

City of Green Bay  
Parks, Recreation & Forestry  
Department

# **BASKETBALL BY-LAWS**

Adult Basketball Leagues

*<http://greenbaywi.gov>  
Information Line: 920-448-3367  
Office Phone 920-448-3365*



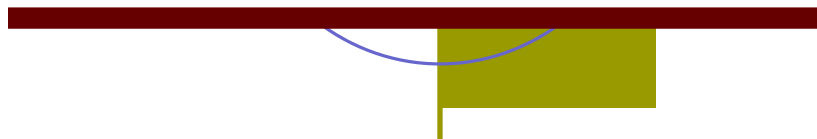


## **1 - ROSTER**

- 1-1 The last chance a player may void a contract and sign with another team or be added to a any team roster will be Friday, 4pm during the eighth week of league play (including any practice games). Any deviation from this rule will result in the offending player being suspended until the league takes official action. The recreation supervisor has the right to make all final decisions.
- 1-2 **Rosters will not be limited to a maximum number of non-resident players during open registration.**
- 1-3 All teams must have a minimum of 7 players registered.

## **2 - GAME**

- 2-1 Game times for men's leagues will be: 6:30 p.m., 7:30 p.m. and 8:30 p.m.
- 2-2 The bonus begins with the 7th team foul in each half. On the 10th team foul, all fouls are automatic 2 shot fouls. Technical fouls count towards player disqualification and team total fouls.
- 2-3 The 3-point shot will be allowed on courts that have the 3-point arc. The official must signal to the scorekeeper to acknowledge the 3-point shot. Three free throws are allowed to a player fouled in the act of shooting an unsuccessful 3-point shot.



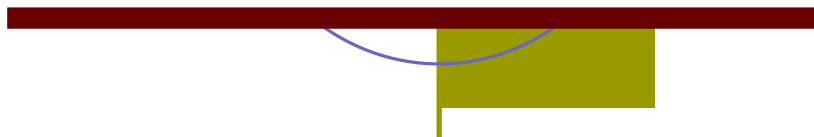


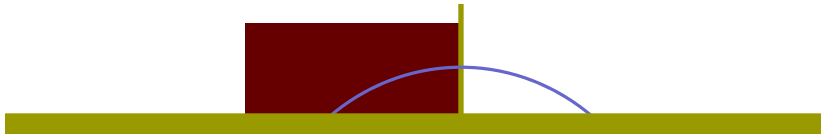
2-4 LENGTH OF GAME - TIME FACTORS

- A. Play time - 40 minutes; 2 - 20 minute halves with a 5-minute halftime.
- B. The clock will run continuously during the first 18 minutes of each half, stopping only for time outs. During the final two minutes of each half, the clock will stop for dead ball situations.
- C. Time Outs - Each team will be allowed 4 time outs that may be used at any time during the game. All time outs used will be 45 seconds in length. All time outs during overtime will be 30 seconds in length.
- D. Ties - In the event of a tie, up to two three-minute overtime periods will be played. If additional overtime periods are needed, they will be one minute in length. During each extra period, each team is entitled to one additional 30-second time out. Unused time-outs accumulate and may be used at any time.

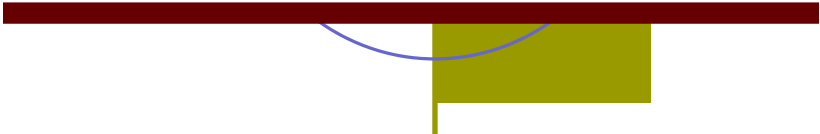
**3- PLAYER EQUIPMENT**

- 3-1 No player will be permitted to wear anything that might endanger another player or himself. This includes all jewelry (rings, bracelets, necklaces, earrings, watches, etc.). Players must also make sure eyewear is secure.



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- 3-2 Teams without matching colored shirts with numbers will forfeit the game. League rules mandate that teams must have matching colored shirts with numbers on at least one side. Uniforms may be as elaborate as you wish or you may use plain T-shirts numbered using magic marker. (Jerseys supplied by the Recreation Department are to be used only if teams have identical colors. T-shirts must be worn under a Department supplied jersey as a health precaution.)
- 3-3 Players must have individual jersey numbers different from other members of their team. Penalty: technical foul.
- 3-4 The game ball will be supplied by the Department. Managers will be expected to furnish their own basketball for practice.
- 3-5 Playoffs will determine each leagues champion and a team plaque will be awarded to the winning team in each league.

