

**LAWRENCE PARKS AND RECREATION DEPARTMENT**  
**Basketball League Constitution and By-Laws**

I. Objective:

- A. To provide an opportunity for men and women to play organized basketball stressing fair play and sportsmanship.

II. Management & Authority:

- A. The general management of this league shall be vested with the Adult Sports Supervisor and final authority with the Lawrence Parks and Recreation Department.

III. League Supervisor (s) and Board of Governors

- A. The League Supervisor (s) shall be appointed by the Lawrence Recreation Department.  
B. The Board of Governors, Five (5) in number, will be appointed to serve for the playing season.  
(1) Any vacancies henceforth occurring will be filled by appointment from the Adult Sports Supervisor.  
C. The Board of Governors shall handle all protest that the Adult Sports Supervisor feels should be brought to their attention.

IV. Player and Team Rosters

A. Team Rosters

- (1) A team shall consist of no more than 20 players.
- (2) Rosters will remain open during the current season.
- (3) A player who signs a roster with a team belongs to that team until the said team Manager releases the player.
- (4) A player can sign a roster to play on two teams, but not in the same league.
- (5) Team manager must come to the Sports Office and release team members.
- (6) A player's signature is required on roster form. Team participants must sign their own name on roster form. Penalty: Team will be placed on probation for a minimum of one year & subject to forfeit any and all games played in.

B. Player Conduct

- (1) Players will conduct themselves at all times according to the rules of the game.
- (2) Unsportsmanlike technical fouls:
  - a. \*1<sup>st</sup> technical: Immediate ejection must leave and get out of site and sound of the gym. Player is then banned for ½ a game. (*ie. If a player receives technical if the 2<sup>nd</sup> half they are not eligible till the second half of their next league game*)
  - b. \*2<sup>nd</sup> technical: same as 1<sup>st</sup>, immediate ejection plus 2 game suspension in any and all leagues in which the player participates.
  - c. \*3<sup>rd</sup> technical: player is automatically disqualified for one year, from the date of occurrence, from participation in any and all of the Adult Basketball leagues. **Technical fouls will be accumulated throughout the 2016 LPRD Basketball programs.**
  - d. ***\*\*Any team that receives three (3) unsportsmanlike technical fouls during a game will automatically forfeit the game and will be placed on probation for the remainder of the season. If any player from that team is ejected from any other games, the manager will be suspended for a minimum of one game.***
- (3) Any player or representative of a team that verbally harasses an Official or opposing team player(s) before, during, or after a game will receive a minimum of (1) one year probation and player's team can receive same degree of penalty.
- (4) Any player who strikes, intimidates, or deters any official, representative of the Parks and Recreation Department, or player(s) will be prohibited from playing or coaching in any league(s)

sponsored by the Parks and Recreation Department for a minimum of two (2) years. Adult Sports Supervisors discretion as the case may warrant.

- (5) The Parks and Recreation Department reserves the right to disqualify any player, coach, or team who does not follow the rules of the league.

### C. Starting Time and Forfeitures

- (1) It is the responsibility of each team to be on time.
- (2) A team must have at least four (4) players to start.
- (3) Game time is starting time. \*if one team does not have (4) players, a 10-minute grace period can be given at the discretion of the other team's manager. If both teams are short of 4 players, both teams will have up to 10 minutes to field their four players or will forfeit. The game will begin as soon as the teams have four players. Teams not ready to play at game time, or after a 10-minute grace period if granted, will forfeit.
- (4) Two (2) forfeits and the team is automatically out of the league for the season. No refund of entry fee.
  - a. If teams are unable to play, we encourage them to contact the Adult Sports Office by no later than noon on the day of the game or noon on Friday for weekend games so that the opposing team's manager can be contacted. If a team forfeits any games without contacting the Adult Sports office within the time mentioned above, that team will not be eligible for league championship awards. The Adult Sports office will not reschedule any games other than those cancelled by the league office.

