

City of Coppel Parks & Recreation Department

Men's Basketball League By-Laws



All games will be played in accordance with the current NCAA , Texas Amateur Athletic Federation, and Coppel Parks and Recreation rules and guidelines.

A. Roster

1. Roster limit – 12 players.
2. There will be **no roster changes** after 1st game. Only under extreme circumstances will a player be added.
3. A player may **only** play on **one** (1) team per season.
4. All players participating in the league shall have attained the age of sixteen (16) prior to their team's first league game. Sixteen year-old players meeting this requirement may be required to provide a copy of their driver's license, which proves their age.
5. Any team using a suspended or ineligible player will forfeit each game in which that player participated.

B. Equipment/Uniforms

1. All players on each team must wear jerseys that are matching in color and which have a permanently affixed, non-duplicated four inch (4") number on the front and a six inch (6") number on the back of jersey.
2. Teams need to be prepared with an alternate game jersey, in the event of a color conflict; the home team will have to change. Color discretion will be left up to the officials.
3. **Teams will have a one-game grace period for getting uniforms.**
4. Players must wear shoes that are designed for indoor basketball court surfaces. No "turf shoes" or other black soled shoes will be allowed. Players may not play barefooted or in stocking feet.
5. Referees may ban any equipment that they deem as unsafe or illegal.
6. No jewelry may be worn during practices or games. Exception: Medical Condition Identification Jewelry.
7. The Parks and Recreation Department reserves the right to approve/disapprove any team, logo, language or uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a family-oriented environment.

C. Playing Rules

1. Teams will play a pool of round robin games and then be seeded into a single elimination tournament to determine league winner.
2. A line-up must be turned into the Official Scorekeeper prior to game time. Line up must include **last name, first name, and jersey number**. Teams should be present fifteen (15) minutes before game time.
3. Game Clock: an official game shall consist of two (2) twenty minute halves with a running clock for the first eighteen (18) minutes of each half.
 - a. The clock stops only for timeouts. The game officials may use their discretion to stop the clock for injury, ball retrieval, etc.
 - b. A regulation clock will stop for all whistles the last two minutes of each half.
4. HALF-TIME: a five (5) minute half-time will be observed.
5. TIMEOUTS: Each team shall be allowed four (4) one (1) minute timeouts per game.
6. OVERTIME: Each overtime will consist of a three (3) minute period with the clock stopping for all whistles during the entire period. Each team will be given one (1) extra timeout.
7. POINT SPREAD RULE: A point ahead rule of twenty points (20) will be used in all adult basketball games.
 - a. If a team is ahead by twenty points (20), the clock will not stop except for injuries and timeouts until the team ahead is ahead by less than twenty points (20).
8. SHOT CLOCK: A shot clock will not be in effect.
9. Teams must start a game with five (5) players but may finish a game with four (4) or less.
10. Dunking is permissible. Hanging on the rim is prohibited, except in the event of attempting to prevent injury. Unnecessary hanging on the rim will result in a technical foul. **Dunking is prohibited during warm-ups.**
11. The official score-keeper is considered a third official.

D. End-of-Season Tie-Breaker Procedures

1. If two teams are tied, the following steps will be used to break the tie, for the purposes of awards and/or tournament seeding:
 - a. Head-To-Head Game Results
 - b. Total Points Scored in Season
 - c. Coin Toss

E. League Championship

The top eight (8) teams will be seeded based on regular season results and entered into a single elimination tournament. The tournament winner will be the League Champion.

F. Awards

1. League champion will receive an award or t-shirts

G. Team Advancement

1. League champion may have the opportunity to advance to the T.A.A.F. State Championship Tournament in the Men's Major Division. The City of Coppell is eligible to send one team to the Men's major division state championship tournament. Tournament teams will be responsible for their registration fees and all associated expenses.

H. Inclement Weather Information

In case of inclement weather please refer to the City website at www.coppelltx.gov, www.teamsideline.com/coppell or the City of Coppell Facebook and Twitter accounts.

I. Conduct/Discipline Policy

1. Any player, coach, or manager ejected from any league game will be suspended for a minimum of one (1) league game. Attendance at league games while serving suspension will not be allowed.
2. Players, coaches, and managers who have been suspended must leave the facility and grounds immediately or the team will forfeit the game.
3. Each team manager/coach will be held responsible for the conduct of their fans/spectators.
4. Physical violence, especially attacks on a game official immediately before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league play or indefinite suspension in all league play, subject to an annual review if request.
5. The referees, score-keeper, league supervisor, facility supervisor and/or their designee have the authority to remove players, coaches, or spectators from the game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to profanity, threats of any kind toward the referees, scorekeepers or players, fighting (before, during, or after the game), or any flagrant foul as determined by the referee.
6. A player is only allowed a total of five (5) fouls per game; this includes personal and technical fouls. A player will be warned when they are on their fourth foul.

J. Protests

Must be filed in the following order:

1. Must be filed before game in question is completed.
2. Notify game officials and give details of protest.
3. Protests cannot be made on judgement calls of officials.
4. Protest on eligibility of player(s) will be considered only if made by an opposing coach/manager during that game.
5. Rule interpretation protests must be filed before the end of the game in question.
6. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook.
7. Protests must be submitted in writing within 48 hours of filing. Protests must be submitted to the Recreation Programs Manager along with a **\$25.00** fee. If protest is upheld, the fee will be refunded.

The Coppell Parks & Recreation Department has developed these rules and regulations to accommodate a smooth-running program. The officials calling this league are instructed to carry them out to the letter. They will receive full support from this department on any action they may take.

The Coppell Parks & Recreation Department reserves the right to delete or add any rule that in the opinion of this department will help to make a smoother running league.