

**CITY OF BROOKFIELD
PARKS AND RECREATION DEPARTMENT**

JUNIOR & SENIOR BUCKS BASKETBALL LEAGUE RULES AND PROCEDURES

NOTE: The current edition of the National Federation Rulebook with the Wisconsin Adaptations applying will be the official rules for the program. Local rules and adaptations will supersede where applicable. Two competing teams or coaches may not agree to alter any rules.

I. ELIGIBILITY AND ROSTERS

- A. All players must reside within the Elmbrook School District and must be currently enrolled in grades 9-10 for Junior Bucks and grades 11-12 for Senior Bucks. Players who graduate from high school in December are eligible to play the remainder of the season.
- B. A player cannot be an official member of more than one team. If a player does sign roster forms for more than one team, they are considered a member of the team with whom they first registered. (Earliest date of signature).
- C. If a player is a member of the full season high school basketball teams they are not eligible to participate in either Junior or Senior Bucks.
- D. Minimum roster size is 10, maximum is unlimited – all players must pay the registration fee.
- E. **PLAYER ADDITIONS** - Individuals who were not included on the original team roster at registration may be added to a team's roster at any time up to February 1st. All additions must complete a registration form and submit the form to our office prior to playing or practicing. No verbal or telephone requests to add players will be accepted.
- F. **PLAYER RELEASES** - Players who have registered to play for a team may be released from that team by the manager. Players who are released are not eligible to play with a new team until they are listed on the new team roster and paid any appropriate fees.

II. EQUIPMENT

- A. **Uniforms**
 - 1. Teams need not have full uniforms; however, teams must have similar colored reversible shirts or jerseys with numbers on the back, taped #'s are not allowed.
 - 2. Each player must have their own individual team jersey with a number. Duplicate numbers are not allowed. The following numbers are legal:
0,1,2,3,4,5,10,11,12,13,14,15,20,21,22,23,24,25,30,31,32,33,34,35,40,41,42,43,44,45,50,51,52,53,54,55.
 - 3. Players must wear gym shoes during the games. **Players may not wear street clothes** while participating in league games.
 - 4. All team names must be approved by the department. Player names must be the actual name as registered. Parks and Recreation Department reserves the right to not allow a uniform with inappropriate language to be used.
- B. **Ball** - A game ball will be furnished by the Parks and Recreation Department. Practice balls will not be provided.
- C. **Jewelry – Casts**
 - 1. No jewelry of any kind may be worn during basketball games. Jewelry cannot be covered with tape -it must be removed. Jewelry –Casts-Hair Accessories-All exposed items that are judged hazardous or potentially dangerous by the referee may not be worn during the game. This includes, but is not limited to, casts, splints, wristwatches, large rings, bracelets, neck chains, hair accessories or earrings that extend below the ear lobe.

III. PLAYERS AND SUBSTITUTES

- A. **Line-Ups**
 - 1. Coaches should supply the scorer with a squad list, including first and last names and numbers, at least ten (10) minutes before the scheduled starting time.
 - 2. Teams must have five (5) players to begin a game.
 - 3. All players on the official line-up sheet must be registered with **THAT** team. Players from other teams may **NOT** be added for the purpose of having sufficient players for the game.
 - 4. Girls teams may only have one male player on the court at a time. No Exceptions

IV. THE GAME**A. Start of the Game**

1. Teams shall be prepared to start games at the designated time.
2. There is a five (5) minute grace period (beginning at the designated start time) for the start of the game if a team is short of players, however, a minimum number of five (5) players must be on the bench once the five minute period expires or the game will be declared a forfeit. Example: Game time is scheduled for 7:00 p.m.; your team must have 5 players at 7:05 p.m. or your team forfeits.
3. Coaches and players will be assigned to a team bench, and will keep that same bench for the entire game. Switching benches at halftime is not permitted. Coaches must follow the “seat belt” rule, standing during the game is not permitted; please coach from sitting down on the bench.
4. Only the team that is getting ready to play is allowed on the court; visitors who are not on a team are not allowed to shoot around, or practice/be on the court etc.
5. A maximum of three (3) coaches, scorers, etc. are permitted on the team bench.

