

Chicopee Parks & Recreation Department

Men's 2021 – 2022 Basketball League Rules & Regulations

Any scores or info can be emailed to me at jmercerc@chicopeema.gov

Governing Board:

Section A:

The League will be governed by the League Director, who shall be the representative of the Chicopee Parks & Recreation Dept. This year the League Director will be Jamey Mercer, assisted by Sean Carroll

Section B:

Any individual, player, coach, manager, sponsor, etc. associated with the Chicopee Men's Basketball League must appear before the League Director on any matter pertaining to the League before that individual presents the matter to any other group, commission, committee, or individual.

Any individual, player, coach, manager, sponsor, etc. who violated this procedure will be penalized as follows:

Player, coach, manager – 5 game suspension

Sponsor – elimination of sponsorship the following season.

Other – to be determined by the Parks Dept.

Section C:

All meetings are mandatory and must be attended. Any manager or team representative who is not in attendance at any meeting called by the League Director will be responsible for obtaining all pertinent information of that meeting for their team. It is not the responsibility of the Director to inform the team. If the manager or coach is unable to attend, he must appoint an alternate person to represent his team to attend the meeting to be certain all information from that meeting is obtained.

League Organization

Section A: Number of divisions in this league is determined by the number of teams.

Qualifications: Men/Women who are at least 18 years of age or older, who are bona fide residents of the City of Chicopee, and are not high school students nor a member of any college, freshman, sub-varsity or varsity basketball team are eligible to participate on a team in this division. Ages are computed as of October 1st of the current year.

Divisions: Divisions this year will be determined after **number of teams** has been accumulated. These are broken up into divisions from the highest quality of play to less competitive play.

1. The League Director, reserves the right to place a team in a division in which it feels would be in best interest of the League.
2. The following may be used as a guide to align divisions:
 - a. Teams may be placed in a division based on the previous year's standings.
 - b. The top team in a division other than "Highest Division" may be moved up one division if that team won the league the previous year, won their division back to back, Players listed on official roster or if the League Director so deems it.
 - c. The bottom two teams in a division other than the new team division may be moved down one division if the League Director so deems.
3. In the event a team is entered by an industry of Chicopee, all players must be full time employees of that industry and meet the approval of the league.

Section B:

Rosters:

1. No player can play for more than one team in the League during the season. **Once a player plays for one team, that's the team they must play for the rest of the season.**
2. Players can play for other City teams outside of Chicopee and also play for a team in the Chicopee Men's League, as long as they are legal players and on the Chicopee City roster.
3. No player can play on any semi-pro, ***college, high school***, or other travel teams, and also play for a team in the Chicopee Men's League.
4. Players who are listed on a current league roster as non-residents may remain as players in the League with a \$25.00 non-resident fee. ***Any team with more than 5 non-residents must meet with the League Director to clear the roster, and to determine the addition Non-Resident fee.*** This fee will be separate from the League fees and has been sanctioned by the Chicopee Parks & Recreation Commission. Any such player who fails to pay the non-resident fee or plays illegally will be removed from the team and that team could forfeit their participation in the Chicopee Men's Basketball League. Any game(s) that the illegal player played in will be forfeited. **All non-residents must be paid for before the play in any League game or once added to a roster.**
5. Each team must have a coach or manager who may be also listed as a player. This person is responsible for submitting team rosters and for the conduct of all players on the roster during that game, and for all of their actions while within the school building. The team representative is also responsible and guarantees that all League fees and costs associated with League participation will be paid in full. Failure to pay in full will result in all players that are listed on that team's roster to become ineligible for play within any of the cities leagues.
6. Team rosters must be submitted to the Parks & Recreation Office no later than 5:00 PM on the date specified in the meeting notice. Rosters are limited to twenty five (25) players. **Teams can add and subtract players to the roster until February 12 2022.** No new players can be added after this date, there will be no exceptions. If any team can not fulfill its team roster obligations with at least 5 players to show for every game they will be removed from league play immediately.
7. Teams will find themselves in 'Good Standing' by doing the following things:
 - i. Pay on time
 - ii. Waivers in on time
 - iii. Communicate with the League Director efficiently
 - iv. Minimal behavioral issues on the court

