

BIG FOOT RECREATION DISTRICT 2012 MEN'S FULL COURT BASKETBALL LEAGUE

REGISTRATION

Teams may register at the Recreation Office between the hours of 8:00 a.m. and 4:00 p.m. Monday - Friday. **Deadline to register is Wednesday, January 11th at 4:00 p.m.**

MANDATORY COACHES MEETING

All registered teams must have a representative attend the Coach's Meeting on Wednesday, January 18th at 6:30 p.m. in the Big Foot High School Commons.

FEE

\$450.00 / team. This fee includes league play and the post-season tournament.

ROSTERS

A complete team roster is required for all teams. Completed team rosters and waivers must be turned in to the Recreation Office at the time of registration. All roster changes must be submitted prior to the start of the third scheduled game. Players are responsible for having a picture I.D. at the game site. Failure to do so will result in being considered ineligible. **Limit 12 players per team.**

ELIGIBILITY RULES

An individual must be 18 years of age or older. Professional athletes presently playing basketball or persons affiliated with a professional or semi-pro basketball team are not eligible. Players in high school are not allowed to play during WIAA season.

***UNIFORMS**

Each team must have identical colored and styled jerseys with a permanently attached number on the back (preferably both sides), in 6" numbers. Duplicated numbers are not allowed. Gym shoes are required. **Color choices are on a first come/first serve basis and must be approved by the Recreation Director.** Teams are required to have their uniforms prior to the first game.

SCHEDULES

A copy of the schedule will be given to each team captain three days prior to the first game. It is the responsibility of the captain to inform all of their players of the schedule.

LOCATION

All regular season and tournament games will be played at Big Foot High School's Main Gym, 401 Devils Lane, Walworth, WI 53184. League play will begin Wednesday, January 18th.

***PLAQUES**

*A team plaque will be awarded to the first **and second** place finisher in the **tournament.**

***LINE-UP**

*Teams must start the game on time, regardless of the number of players present. **A game may start with 4 players on the court, teammates can join in once they arrive.** If an ineligible player is caught by the opposing team during the game, that team will forfeit the game and pay a team fine of \$25.00 per game. All games played with the illegal player will be forfeited, and recorded by the league standings.

MANAGERS/CAPTAINS

The Manager/Captain is the spokesman for the team and is the only one who may question or protest a decision by the referee or league supervisor. They are also responsible for the conduct of their players and spectators.

TECHNICAL FOULS

Any player receiving a technical foul, with the exception of any technical assessed as a result of errors in the score book, must pay a fine per technical foul before the start of the next scheduled game. *(If this fine is not paid, the player will not be allowed to return to play.)*

PROTESTS

A protest of a game must be submitted in writing to the Recreation Office by Friday following the Wednesday game. However, the protest must be announced at the time of the problem. Only an interpretation of a rule or the eligibility of a player can be protested. A \$25.00 protest fee must accompany the protest request, which will be refunded if the protest is granted. The League Supervisor, Recreation Staff, and Official Scorekeeper will make determinations on protests and all decisions will be final.

STANDINGS

As the league progresses, the league standings are defined by the following criteria:

- a) Total Wins & Losses
- b) Head-to-Head competition between teams with the same record
head-to-head point differential
- c) Average points allowed for the season (Any forfeited games automatically lose average points allowed competition)

***GAME RULES**

The 2011/12 WIAA Rules will govern play, with the following exceptions:

1. Games will consist of two (2) twenty (20) minute halves.
2. The clock will stop the last two (2) minutes of the first half and the last two (2) minutes of the second half on fouls, out-of-bounds, dead-ball situations and time-outs. The clock *will stop anytime during the game for a time-out. The clock will not if there is a score difference of 20 points or more.
3. Halftime will be five (5) minutes long. Teams will be allowed a five (5) minute warm-up prior to the game.
4. Dunking, hanging on the rim, or intentional contact with the rim will not be allowed at any time, including warm-ups. This will result in a technical foul on that player/team, including that basket not counting. Players CAN occupy or control the ball directly over the rim, as long as they do not make contact with the rim.

5. Each player will be allowed five (5) personal fouls.
6. Each team will be allowed two (2) one-minute time-outs & two (2) 30 second time outs per game. One (1) one minute time-out will be allowed for each overtime period. Time-outs will **NOT** carry over into overtime periods.
- *7. Overtime periods will start immediately following a one-minute break. The first shall be three (3) minutes long with the first two (2) minutes using a running clock and the last minute stopping. For second and subsequent overtime periods, overtime will be a one-minute period from a jump ball start. The clock will stop on fouls, out-of-bounds, dead-ball situations and time-outs.
8. The only foul shots that will be taken are:
(Players are allowed to enter the lane on a free throw once the ball is released from the shooter's hand.)
 - a. For fouls committed while the player is in the act of shooting. One shot if the basket is good, two shots if the basket is missed, and three shots if fouled beyond the three point line.
 - b. For the seventh foul on a team (Bonus) the player fouled will be awarded one shot plus the bonus if that shot is made. On the tenth foul in a half, the player will be awarded two shots.
 - c. Technical fouls: Automatic two points, and ball out of bounds. – no free throws!
 - d. Intentional fouls: Automatic two points, and the ball out of bounds.