B. Timing Factors

1. The game will be played in two (2), twenty minutes halves.
 - a. Half-time will be five minutes in length.
 - b. Overtime periods will be four minutes in length.
2. Each 20 minute half will have a running clock except for the last 2 minutes of the second half and overtime. The last two minutes will be regulation time. The only other time that the clock will stop is for an injury or time-out.
3. The official must handle the ball on all out-of-bounds plays.
4. If a team has a 15 point or more lead in the final two minutes of the half, the clock will continue to run until the lead is less than 15, or the game ends.
5. Each team receives three time-outs per game. They may be used at any time and will carry over into overtime. Teams will receive one additional time-out per overtime period.

C. Three Point Shot

1. Three point shots will be allowed if the gym floor is clearly marked with a three point shooting line.

D. Bonus Rule

1. The bonus rule will be in effect when the 7th team foul is committed in the half. (I.e. Teams will shoot on the 7th foul). Double Bonus on the 10th team foul (two shots).

E. Dunking

1. There is no dunking at any time in any facility. No dunking, touching or grabbing of the rims will be allowed. Hanging on the rim is also not allowed.
2. Violation of this rule before or during a game will result in a two technical fouls and automatic ejection from the game. The violating player will also be suspended for the next scheduled game for their team.
3. If the Parks & Recreation office is notified that teams are dunking the ball at any of the practice facilities, their practice permit will be cancelled.

F. Game Cancellations/Postponements/Inclement Weather

1. There will be no postponements unless the Parks and Recreation Department notify the managers of the participating teams prior to the game or in case of emergency cancellation of gym use.
2. The Parks and Recreation recorded message line for emergency bad weather conditions is 262-796-6700.
3. All postponed games will be rescheduled by the Parks and Recreation office.

G. Technical & Intentional Fouls:

1. Automatic two points and the ball at the division line for the team not receiving the

technical.

2. Any player, coach or manager who receives three (3) technical fouls for any reason during the season will be suspended for the remainder of the season and must appear before the League Coordinator before that individual is allowed in the program in the future.
3. If a team receives three (3) technical fouls during a game for any reason, that team will forfeit the game immediately upon receiving the third (3rd) technical foul

V. FORFEITURE OF GAME

A. Teams will forfeit a game when:

1. Any player's residence is falsified on the player registration form.
2. A team will automatically forfeit when an adult (21 years or older) manager is not available at the team's bench and a responsible scorer is not provided at the scheduled starting time.
3. An ineligible or suspended player is used.
4. An ejected player refuses to leave the premises.
5. A team fails to field the minimum number of players by the scheduled game time.
6. Continued unsportsmanlike conduct after a warning by the referee or authorized official of the Brookfield Parks & Recreation Department.
7. Should both teams forfeit a game due to ineligible players, then both teams will receive a loss in the standings.

B. Forfeit Fee

1. The **forfeit fee is \$30.00** payable after a forfeit but prior to the next scheduled game. If the forfeit fee is not paid by the next scheduled game, they will forfeit that game.
2. A team will be charged \$30.00 per forfeit. Upon a team's second forfeit, they will be ejected from the league.

C. The Parks, Recreation & Forestry Department should be contacted at least three days prior to game date if a team plans to forfeit its game.

D. Games will **NOT** be rescheduled to accommodate teams with players not available on scheduled dates.

VI. COACH/MANAGER RESPONSIBILITY

A. **All teams must be coached and supervised at all times by an adult, 21 years of age or older.** Each coach/manager shall submit team roster form & player registration forms, and all fees to the Parks & Recreation office in accord with deadlines, and notify players regarding schedule and communications from the Parks & Recreation office. B. Each coach/manager shall be completely responsible for his/her team's knowledge of all rules and policies as specifically indicated herein. **Personally explain these policies and rules to your players.**

C. Team coach/managers or an adult assistant (**21 years of age or above**) must be present with each team **at the team's bench** for the duration of each game and have control of their team at all times. Games will be declared a forfeit if an adult is not present at the scheduled starting time.

