

**CITY OF CHANDLER  
MEN'S BASKETBALL**

**LEAGUE FEE**

League fee must be paid at time of registration in the form of a credit card, money order or cashier's check. No personal/company checks will be accepted.

**Men's Basketball** **\$380.00**

**MANDATORY COACHES MEETING**

A mandatory coaches meeting for all new teams will be held at the Snedigar Recreation Center, 4500 S. Basha Rd. League schedules will be distributed and rules will be reviewed.

**REGISTRATION POLICY**

The City of Chandler offers priority registration to Chandler residents and businesses. Teams with at least 80% of their players who live or work in Chandler are considered Class 1 teams. Class 1 teams failing to register during the priority registration period lose their priority status. Those teams not having 80% of their players living or working in Chandler are considered Class 2 teams. Within each class and priority, registration is first come first serve. **Drop off registration will be accepted at Snedigar Recreation Center, 4500 S. Basha Road, Chandler AZ 85248.** The Snedigar Recreation Center Staff must process drop off registration and you must be issued a receipt before your registration can be accepted. DO NOT just drop off your registration at the counter and just leave without getting a receipt. DO NOT DROP OFF registration after hours by putting registration through the door. You can mail in your registration to: Basketball Registration, City of Chandler, Community Services Department, Mail Stop 502, PO Box 4008, Chandler, AZ 85244-4008. **Registration will only be accepted on the dates for the team priority that your team qualifies for (see below for priority registration dates).** Teams maintaining 60% or more of the same players on their roster that placed first in the previous season may have to register for a higher level of competition for the upcoming season. The Sports Coordinator will determine if a team will be moved up depending on the league competition and previous season's record.

**DIVISIONS OFFERED**

- B1 Sunday Men's League
- B2 Sunday Men's League
- C Sunday Men's League
- D Sunday Men's League

**GAME TIMES**

- 1:00-5:00 pm
- 5:00-9:00 pm
- 1:00-5:00 pm
- 5:00-9:00 pm

**LEAGUE SKILL LEVEL**

- B: Competitive (high school and maybe some college type players).
- C: Intermediate competition (high school and some organized basketball experience).
- D: Recreational and the lowest skill level (some or no organized basketball experience).

**LEAGUE PLAY**

Games for these eight-team leagues (seven games) are **scheduled for Sunday afternoons and evenings.** Games will be played at Hamilton High School (3700 S. Arizona Ave.) All teams qualify for a post-season single-elimination tournament. The number of games played will be based on the number of teams in the league. Leagues run with a minimum of six teams. The entry fee will remain the same for the league regardless of the number of teams playing.

**ROSTERS**

Rosters must be submitted at time of registration. Rosters may carry a maximum of 20 players. Roster changes are allowed up until the first game. Only **three** players can be added to the roster after it has been turned in. Give changes to the gym supervisor at your first game.

**CITY OF CHANDLER  
MEN'S BASKETBALL  
RULES AND REGULATIONS**

**ALCOHOLIC BEVERAGES**

Alcohol is prohibited ANYWHERE on school grounds including the gym and parking lots. Teams will forfeit games for this violation. **Do not bring food or beverages into the gym.**

**AWARDS**

Awards will be given to teams at the end of the season.

**SIMPLE EJECTION**

Any player, coach, or fan that uses inappropriate language (cursing) may be ejected from a game. Unsportsmanlike activity such as unnecessarily rough play or other unsportsmanlike activity may lead to ejection from a game. **An automatic ONE GAME suspension** will be issued after the game you were suspended from. Any player, fan, coach/manager who is ejected twice in one season, will be ejected from the next complete season. Any ejected player, fan, or coach/manager must leave the school property area immediately.

