

Elizabethton Parks and Recreation Department

**35 and Over  
Adult Basketball Meeting  
January 21, 2010**

**6:00pm**

- I. History of League**
  
- II. League Information**
  - A. Disciplinary Rules**
  - B. Officials**
  - C. Dates to Remember**
    - 1/22 Registration deadline**
    - 1/22 entry fee deadline**
    - 2/2 start**
  - D. Entry Fee: \$350.00**
- III. League Rules**
  
- IV. Bad Weather**
  - A. In the event of bad weather call our office at 547-6440 after 12:00pm**  
**Visit our web site for standings, stats @ [eprsports.com](http://eprsports.com)**
  
- V. Questions**

# Elizabethton Parks and Recreation

## 35 and Over

### Basketball League

#### Rules

### Equipment

1. The Parks and Recreation Department will furnish a regulation basketball during league play.
2. Teams must supply their own ball during warm up periods.
3. Basketball shoes only will be permitted on our gym floor.
4. Teams must wear shirts of the same color and a number must be visible on all shirts that are worn. No Tape for Numbers.
5. Players who do not meet the dress code will not be allowed to play.

### League Roster

1. Each team will be allowed to have up to 25 individuals on a team roster.
2. All players must be 35 years of age or older.
4. Coaches may add players to their roster up to the third game of the regular season, After the third game the roster is frozen and no one else can be added.\*\*  
**Exception for rule 4**, if a player gets hurt or moves then only **ONCE** may you Add **ONE** player to your roster. In Church league if a new person joins the church you may add him or her. Only **ONCE** may you add **ONE** new member.  
In order  
to do this you have to come into the office and take the player who got injured or moved off of your roster, which makes them an ineligible player. Then the player You added has to sit out your next game before they become eligible to participate in our league. Church league coaches, if the player you are adding is a new member then the **pastor** has to come into the office and add his or hers name to the team roster verifying that so and so has become a new member, and will be representing your church in our basketball league. The new member still has to sit out your next game before they become eligible to participate.
5. Players are only allowed to participate in one Division of league play, this being either our church league or open league.
6. Once a player participates for a team he will remain on that teams roster, even if he is on another roster.
7. Church players must attend the church they are playing for.

## **Game Roster**

1. Coaches are responsible for submitting a game line-up at least 5 minutes before their contest to our league staff. Players names and numbers are needed.
2. If a non-roster player participates in a league game the team will automatically forfeit any game that the non-roster player has participated in during league play.
3. All league rosters will be kept on file in our athletic office.
4. Make sure to turn in or email us a roster with just the players first and last name with position and number. This is needed at least 2 weeks before the season starts as we are trying a new score keeping system.

## **League Schedules**

1. The Parks and Recreation Department will draw up league schedules.
2. Once schedules are given to team representatives – absolutely no changes will be made.

## **Time Regulations**

1. Play will consist of two 20-minute halves.
2. Halftime will be 5 minutes.
3. Overtime periods will consist of 2 minutes, then 1 minute, until a winner with the clock stopping the last 20 seconds. The clock will stop only during the last minute of overtime during the first overtime period of 2 minutes.
4. Teams will be allowed to call 2 time-outs per half; these time-outs will not be carried into any other period this includes overtime.
5. Teams will gain one time-out in an over-time period.
6. If a team is ahead by 20 or more points at the 2:00 mark in the last half, the game clock will continue to run and not stop except for time outs.
7. If a team is ahead by 30 or more points at the 2:00 mark in the first half, the game clock will continue to run and not stop except for time outs.

## **Forfeits**

1. A team must have a total of 5 players to begin a contest.
2. If a team has at least 3 players present at game time then the clock operator will put the 20:00 for the first half on the game clock and start it. If that team has the other 2 players show up then we will stop the clock at that point and then take 2 additional minutes off of the game clock and then start the game at that point with that amount of time remaining in the first half. If 10:00 minutes expires off of the game clock then the opposing team will receive a forfeit! If both teams do not have enough, it is a double forfeit and both teams will receive losses.
3. If the removal of an ejected player or coach is not done in a reasonable amount of time, the referee will forfeit the game.
4. A team guilty of playing ineligible player or players will lose the game in which the player participated by forfeit and any other games in which the player has participated in.