VII. PLAYER CONDUCT

A. Players are responsible for their conduct at all times.

B. By the act of participating, all sponsors, teams, players, managers, and coaches acknowledge that they are acquainted with and will abide by all League Rules.

C. Profanity, possession or drinking of alcoholic beverages, excessive baiting and jockeying, unsportsmanlike conduct or making physical contact with game officials will be cause for immediate ejection from game by game officials and may be cause for suspension (up to one calendar year) by the league coordinator of the Parks & Recreation Department.

D. The referees have been instructed to call flagrant fouls on players who, **in the opinion of the referee**, commit a physical foul that is deemed to be retaliatory or intentionally hurtful in nature. Such players are to be immediately ejected from the game and the building, and will also be suspended for the next scheduled game for his/her team. Flagrant fouls will count as two technical fouls.

E. Ejection from a game will constitute automatic temporary suspension through the next regularly scheduled league or playoff game. Two ejections during the season will automatically constitute

suspension for the duration of the current season.

- F. An ejected player will immediately vacate the playing area and desist from further comment or action. For the purpose of this rule, the "playing area" will be taken to mean, "far enough away from the court of play so that the ejected player, in the opinion of the officials, has no effect whatsoever on the game, its players, officials or spectators".
- G. Bench conduct by players and coaches must be positive and directed towards players on your team. Players and coaches who make negative comments towards another team or an official may receive a technical foul.
- H. Coaches must control the players on their teams. Our staff will expect your assistance if a player cannot control themselves. Please assist us in keeping this program viable. Coaches must be present at game time. If not, the grace period of five minutes will be used.

VIII. PROTESTS AND SUSPENSION APPEALS - LEAGUE COMMITTEE

Protests are not in the spirit of the league and are strongly discouraged. No protests will be accepted on the official's judgment of a play.

- A. The officials and opposing team manager must be notified of the pending protest prior to the next play following the situation to be protested.
- B. If a **coach/manager** has reason to protest a game, such protest must be in writing and delivered to the Parks & Recreation office on the next business day, between 8:00 a.m. and 5:00 p.m. A \$20.00 protest fee must accompany any protest. If the League Committee rules in favor of the protesting team, the fee will be returned; otherwise, the fee shall be forfeited to the City.
- C. The League Committee will rule on any protest, suspension, appeals, and any other matters of league concern not specifically enumerated within this operating policy or the National Federation Rulebook.
- D. The League Committee will consist of members to include; the League Coordinator, and other individuals appointed by the Recreation Department who are knowledgeable about basketball. Committee membership will be for one year, December through November.

IX. AWARDS

- A. Individual T-shirts for the regular season champion. Individual T-shirts will be given to the team that wins the tournament.
- B. For purposes of final standings, any ties will be resolved by awarding the place to the team that won the most games between the two during the season.
 - a. No playoff games will be scheduled.
 - b. Tournament brackets will be drawn based on end of regular season standings.
 - c. If 2 or more teams are tied, head to head competition will determine the seeding. If still tied, total points scored minus total points given up between the two teams will determine seeding.

X. SUPERVISORS/OFFICIALS/SCORER-TIMERS

- A. **Supervisors** - Supervisors assigned by the Brookfield Parks and Recreation Department are responsible for the total operation of the program and facilities. The Supervisor has the authority to assess technical fouls to players for conduct, which they feel, is inappropriate before, during and after games.
- B. **Officials** - Game officials are representatives of the Brookfield Parks & Recreation Department and are officially in charge of each game.
 - 1. Officials will discuss rule interpretations only with coaches of the competing teams.
 - 2. Officials are empowered to eject players and coaches from games for violations of official rules and regulations or unsportsmanlike conduct.
- C. **Scorers** – All teams must supply a responsible score keeper to work each game at the score table. If one is not supplied the team will forfeit. We will staff a timer for all games.

- XI.** Any circumstances arising that are not covered by the National Federation Rulebook and the "Junior and Senior Bucks League Rules and Procedures" will be left to the discretion of the Brookfield Parks & Recreation Department.