



WINTER ADULT BASKETBALL LEAGUE 2017/2018

CODE OF CONDUCT

TEAM: _____ TEAM CAPTAIN: _____

WAIVER/RELEASE FORM - We, by signing Team Registration & Contact Form and/or Team Roster Form, desire to participate in the Apex Spurs Winter Basketball League. We hereby voluntarily release Apex Spurs Basketball, their staff and employees, from any and all responsibility, liability, claims, demands or causes of action, on account of injuries or problems of any nature, which may arise as a result of my participation in the above described activity. We also agree to abide by all rules and guidelines stated in Code of Conduct below.

CODE OF CONDUCT:

1. No player shall refuse to abide by an officials decision.
2. No player shall be guilty of objectionable demonstrations of dissent at an official's decision by throwing the ball, chair or other equipment.
3. No player, other than the team captain, shall discuss with an official in any manner, the decision reached by an official.
4. No player shall use unnecessary rough tactics in play of the game against the body and person of an opposing player.
5. No player shall at any time lay a hand on, push, shove, strike or threaten to strike an official, Apex Spurs Basketball staff member, spectator, or another player.



6. No player shall be guilty of physical attack as an aggressor upon any player, official, staff member or spectator.

7. No player shall be guilty of personal verbal abuse upon any official or staff member for any real or imaginary wrong decision or judgment.

8. FOUL LANGUAGE will not be tolerated. Any player or spectator guilty of using foul language will receive a warning and his team will receive a warning. Any team member using foul language after his team has received a warning will be given a technical foul.

9. Any team receiving three technical fouls in one game will receive an automatic forfeit and the game will be over. Any one player receiving two technical fouls in one game will be ejected from that game and will receive a minimum one game suspension for the next game. Any ejected player must leave the gym before play can resume. Two ejections of the same player in a season (including playoffs) OR any player totaling 5 technical fouls throughout the season (including playoffs) will result in dismissal from the league for the remainder of the season. That person will also be banned from the athletic facility during league play hours for the remainder of the season.

10. Any decisions on suspensions and player/team participation will be made by the league director. NO REFUNDS WILL BE GIVEN TO ANY TEAM OR PLAYER DISMISSED FROM THE LEAGUE FOR FAILURE TO FOLLOW CODE OF CONDUCT.



RULES AND REGULATIONS

1. League Divisions

1.01 Participants must be at least 25 years of age on or prior to the closing of registration.

1.02 Each team is allowed two players between age of 18 and 25.

1.03 A captains meeting will be held prior to the season.

2. Teams

2.01 Each team shall consist of a maximum of fifteen (15) and a minimum of eight (8) players. This may be adjusted by Apex Spurs Basketball.

2.02 All players will be required to check in prior to each game. Players must show valid identification (State Driver's License, State ID Card, Passport, and/or Birth Certificate) in order to participate in the game.

2.03 All rosters must be finalized by the day prior to league games beginning. There will be no roster additions after this date.

3. League Awards

3.01 Apex Spurs Basketball will provide a team trophy to the winner of end of season tournament.

4. Uniforms and Equipment

4.01 Uniforms will be provided by Apex Spurs Basketball. Each team will be required to have matching uniforms with numbers on the back. No two players on the same team may wear the same number. Any participant not wearing the

team uniform may be withheld from competition. Note, jersey's and team names shall contain no vulgar or offensive language or graphics.

4.02 Apex Spurs Basketball will provide all basketballs necessary for practices and games.

4.03 No jewelry, including earrings, shall be worn by any player, except for medical identification.

4.04 Appropriate footwear must be worn at all times. Only rubber sole or soft sole shoes will be permitted on the gym floor.

5. Season Schedule

5.01 Each team will have the opportunity to practice a minimum of 1 time before the beginning of the season. Once the season begins, there will be no scheduled practice times.

5.02 During all scheduled league practices or games, only participants will be permitted on the playing surface. All spectators should remain in the bleachers.

5.03 The league will consist of a minimum of six (6) regular season games. At the conclusion of the regular season, tournament will be held.

5.04 All game schedules are final. Captains are not allowed to reschedule league games. Apex Spurs Basketball reserves the right to reschedule games at any point during the season. Adequate notice will be given if the need to reschedule a game occurs. Captains are allowed to switch practice times with another captain pending approval.

5.05 Results and standings will be kept. The number of teams will dictate the structure of the league. All teams may be organized into two different conferences/divisions for scheduling purposes when necessary.

6. Tournaments

6.01 An end of season tournament will be held the week following the conclusion of the regular season.



6.02 Even when the league is split into conferences/divisions, all teams will be seeded together for tournament play. Tie breakers for seeding purposes will be determined in the following order – Head to Head, win loss percentage in common games, coin toss.

7. Game Rules

7.01 All games are governed by local league rules listed in this manual. If this manual does not cover a specific rule, calls will be made using the NFHS Rule Book.

7.02 All games will consist of four (4), ten (10) minute quarters with a running clock. and a five (5) minute halftime period.

7.03 The game clock will only stop for the following: Free Throws, Time Outs, and Injuries. The game clock will stop on all dead balls during the final two (2) minutes of the 2nd and 4th quarter.

7.04 Teams will receive four (4) thirty (30) second timeouts per game. Time outs do not carry over to the overtime period if unused. If a game reaches overtime, each team will receive one (1) timeout for each overtime period.

7.05 If a game is tied at the end of regulation, one-two (2) minute overtime period will be played. If a tie still exists at the end of the first overtime period, subsequent overtime periods will be played until a winner is determined. All overtime periods will be played using a regulation clock.

7.06 There will be unlimited free substitutions. All players must check in at the scorer's table before entering the game.

8. Forfeits

8.01 There will be a ten (10) minute grace period for the first game of the day. Teams may start and play with four (4) players. If a team wishes to play a game with four (4) players, the opposing team is not required to match.

8.02 All other games will start at the regular scheduled game time or immediately following the previous game.

9. Officials

Two (2) officials will be provided for each game. In the event two (2) officials are not present, a game may be played with only one (1) official.