Any team that receives six (6) technical fouls during the year will jeopardize their good standing in the league. Being out of good standing may jeopardize your spot in the league for future seasons.
8. A meeting of all team representatives will be held prior to the opening of League play. At this time, each team will be issued a complete package of necessary forms to be filled out and returned that day. Completed rosters to be submitted two weeks prior to seasons start. All rosters must be filled out with players complete name, address and phone number. All non resident fees must be paid in full if players are to be playing when roster is submitted. The manager or coach of a team in their respective division may challenge the eligibility of a player on any team roster. It will be the obligation of the challenged player(s) to submit proof to the League Director relative to the reason for the challenge, such as age, residence, or place of employment. Until such proof is received and approved by the League director, the challenged player is prohibited from participating in any League game.

Playoff Eligibility:

In order to be eligible for the playoffs all players must have played in a minimum of four (4) regular season games. Players will be identified in the official scorebook kept by the official scorer and timer provided by the Chicopee Parks & Recreation Department. **All players who are to play for a team in a game must be listed in the official scorebook by complete last name, first name initial, and jersey number. No slang nicknames or just first names will be allowed in the official scorebook.**

Challenges:

8. During the season play, any coach or manager may challenge the eligibility of a player on a roster. The reason for the challenge must be submitted in writing within 48 hours following the game in which the challenges player participated. The challenge must be submitted to the Chicopee Parks & Recreation Department stating the reason for the challenge.
9. The league Director will conduct a hearing with all parties invited to attend and a decision will be rendered by the Director or Chicopee Parks Dept. prior to the next regularly scheduled game. If said person does not appear for the hearing that person will be suspended for the remainder of the season.
9. If it is determined by the League Director or Chicopee Parks Dept. that a team has used an ineligible player, the player and coach will be suspended from the league for the remainder of the season and the team will forfeit all games in which the ineligible player participated in. Prior to the next season, a meeting will be held to determine the eligibility of the parties suspended for participation purposes.

The Game

The official National Federation High School Association (NFHS) rules of the current year and all of its changes if any that year will be observed with the following exceptions listed below.

A) On free throw attempts the first block is now unoccupied by new NFHS rules starting in the 2009 season.

B) However, when foul shooting; ***players can enter the lane on the shooters release.***

All Divisions: Playing time shall be two (2) twenty (20) minute running halves. Stop time in the last five minutes of each half. Four (4) time outs will be allowed per game per team – one minute duration. Time outs can be shortened when calling team is ready to play. Regulation play the last five minutes of each half. Time only stops at the five (5) minute mark of each half, or at the officials discretion, or when (ball out of play, or for an injury).

Overtime:

A jump ball will start the overtime period. The overtime period will consist of a five minute period running time with only the last minute of play being stopped time. One time out per team is allowed during each overtime period. ***A maximum of one (1) OT period will be played. After that the game will result in a tie.***

Foul Administration:

- 1) 6 fouls per player – All divisions

If 7 team fouls in one half have been committed team that was fouled shoots one and one. Bonus of two shots will be awarded once a team has committed 10 team fouls in one half. Every foul after the tenth foul is committed, the fouled team will be awarded the bonus of two foul shots.

One (1) technical foul – player must sit out the remainder of the half. If call happens in the second half, player is out for the remainder of that half ***and all overtime periods***. If technical foul happens within the last two minutes of any half, that player must sit out the remainder of that half plus his next scheduled half. Which could be the first half of the next scheduled game player is to participate in. Because of weekend games the League Coordinator is not aware of technical fouls until games have been played. ***If any player plays in a game illegally the team he plays for will forfeit said game or games.*** A player must know the ruling; if they must sit out first half of next game or two games because of a double technical they must know it or suffer the consequences.

Exception- A technical foul for hanging on the rim is not considered unsportsmanlike, but will still be counted as a technical foul, however, will not be counted for technical foul totals throughout the year.