**EJECTION FEES**

A fee of \$20.00 will be imposed on the team with each ejected player from a game. The fee must be paid prior to the following weeks game(s). Failure to pay the ejection fee will lead to a forfeit of all future games until the fee is paid. If the ejection occurs in the last game of the season, teams must pay the fee prior to the next registration period or they will not be able to register until the fee is paid. In addition, the ejected player will serve a minimum one game suspension. Depending on the severity of the player conduct for the ejection, the suspension could be a calendar year or longer. **Players ejected during tournament play will be suspended for the remainder of the tournament and fines must be paid. Team registration will be suspended until fine is paid.**

**OUTRAGEOUS CONDUCT**

*Any player, coach, or fan, who displays "Outrageous Conduct" (such out of control behavior is defined as and includes: a verbal tirade and fusillade of abusive language, gestures, or threats towards other players, fans, officials, or City staff; physical contact\* with any other player, fan, official, or City staff, and throwing, kicking, or striking of objects in a threatening or dangerous manner. This conduct includes harassing behavior such as following another player, fan, official, or City staff off the field or court, into the parking lot or off the premises, or any attempt to block the departure of other players, fans, officials, or City staff from their departure.) Such conduct can lead to a full calendar year suspension or more and possible criminal prosecution.*

*\* See Rule 6 on page 4.*

**TECHNICAL FOULS**

Any player who receives two technical fouls in a game is automatically ejected from that game and will serve a one game suspension. Any team that receives three technical fouls in any one game automatically forfeits that game.

**FANS**

Coaches are reminded that they are responsible for their team, supporters, and children before, during, and after the games. This includes unsportsmanlike remarks, gestures, comments, and monitoring of children (this is for the safety of the children). Additionally, any act of vandalism, threats, and direct contact toward any game official constitutes liability for prosecution.

## **FORFEIT TIME**

A team must have four players to start and finish a game. The clock will start at game time and the team with less than four players will have five minutes to get at least four players on the court before the gym supervisor declares a forfeit. The gym supervisor is the official clock in establishing forfeit time. Three forfeits and a team will be dropped from the league. A team may not finish the game with less than four players. With less than four players the game is forfeited. You will be given the first forfeit for free. The second and third forfeits will cost your team \$20.00 each and must be paid prior to your next game or that game will be forfeited also. Site supervisors at the game site ***will not*** accept payment for any fees. All fees must be paid at the Chandler Community Center or the Snedigar Recreation Center and you must show the site supervisor at your next game your receipt for the forfeit fee payment before your team can play. Please be prompt in paying your forfeit fee. The recreation centers are not open for payment after 2:00 p.m. on Saturdays, closed on Sundays, and do not open again until 8:00 a.m. on Monday.

## **INSURANCE**

The City of Chandler DOES NOT provide player insurance for this league. Players play at their own risk.

## **PLAYER ELIGIBILITY AND ROSTERS**

Players must be at least 16 years old. Rosters may have up to 20 players and are due with fee payment. All coaches may challenge player eligibility. See Protests. All rosters are frozen after the first game. NO ADDITIONS ALLOWED after the first game.

## **POST SEASON TOURNAMENT**

A single elimination tournament for each league will follow the end of the regular season. All teams qualify for this tournament. Where possible, the top 4 teams and bottom 4 teams from each league will switch for a more even level of tournament play. Teams must be prepared to play both afternoons and evenings. The Recreation Division reserves the right to move the **top and bottom teams to other divisions for tournament play.**

## **PROTEST**

Must be made at the time the play in question is committed. The coach must notify the referee before resuming play. The referees and gym supervisor will attempt to solve the problem. Rule(s) interpretation is the only consideration for a protest and not a referee's judgment. **If not settled, submit a written protest to the Chandler Community Services office no later than 5 p.m. of the next working day.** The Sports Coordinator will review the protest and notify the coach as soon as possible. Questions of player eligibility must be brought to the attention of the official by the manager before the player enters the game. If the player in question has played more than 5 minutes, he will be considered legal for that game. Once the game ends, no questions of eligibility, age, or identity will be considered. To verify player identification, the player must provide proper identification to continue to play. If he cannot provide ID, he must leave the game. If a team uses an illegal player, it will result in a technical foul (see technical foul). If a team uses an illegal player more than one time during a season, it will result in a forfeit.

