

## **MEN'S INDUSTRIAL BASKETBALL**

DECATUR PARKS & RECREATION ADULT BASKETBALL LEAGUES WILL BE GOVERNED BY CURRENT NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS GUIDELINES WITH LOCAL LEAGUE EXCEPTIONS.

### **I. ENTRANCE FEE**

Entrance fee for the season shall **\$425.00 if paid by 5pm Friday, October 1, 2021 and shall be \$475.00 if paid after October 4 and by October 8, 2021. NO TEAMS WILL BE INCLUDED IN THE 2021-22 SEASON IF THEIR ENTRY FEE HAS NOT BEEN PAID BY OCTOBER 8, 2021. THERE WILL BE NO EXCEPTIONS TO THIS RULE.** Due to the limited number of gyms and playing times, it may become necessary to limit the number of teams, so it will be important to enter a team as soon as possible. Entry fee includes a 12 game season and a single elimination tournament. Checks for fees should be made payable to Decatur Parks and Recreation. Checks must have the current street address of the person signing the check, home phone number, a work phone number and the person's driver's license number. No two-party checks will be accepted. Entry fees may be paid at Wilson Morgan or mailed to:

Decatur Parks and Recreation  
PO Box 1315  
Decatur, AL 35602  
Attn: Adult Basketball  
Postmarked by October 11, 2019

### **II. ELIGIBILITY**

- A. Players must be entered on roster form. Rosters must be turned in to league director **by the first game of the season.** Teams that have not turned a signed roster in by the deadline will be placed in the highest division. Any rosters turned in after the deadline will be charged at a rate of \$1/player as will all other player additions. Any games played after this date by teams who have not turned in signed rosters shall be considered forfeits. New players must be added before the last regular scheduled league game.
- B. Players must not be playing or have played this season on high school varsity, junior varsity, B-team, junior college or varsity college team.
- C. Team players must be a full-time employee or spouse of a full-time employee of the firm for which he/she plays. Contract workers are eligible to participate if the company and their employer verify their employment for said company. Roster must be signed by Personnel Director. Players will be required to show their most recent check stub and picture ID or a work badge and picture ID before being allowed to participate to verify employment. If they are participating as a spouse of a full-time employee their spouse's check stub and proper ID will be required. Only players who verify employment will be allowed to participate. Rosters will be mailed back to the Personnel Director for verification

- D. Before a new player is eligible to play, a roster addition form must be filled out and a \$1/player fee paid to the Center Staff and the receipt, most recent check stub, work badge and picture ID must be presented to the scorekeeper and/or center staff before the start of the game. Addition form must be signed by Personnel Director. Players will not be allowed to participate until verifying full-time status.
- E. **Each team may carry a total of 20 players on its roster.**
- F. Players may participate in any leagues sponsored by the Parks and Recreation Department. Once a player has played in a league game on one team, he becomes ineligible to play on any other team in that league. Exception would be if player participating in the Industrial league has changed jobs and his new place of full-time employment has a team participating in the league he must play for that team. Once the player is no longer employed by his first company he can no longer legally play for that team.

### III. FORFEIT

- A. **There will be no grace period.** Failure of a team to be ready to play at the scheduled time will constitute a forfeit to opponents, provided said opponents are ready to play. There will be **no** exceptions to this rule.
- B. Failure of both teams to be ready for play shall result in a forfeit for both teams.

### IV. PROTEST

- A. Protests on player eligibility must be made as follows:
  - 1. **PRIOR TO THE GAME:** If a player is protested, he must provide a picture ID or he will not be permitted to enter the game. If he has proof of ID, he may participate. The protesting team may require the game to be played under protest (if they think the player does not work for the company for which he is playing). The league director will contact the company for verification and then rule on the protest.
  - 2. **DURING THE GAME:** If a player is protested, he must be able to show a picture ID or the game will automatically be forfeited. If a player has ID, the game will continue under protest as above.
  - 3. **THERE WILL BE NO PROTEST ONCE THE GAME HAS ENDED.**
- B. All protest must be accompanied by a \$10.00 fee, which will be returned if protest is upheld.