Two (2) technical fouls – automatic ejection and a two (2) game suspension. Any ejection requires the player to leave the gym or the game will be forfeited to the opponents.

Three (3) accumulated technical fouls in one season received by any one player is suspension to that player from league play for the remainder of the season including playoffs.

- 2) The captain or managers of the team are the only people to approach a referee on a rule clarification.
- 3) All games will begin at the time designated on the schedule. A ten (10) minute grace period to begin play will only be allowed ***for the first game of the day.***
- 4) After this time the game will automatically be forfeited. Officials must wait at the gym said 5 minutes. If the previous game happens to go into overtime, the grace period for the next game to start will still be the original scheduled start time on the hour. The grace period does not start at the time of the last games completion.

Forfeits:

- 1) Any deliberate violation of League rules by a player, coach, or manager will result in immediate suspension of the person (s) involved for one year from the date of violation. The person (s) who are suspended are not allowed at any League games as spectators. All violations will be reviewed by the Executive Board and in the presence of the League Director for reinstatement into the League for the following season.
- 2) Any player may be dropped from the League for the following reasons: repeated violations of League rules, conduct that is detrimental to the Leagues standards, failure to meet financial obligations, or any other cause that would warrant disassociation. Expulsion shall be made by the Chicopee Parks & Recreation.

- 3) Any team suffering three (3) losses by forfeit will automatically be expelled from the league and will forfeit all fees and assessments.
- 4) When a league game is scheduled and both teams are in attendance to play the game and one team has only four (4) players ready to start play, the following procedure will occur: (Note: for the purpose of this explanation, Team "A" will be the team with sufficient number of players present to play, Team "B" will be the team which is short one player present to play.
 - A) If team "A" elects not to play and allowing for the grace time period (first game on schedule 10 minutes, then the game will be declared a win by forfeit to team "A" and a forfeit loss to team "B".
 - B) If team "A" elects to play the game, a person may then play for team "B" providing that the coach or manager of team "A" agrees that the person selected by team "B" may be utilized. Once the game starts, it is considered a legal game and will be played to conclusion with the eventual winning team awarded a win and the losing team a loss.
 - C) If a player from team "B" appears during any portion of the game, that player will be required to play and the person originally selected to play will discontinue playing at the first dead ball.
 - D) The jersey rule will be waived for a player selected to play such a game.
 - E) The person selected to play may be a spectator or a player from any team in the league. However, it must be absolutely clear and agreed that unless Team "A" is in complete agreement with the selected player, the game will be forfeited prior to starting play.

Postponement Numbers

In the event a game must be postponed for weather conditions or if any doubts if games are to be played or not, coaches and or managers should call the Parks Department answering services at **594-3481 then press 2** after 8:00 AM on weekends. If you are sent back to the main prompt please call back that means either the line is flooded or the message is being put on. If there is no cancellation or a message with a previous date on it all teams should report to their scheduled games. These cancellation numbers are for coaches only.

DO NOT GIVE THESE NUMBERS OUT TO PLAYERS: A postponed game will be rescheduled at the earliest possible date. Coaches will be called for rescheduled dates etc.

General Rules

- 1) It is the policy of the League that protest regarding official's calls will not be recognized.
- 2) Any and all changes on team rosters must be submitted to the Parks Department prior to an individual participating in a game. Team roster will remain open; however, any person added to a team's roster is required to submit all necessary information prior to that person participating in any League Game a violation of this rule will result in forfeiture of the game by the team. In order to be eligible for playoffs, all players must have played in 5 regular season games to be qualified. Coaches are responsible to check official score books making sure all players are listed as playing at the start of each game with the scorer and timer.
- 3) ***Remaining sponsor balances must be paid by December 17 2021. If said fees are not paid by this date, the team will not be allowed to participate in any more League games until fees are paid in full.***
- 4) All players must wear regulation numbered jerseys while participating in League games. Zero is an acceptable number. The use of tape on a jersey to indicate a number will not be allowed and the player will not be allowed to play in the game(s) until regular numbered team jersey is worn.
- 5) All team players must wear a numbered jersey similar in color to each other. Any players without a numbered jersey similar in color are not allowed to participate in any League game.
- 6) **The playoff system will be decided by the Chicopee Parks & Recreation Dept. The Top 4 Teams will make it in each Division.** The Chicopee Parks Dept. may order a playoff to determine

seeds or positions. If a tie in ranking occurs at the end of the season it will then go head to head competition, if a tie occurs again, positions will be determined by a coin toss at the Parks Department by the Director and another staff member.