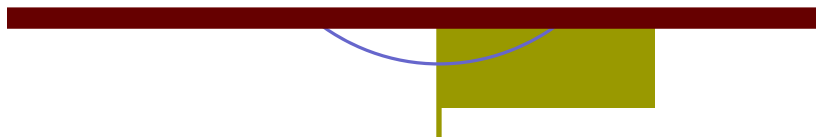
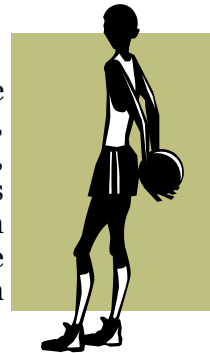
#### **4 - FORFEITS/PROTESTS**

- 4-1 ONLY PROTESTS FOR PLAY ELIGIBILITY WILL BE HEARD. ALL OTHER COURT ISSUES WILL BE DETERMINED BY THE OFFICALS AND SITE SUPERVISOR. THESE DECISIONS WILL BE FINAL. IT WILL BE THE REFEREE'S DECISION AS TO ADJUSTING GAME TIME BECAUSE OF DELAYS CAUSED BY DISCUSSION RELATING TO RULE INFRACTIONS.
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4-2 FORFEITS

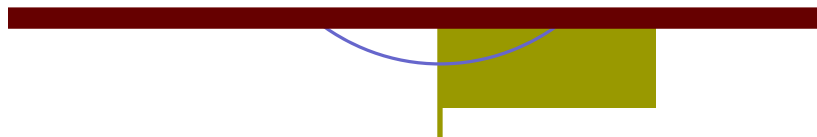
- A. Teams which do not have **four** eligible players ready to play at game time spot their opponent 10 points. The game clock will be started at this time. If the fourth player is ready to play within the first ten minutes, the game will begin with the amount of time left on the clock. If the ten-minute period has expired, the game would be declared a forfeit.
- B. If both teams are not ready to start at the scheduled time, both will receive the same ten-minute period to field a team. If both teams are ready to play during that period, the game will begin with the amount of time remaining on the clock with the score 0-0. If one of the teams is not ready to play at the end of the ten-minute period, that team will forfeit the game. If both teams are not ready to play at the end of the ten-minute period, a double forfeit will occur with both teams receiving a loss.
- C. A team must have **four** eligible players to start the game. When, during the course of the game, there are only three players participating for a team, the team shall forfeit the game unless the referee believes that team has an opportunity to win the game.



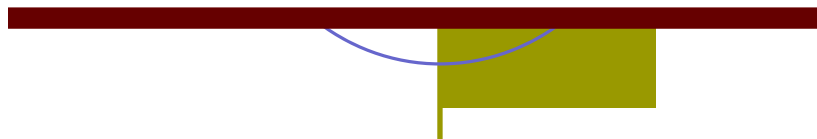


## **5- GENERAL RULES**

- 5-1 If any player gets 2 technical fouls during the night of play, they will be required to leave the facility and premises. The player will be suspended for at least one game and may be subject to other disciplinary actions based on an overall evaluation of the player infractions.
- 5-2 **NO SMOKING OR DRINKING OF INTOXICATING BEVERAGES** will be allowed on the playing field/court or bench area! Any individual or team discovered using drugs or alcohol would face possible termination/forfeiture from all Green Bay City programs and activities.
- 5-3 **NO DUNKING** will be allowed at anytime. Two shot technical foul will be awarded. **PENALTY** -- offending player will be ejected from the game. If the dunk or attempted dunk comes with minimal time left in the game, the ejection penalty will be enforced at the next game.
- 5-4 Chewing gum will not be permitted in the gym.
- 5-5 Before each game, consult with the supervisor on local ground rules. It is expected that all participants be familiar with the rules that govern the league. Only the manager or field captain will be allowed to question the decision of the officials.
- 5-6 Team line-ups listing the first and last names and numbers of players should be presented to the scorer in writing five minutes before game time. Any player listed on an evening's line-up will be on record as having participated in that game.



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- 5-7 Any technical foul will result in two shots and the ball for the non-offending team.
- 5-8 A player must be registered on the scorekeepers roster before entering the game. Penalty: technical foul.
- 5-9 The Parks, Recreation & Forestry Department retains the right to reclassify any teams or individuals as needed to maintain league balance.
- 5-10 Other than the exceptions herein stated, the league will be governed by the existing W.I.A.A. basketball rules, and the Parks, Recreation & Forestry Department's Administrative Committee



"One man can be a crucial ingredient on a team, but  
one man cannot make a team." -- Kareem Abdul-Jabbar