THE TEAM MANAGER MUST FILL OUT A PLAYER ADD FORM AND RETURN IT TO THE PARKS AND RECREATION OFFICE. THE DATE OF THIS OFFICE RECEIVING THE ADD WILL DETERMINE FIRST DATE HE IS ELIGIBLE TO PARTICIPATE.**
 4. To protect sponsors and managers, players must be released (same procedure as adding a player) officially by the team manager, before being allowed to sign-up on another team.

New players may only be added to maintain the 8-man minimum after January 3, 2012. See rule #3 above

5. Players may only play on one City recreation basketball team.
6. This office is to be notified immediately if managers change, so the new manager will receive all new league information.
7. Under no circumstances will any game be rescheduled except due to adverse weather or an emergency, which makes the gym unavailable. It may be necessary to make-up games on a day other than the regular league night.
8. Any team forfeiting a game without giving this office and the opposing captain 24 hours advance notice will be required to post a \$20.00 forfeit fee, no later than 48 hours prior to its next scheduled game. Failure to do so will result in the forfeiture of the next game. Any team forfeiting twice in one season for any reason will be dropped from the league.

9. The Department of Parks and Recreation reserves the right to suspend any player from competition for any period of time that is appropriate when harmful or abusive language is directed towards officials or members of opposing teams, or there is unsportsmanlike conduct of any degree. Also if an infraction of league rules has been committed. If a participant physically assaults any official basketball personnel, a lifetime suspension will result.
10. Only the team captain or manager is allowed to discuss game situations with referees.
11. The scorekeeper must receive a list of the team roster ten (10) minutes prior to the start of the game.
12. In case of a protest, the team manager must notify the referees, and opposing team manager before the next dead ball; and the Parks and Recreation Office before 4:30 p.m. of the next business day. Protests must be in writing and turned into the Department of Parks and Recreation, along with a \$25.00 deposit. If the protest is denied, the deposit is denied.

13. SCHEDULES

- A. Teams must be prepared to play at their scheduled times. There is no grace period.
 - B. No warm-up time will be allowed between games unless there is sufficient time prior to the next scheduled game.
14. The 2011-2012 National Federation of State High School Associations rules apply, except as preempted by the following:
- A. Teams will furnish their own equipment. Official gym shoes are required.
 - B. Any player receiving 4 technical fouls in one season, regardless of whether they are ejected from any game will be suspended from further competition this season.
 1. Any player being ejected from 2 games will be dropped from further participation this season.
 2. Any player receiving 2 technical fouls in one game will be ejected from the game.

- C. A game will consist of four (4) ten (10) minute quarters of continuous running clock. The clock will be stopped only during the last two minutes of the second and fourth quarters. The clock will stop for time-outs, 2 per team per half.
 - D. Games may start with four players. After the first half, the game will end if the team with four players or less falls behind by more than 25 points.
 - E. Whenever the ball changes possession (i.e. when a basket is scored, turnovers, missed shots) the person who gained control of the ball must not run or pass. He must walk with the ball until the other nine players have crossed the half court line. Opposing teams cannot distract or steal the ball from the person who controls it, and they must immediately go to their own side of the half court line. Teams have 10 seconds to bring the ball across the mid-court line, regardless if a time-out is used or not.
15. One and one free throw shooting begins with the seventh team foul. Two shots begin with the tenth team foul.
16. Overtime will consist of a four-minute period, with a running clock for the first two minutes.
17. **All substitutions must be made in the backcourt.**
18. All school rules will be followed by all league participants (i.e. no smoking, do not wear your game shoes to the gym etc.).
19. To be eligible for the post-season tournament you must:
- A. Be on the original roster turned in with the entry fee and play in a minimum of two (2) games, or:
 - B. Be added to the roster before January 3, 2012, and play a minimum of four (4) games.
20. Everyone is expected to park in the legal areas.

21. The Parks and Recreation Department, Board, League Officials, City of Estherville, or the Public School System are not responsible for lost or stolen articles. Lockers are NOT available. Do not bring valuables into the gym or locker rooms.

22. Any damage done by any team or team members, to the school, or public property while participation in this league will be the responsibility of the team.

This is a direct rule to apply to damage that may occur in locker rooms or to the rim or backboard by a player attempting to dunk the ball. Remember, dunking is only legal during a game, not during warm-ups or intermissions.