REMINDER: THE CLOCK DOES NOT STOP DURING ANY FREE THROW OPPORTUNITY UNLESS IT IS IN THE LAST TWO MINUTES OF A HALF.

9. A player receiving two (2) unsportsmanlike technical fouls or one flagrant foul during a game is automatically ejected from the game and suspended from the next scheduled game.
10. Any combination of three (3) unsportsmanlike technical fouls on the same team will result in forfeiture of the game with the exception of any technical fouls assessed as a result of administrative errors or delay of game, unless intentional.
11. Alternating possession will be used in place of jump balls occurring during the game play. (Not to include: tip-off and O.T. tip-off.)
12. During a free throw, the lowest defensive player may stand directly on the painted block of the lane. That player must not stand beyond that painted section.

CONDUCT

1. There will be NO smoking, chewing tobacco, or drinking alcohol allowed on Big Foot High School property. We must adhere to all facility policies or risk losing the use of the facility.
2. Any player under the influence of alcohol or drugs will automatically be prohibited from playing and required to leave the property.

3. Spitting on gym floors will not be tolerated, players will be asked to clean up any mess and after repeated reminders the player will be ejected from the game.
4. Any player who threatens, hits, pushes, shoves or in any way touches a Referee, Recreation Department Personnel, another player, or a spectator will be removed from the game and permanently suspended from all Recreation programs for one (1) full year. A player removed from the game for any reason must leave the playing area and facility.
(Non-compliance will result in team forfeiture + fines.)
- *5. Teams are responsible for the conduct of their spectators. **The area of the team bench, including spectator area is considered the bench. Any physical attack or verbal abuse by a spectator may constitute technical foul and will contribute towards a team's technical foul count. Gross misconduct may result forfeiture of a game.**
6. Any damage to property and/or unsportsmanlike behavior will result in immediate ejection from game, fine and responsibility of replacement of the broken or damaged item(s).
7. Vulgar language/swearing will not be tolerated and will be considered a technical foul!
8. Taunting: A player that repeatedly talks to or makes comments in regards to an opposing player or team will be assessed a technical foul. This is not limited to the playing court, and can be called by the officials, scorekeepers, recreation district staff, and/or league administrator.

SEE FINES AND SUSPENSIONS FOR ALL VIOLATIONS

FINES (See *Fines and Suspensions*)

Technical Foul: First Technical Foul - \$5.00
 Technical Fouls Thereafter Throughout the Season - \$10.00

Damage to Equipment: The individual/team breaking or damaging the equipment/item will be solely responsible for reimbursement or replacement of the item.

The "TEAM CAPTAIN" takes on the monetary responsibilities of any of their players. If the player does not pay the fine, they will not be allowed to play. If an individual damages equipment, and does not pay, the team captain will be responsible for the incurred costs.

ATHLETIC LEAGUE FINES & SUSPENSIONS

The following is a list of fines and suspensions that apply to all coaches, managers and players in all Big Foot Recreation District athletic programs. **All fines must be paid prior to the start of the team's next scheduled game. Unpaid fines will result in forfeiture of all games until the fine is paid in full.**

1. FIGHTING ANYWHERE ON FACILITIES OR GROUNDS OF RECREATION SPONSORED EVENTS will result in a **one-year suspension for all individuals involved.**

2. INVOLVEMENT IN ROUGH TACTICS will result in **immediate ejection from the game at the discretion of the umpire / official. (See fines for ejection from the game)**
3. HARASSMENT OF AN OFFICIAL will result in **immediate ejection from the game at the discretion of the umpire / official. (See fines for ejection from the game)**
4. THREATENING AN OFFICIAL OR SUPERVISOR will result in immediate ejection, fines, and a **one-year suspension.**
5. TOUCHING, PUSHING OR STRIKING AN OFFICIAL OR SUPERVISOR will result in **permanent suspension from all Recreation athletics.**
6. USE OF PROFANITY will result in:
First Offense: \$5.00 Technical Foul Fine
(Two technical fouls in one game = ejection + fines & suspension)
Any Offenses Thereafter: \$10.00 Technical Foul Fine
7. EJECTION FROM GAME will result in:
First Offense: \$25 fine & one game suspension.
Second Offense: \$50 fine and two game suspension.
Third Offense: One year suspension from all BFRD programs.
***Ejected players must leave the facility immediately. Team forfeiture will result in non-compliance. Ejections will transfer into all tournaments.**
8. TEAM FORFEITING (without prior notice) will result in:
First Offense: \$50 fine
Second Offense: \$75 fine
Third Offense: Suspension from league for remainder of season. No league fees will be refunded. Fines transfer to future leagues and/or programs.
9. DAMAGE TO EQUIPMENT OR PROPERTY will result in **immediate ejection from game along with the responsibility of replacement and labor costs.**

ELASTICITY CLAUSE

Any enforcement procedures, which are not stated herein, may be enacted by the league supervisor or referees as necessary to provide for the recreational enjoyment of players, supervisors, and spectators.

For additional information, please contact:

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