### V. UNIFORMS

- A. Team jerseys shall include the team member's number, which shall be at least 6 inches high on the back and at least 4 inches high on the front and not less than  $\frac{3}{4}$  inch in width excluding the border. The number shall be centered vertically and horizontally.  
**Each team member shall be numbered on the front and back of the team**

**jersey with plain Arabic numerals.** The following numbers are legal: 0, 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43,

- B. 44, 45, 50, 51, 52, 53, 54, and 55. A team member list shall not have both numbers 0 and 00.
- C. Teams must use same jersey color with the jersey number easily seen, all jersey's must match in style and color, all numbers must be on front and back (marker/pen written or taped letters will not be accepted), **THERE WILL BE NO EXCEPTION TO THIS RULE.**

## **VI. MISCELLANEOUS**

- A. The first team listed on the schedule is the home team.
- B. Teams will not have access to facility locker rooms.
- C. In the event of a tie for first place, champion and runner-up will be determined by [www.quickscores.com/decatu](http://www.quickscores.com/decatu)
- D. Line-ups must be turned in to the scorekeeper 20 minutes prior to game time.
- E. Ejection from a game may result in:
1. A player being ejected for the remainder of that game.
  2. A player being suspended for the next game.
  3. A player being suspended for the next three games.
  4. A player being suspended from the league for the remainder of season and tournament. Degree of severity will be determined by officials.
- F. Quarters will be 6 minutes.

## **VII. TECHNICAL FOUL RULES**

- A. There are some acts, which will be technical fouls that will not carry a fine or suspension. For example:
1. Hanging on the rim.
  2. Too many players on the court during play.
  3. Slapping the backboard.
  4. Not checking into the game properly.
  5. Improper uniforms.
- B. All other technical fouls will be **unsportsmanlike** and will be handled as follows:
1. Each player will be allowed **three (3)** technical fouls per season. Upon receiving the third, he is out of the league.

2. Each team will be allowed **five (5)** technical fouls per season. Upon receiving their **fifth**, the team will be out of the league for the remainder of the season and/or tournament.
  3. Any player or coach **ABUSING** an official will be eliminated from the game and the league for at least the remainder of the season. If it is determined that this act was team oriented, the above applies for the entire team.
  4. Any unsportsmanlike technical will require player to sit out for 2 minutes.
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5. The fines for technical fouls for a player will be as follows:
    - A. \$10.00 for the first technical foul;
    - B. \$25.00 for the second technical foul;
    - C. \$25.00 for the third technical foul;
    - D. The third also will constitute the player being suspended for the remainder of the season and/or tournament.
  6. All fines should be paid by the **COACH** to the league director before their next scheduled game. Failure to pay fines prior to the next scheduled game time will result in a forfeit of that game and all future games until the fines are paid. If a coach or player wishes to discuss the fine please call the league director for an appointment

## **VII. Mercy Rule**

- A. A running clock will be used whenever one team goes up by 30 points **after** the first half. The clock will run continuously after halftime in 30 point games **except** during the break between the 3<sup>rd</sup> & 4<sup>th</sup> qtr, during a called timeout or if an injury occurs. Once a 30 point lead is reached the clock will continue to run even if the margin falls below 30 points later in the game.

**\*\* If a team has been found to have an ineligible player participating and is protested legally, that team will be eliminated from the league with no refund.**

### **FOR MORE INFORMATION CONTACT**

**ORLANDUS KING 341-4946 or [oking@decatdur-al.gov](mailto:oking@decatdur-al.gov)**

League Website- [www.quickscores.com/decatdur](http://www.quickscores.com/decatdur)  
[www.decatdurparks.com](http://www.decatdurparks.com)