## V. Protests

### A. Legal Protests

- (1) The only legal protest is one which involves a violation of playing rules or use of an ineligible player.
- (2) A protest based on a play, which involves an official's judgment, is not legal and officials are instructed not to accept protests of this nature.
- (3) The protesting manager shall immediately notify the official. This shall be done before any succeeding play begins. The officials shall announce that the game is being played under protest, but failure of the official to make this announcement shall not affect validity of the protest.
- (4) A protest form, available at the Parks and Recreation Department office shall be completed and returned within forty-eight (48) hours. Accompanied with the protest must be twenty-five dollars (\$25.00) which acts as a security fee. If the protest is upheld the security fee is returned. If the protest is disallowed, security fee is forfeited to the league funds.

## VI. Postponements and Rescheduling

- A. The Sports Supervisor will only re-schedule games which are postponed by bad weather or very unusual conditions. The Sports Office will make every attempt to keep rescheduled games on the same nights of the week that the various leagues and division normally play. Rescheduled games will not be rearranged or rescheduled to meet an individual's particular need. Reschedule games will be available after 1:00 PM the following day and will be added to the bottom of your online schedule. Weather cancellations call 371-4980 (listen to the prompts) or log on to <http://www.lawrenceks.org/lprd>, click the RainoutLine.com logo and select your desired location. Decisions are not made until 4:30 PM. We encourage participants to sign up for the notifications that the rainout line provides on their website.

## VII. Uniform Regulations

- A. Each team must wear same color jerseys with a permanent number, not taped on. Each member of the team must have different numbers on their jerseys. Teams must have shirts for the first scheduled game.

VIII. \*NEW 2016\* League Awards:

- A. Team t-shirts will be awarded to the tournament champion in each division. Tournament seeds will be determined by win / loss records. If two or more teams have the same record at the end of the season, the tie will be broken in the following manner:
- (1) Head-to-head win / loss record (winning percentage).
  - (2) If teams split head-to-head meetings, the total score differential in the games involving the tied teams will be used to break the tie.
  - (3) If there is still a tie, step A above will be used involving the games between the tied teams and the next highest placed team. If there is still a tie, step B above will be used in the same manor.
  - (4) If there is still a tie, the placement will be decided by a coin toss at the league office.
  - (5) Should three (3) or more teams be tied for a place finish, the tie will be broken by computing the win / loss record (winning percentage) in head-to-head competition with the other tied teams. Should the win / loss percentages show that the teams are still tied, then the methods mentioned above (B, C or D) will be used to break the tie(s).

IX. Game Procedures: National High School Federation rules will be followed, except as stated below.

- A. Players must be on Team Roster before allowed to play legally in a game.
- B. Free throw on non-shooting fouls: 1-1 on seventh and 2 shots on tenth team foul in each half.
- C. Schedule based on a (7) seven game format.
- D. Please read your Constitution and by-laws, and Rule Book, should you have any questions, call 832-7920. Rule Books available at the Sports Office at the Community Building, 115 West 11<sup>th</sup> Street.
- E. Twenty (20) minute halves, clock runs except for last three minutes of each half, and during time-outs. Half time is a five-minute period. Time-outs will last (1) one minute. \*\*\*Two time-outs per half no carry over from first half to second half. Second half time-outs can carry over to overtime. Three minute overtime period.
- F. If a team is trailing by twenty or more points in the final three minutes of the game, the clock will not stop. This rule takes effect as soon as a team is up by twenty points in the final three minutes (even if the lead drops below twenty points, the clock will continue to run).

X. Coed Rules: All regular 5 player Intramural Basketball Rules are in effect along with the following coed specialties.

- A. Each team will consist of five (5) players; 2 men and 3 women OR 3 men and 2 women at all times. Four players (two men and two women) are required to start the game.
- B. Substitutions do not have to be on a man-for-man or woman-for-woman basis. However, a team must have a plus/minus one ratio on the court. **Note:** There is no rule concerning guarding only members of the same gender.
- C. Field goals scored by **men** shall be worth 2 points (3 points for a field goal made beyond the three point line) each. Free throws are worth 1 point each.
- D. Field goals scored by **women** shall be worth 3 points (4 points for a field goal made beyond the three point line) each and free throws shall be worth 2 points each.