## **TIED STANDINGS**

At the end of the regular season, tied standings will be decided in the following manner:

- ◆ Whichever team defeated the other during the season receives the higher position.
- ◆ If three or more teams' tie for first or second place, whichever team has the best record among the teams tied will receive the higher position in the standings. ***If all three teams have identical win/loss records against each other, the team who allowed the fewest points scored against them in the games with the other teams tied with them will take the higher position.***
- ◆ If any teams are still tied at this point, then a playoff consisting of one 20-minute half will be played. A coin flip determines the bye in this playoff.

## UNIFORMS

Players must wear matching shirts/jerseys of the same color with a number on the front or back. The number cannot be more than two digits, not higher than "55". No duplicate numbers. Players without a matching jersey will not play. Numbers must be commercially printed or stenciled - no "magic markers" or "taped on numbers".

## IMPORTANT

The league director reserves the right to reject any team that belongs in a higher league than the City of Chandler can offer. **Players can only play on one team per season in the Chandler Basketball League.**

## RULES AND REGULATIONS

The 2006-2007 high school rules are used for situations not covered in the following local rules:

- Games consist of two, 20 minute, running time halves. The clock will be stopped **only** at the last **two minutes of the 2<sup>nd</sup> half. Half time will last five minutes.**
- Each team has four one-minute time-outs per game. Time-outs can be used in the first or second half.
- No foul shots can be taken except during the **last two minutes of the 2<sup>nd</sup> half and last minute of overtime.**
- **Fouls prior to the last two minutes of each half will be penalized as follows:**
  - SHOOTING FOULS MADE: 1 point (three point shots: 2 points), defensive team gets ball.
  - SHOOTING FOULS NOT MADE: 1 point (three point shots: 2 points), offensive team gets ball.
  - COMMON FOULS: Receive ball out of bounds. Beginning with seventh team foul in each half, receive 1 point plus ball out of bounds.
  - TECHNICAL FOULS: Receive 2 points plus ball out of bounds.
- **Fouls during the last two minutes of the 2<sup>nd</sup> half and last minute of overtime will be penalized as follows:**
  - SEVENTH TO NINTH TEAM FOUL**
  - SHOOTING FOULS MADE: Shoot 1 free throw.
  - SHOOTING FOULS NOT MADE: Shoot 2 free throws.
  - COMMON FOULS: Shoot 1 and 1 free throw.
  - OVER TEN TEAM FOULS: Shoot two for all fouls.
- Tie games are broken by a three-minute overtime. If this results in a tie, another three-minute overtime is played until the tie is broken. One time out per overtime will be given to each team. Time outs will not be carried over from regulation play. The clock will only be stopped in the last minute of overtime. All fouls are carried over from regulation play.
- **(Rule #6) Any player(s), coach, or spectator who assaults a City of Chandler employee or referee or another player may face criminal charges and will be automatically suspended from the league for a minimum of one year.**
- Any player or coach receiving two technical fouls will be ejected from the game.
- **DO NOT HOLD ON TO THE RIM!** Such action will cause the player to miss one game. This is in effect before, during, and after the game.
- **Fifteen-point mercy rule** - If any team is ahead by **15 points** or more beginning the last two minutes of the second half, the clock will not stop for the remainder of the game unless a time-out is called.
- A team may start and end the game with four players (not less).

## ADULT SPORTS REFUND POLICY

1. The Department encourages all teams to schedule activities carefully to avoid conflicts.
2. Full refunds will not be granted except in the event of a canceled league or tournament by the Department, or if a team can be found to replace the one requesting the refund.
3. Team withdrawal that occurs up to two weeks prior to the start of the league or tournament will be subject to a \$25 administrative handling fee.
4. Team withdrawal that occurs from two weeks prior to the start of the league or tournament to the day before the league or tournament begins will be subject to a \$50 administrative handling fee.
5. No refunds will be issued after the league or tournament has started.
6. Requests for refunds must be made at the Chandler Community Center during regular business hours, 8 a.m. to 5 p.m., Monday through Friday.
7. Refund checks will be mailed approximately three weeks after request has been submitted.