## **Game Situations**

1. Players will be allowed to commit 6 fouls.
2. A bonus will occur after the 6<sup>th</sup> team foul.
3. A foul committed after the 10<sup>th</sup> team foul will be an automatic two shot foul.

## **Disciplinary Rules**

1. Each team coach is responsible for the conduct of his players and the fans that are present representing their team. (You can receive a technical foul on your fans.)
2. Cursing or any type of foul language will not be tolerated.
3. Any player receiving two technical fouls will be ejected from the game. The person then must leave the city facility and grounds and will serve a one to three game suspension depending on the severity of the situation and what the board rules.
4. Any team who receives three technical fouls in one game will forfeit that game. That team will then serve a one game suspension.
5. Any team that receives a total of 14 technical fouls will be dismissed from the remainder of the league and tournament. (This excludes minor techs. Example 6 players on court or using a time out when you don't have one.)
6. A player who receives a technical foul must sit out for the duration of the half.
7. Any player who has received a suspension from a prior season still has to serve the suspension prior to playing again. (If a fine was involved it has to be paid also.)

8. Any player or fan that has a problem with the clock or score keeper can not approach either one, only the coach can question the score or what ever situation occurs in an orderly manner. Remember that these workers are only score and clock keepers. If you decided to give these guys a problem then you will receive a technical foul or could be ejected.
9. Any player(s) or fan(s) that want to give the officials a hard time will be ask to leave the facility. A player(s) may receive technical foul(s) along with the team they are playing with. Don't get caught your team could get suspended.
10. Any person found guilty of gross and willful misconduct at any activity sponsored by the Elizabethton Parks and Recreation Department will be barred from any further activity by the department.

## **League Games**

1. All league games will be governed by the T.S.S.A.A. rule's book.
2. League games will be played at the Elizabethton Recreation Center.
3. In the event of bad weather coaches will be notified of cancellations. Players may also call 547-6440 for information or visit our web site at [eprsport.com](http://eprsport.com)

**\*The Elizabethton Parks and Recreation Department reserves the rights to add, delete, or modify any league rules that are in the best interest of the recreation leagues. Should such change occur; the change will be listed on the master rules list on file in the Athletic Office and every effort will be made to notify each coach as quickly as possible. Also the Parks and Recreation has the right to use your name, team name and any photos taken to promote the good of any leagues.**

**Elizabethton Parks and Recreation Department  
David Nanney  
Athletic Director  
300 West Mill St., Elizabethton, TN 37643**

# Elizabethton Parks & Recreation All Leagues

## Rules concerning Ejections And Fighting

1. Any player that is ejected from a game will serve a **two game suspension** and will be fined **\$75.00** for their actions.
2. Any player ejected for fighting will serve a **five game suspension** and be fined **\$150.00** for their actions

**ELIZABETHTON PARKS & RECREATION DEPARTMENT**  
**\*LEAGUE ROSTER\***

TEAM \_\_\_\_\_ DATE \_\_\_\_\_

LEAGUE \_\_\_\_\_ COACH \_\_\_\_\_ PHONE \_\_\_\_\_

I, the undersigned, wish to participate in the Park and Recreation Sports Programs of the City of Elizabethton, Tennessee and do hereby release the City of Elizabethton, Tennessee, the Park and Recreation Department, its supervisors, agents, servants, and employees and all persons involved with the sports programs from any and all responsibility for any injury or other loss or damage which I may sustain, while participating in any sports program sponsored by the Parks and Recreation Department or any activity sponsored by the Parks and Recreation Department. I further agree that I will never, individually, institute any action at law or in equity against the City of Elizabethton, its agents, servants or employees, on account of any injury or other loss or damage sustained or that may be sustained by me and I hereby expressly agree to indemnify the City of Elizabethton, its agents, servants, and employees, against loss from any and all claims, demands, or actions that may hereafter be brought by anyone in my behalf arising out of my participation in the activities of the Park and Recreation Department of the City of Elizabethton, Tennessee.

<u>Player's Printed Name</u>	<u>Player's Signature</u>	<u>Phone</u>
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____
9. _____	_____	_____
10. _____	_____	_____
11. _____	_____	_____
12. _____	_____	_____
13. _____	_____	_____
14. _____	_____	_____
15. _____	_____	_____
16. _____	_____	_____
17. _____	_____	_____
18. _____	_____	_____
19. _____	_____	_____
20. _____	_____	_____