- 7) There shall be no smoking in the school area at any time, and all players must follow normal school policies governing the use of school facilities. The use of alcoholic beverages or illegal drug substance on school facilities is prohibited at all times. Persons violating this rule will be ejected from the building for the remainder of the game and must appear before the League director prior to participating in any League games to determine their outcome for remainder of the season.
- 8) The City of Chicopee does not carry any insurance to cover the cost of hospitalization and/or medical expenses of persons injured during the course of participating in/or spectating at any Parks & Recreation leagues or programs. All participants and spectators enter at their own risk and should review their own personal insurance policies before participating in any league games. All injuries should be reported immediately to the official score and timer prior to the conclusion of any game.
- 9) All players, coaches and managers are encouraged to respect the facilities provided for the League play by the Chicopee School Department. Also, all players, coaches, and managers are encouraged not to linger in the School following a game.
- 10) The City of Chicopee, its elected officials, the Parks and Recreation Department and its Parks Commission, employees, officials, scorer and timers, coaches and managers are not responsible for injuries that may occur while participating in League games.

Suspensions:

- 1A) Any league players awarded one technical foul in the last two (2) minutes of any period will be removed from the game immediately and be required to sit out the rest of that period and also the entire next period. The player may not return following the completion of that period. If the technical foul occurs in the last two (2) minutes of the second half, the player must sit out the remainder of that half and any overtimes that may occur. If there are no overtime periods, the player must sit out the entire first half of the next game that they are to participate in.

A technical foul is described as one of the following situations:

- a) Disrespectfully addressing or contacting an official, scorer or timer, or gesturing in such a manner as to indicate resentment.
- b) Using profanity, or vulgarity, taunting, ridiculing, pointing a finger, making obscene gestures of baiting an opponent.
- c) Acts of deceit such as accepting a foul that should be charged to a teammate, faking being fouled or throwing a free throw awarded to another player.
- d) To be unsportsmanlike is to act in a manner unbecoming of a fair, ethical, honorable individual. The Executive Board can impose other suspensions on individuals who continue to demonstrate conduct considered detrimental to league purposes.

- 1B) Any player receiving two (2) technical fouls in one game will be removed from the game and serve an additional (2) game suspension immediately. This rule applies to players, coaches, and managers.
- 2) Any player or coach awarded (1) flagrant foul in any game, whether personal or technical will be suspended from that game and an additional game. Any intent to injure will result in an indefinite suspension. Two free throws will be awarded to the opposing team and also the possession of the ball at half court following the free throws. If a second flagrant foul occurs, you will be automatically be suspended from play and must meet with the League Director and Parks Commission to determine when you may be reinstated.

- 3) Any team that is involved in a fighting incident will be removed from the league immediately. No refund will be given, and any player involved in the fight will be banned from the league indefinitely.
- 4) Any coach, player, manager who threatens or actually assaults any league official or scorer and timer will automatically be suspended from the league indefinitely.
- 5) Any player that receives a suspension will also be placed on a probation period of ten (10) games following the service of the suspension. If another suspend-able offense occurs within the probation period, that player will be banned indefinitely.
- 6) Players, coaches or spectators are prohibited from harassing or verbally abusing game or league officials including scorer and timers, school personnel and Chicopee Parks & Recreation Department employees and other players. Violation of this rule is prohibited under any circumstances. Upon violation of this rule, the game officials will inform the coach of this rule and inform the violator to refrain from any further harassment. Following the warning, if harassment continues, the officials will assess a Bench Technical Foul and/or suspend the game and report the harassment to the League Director. The Chicopee Parks Dept. will review the complaint and take necessary action against violators of the team which can result in suspension of the team from the League.