

CITY OF EL MONTE PARKS, RECREATION AND TRANSPORTATION DEPARTMENT

Fall 2005 ADULT BASKETBALL MANAGERS' MEETING THURSDAY, August 11, 2005, 7:30 P.M.

I. LEAGUE MAKE-UP AND COST

- A. League will consist of 6 teams whenever possible.
1. Two rounds, five games in each round- 10 league games with 6 team league.
 2. Winner of first round will play the winner of second round for Championship.
 3. In the event of a three-way tie in a round, the team with the best overall record will receive a bye. If a team wins both rounds, it will be declared the Champion. Second place will then be that team with the next best overall record. (Ties in the overall standings will be played off.)
- B. League Fees: \$385-League cost of \$330 + a refundable \$55 Bond. (Fees will vary depending on the number of teams.) If team forfeits a game, it must submit an additional \$55 reinstatement fee within 48 hours or be dropped from the league. Upon second forfeit, team may be suspended for remainder of season with no refund. At conclusion of league play, teams in good standing shall have their \$55 bond returned or may use it for deposit. **Note**: Make all checks payable to the "**CITY OF EL MONTE**". **Note: All fees must be paid in full by the fee Deadline. Teams with outstanding fees past fee deadline will be assessed an additional Late Charge of \$20 per week until all fees are paid in full. PAY YOUR FEES ON TIME!**
- C. Any returned checks are charged an additional \$15.00 service charge and fees must then be paid by certified check or cash only.
- D. For league fee payments, only Checks, Money Orders and Cashier's Checks will be accepted at the gym prior to games. Cash payments must be made at the recreation office during regular business hours.
- E. **P.M.B.F.** (Players' Medical Benefit Fund) available at \$40 per team. An annual extended coverage policy is available at \$75 per team. This coverage is good through December 31, 2005. Contact the Adult Sports office for details.

II. OFFICIATING - TROPHIES - LEAGUE OFFICIALS

- A. Two (2) referees per game - C.I.F. rated and certified when possible. In some cases beyond our control, you may have only one referee officiate your game. Game fee will be discounted to \$15.00 per game in these instances.
- B. Maximum of 10 individual awards to rostered players only for 1st and 2nd place. Team awards to 1st and 2nd place.
- C. Two league representatives will oversee leagues.
- D. Each team shall pay to scorekeeper an \$20 game fee cash in **CORRECT CHANGE** prior to each game. If correct change is not available, the officials will be paid from your Bond. You must replenish your Bond prior to your next game with \$25 and this cost will include a \$5.00 service charge. Please plan ahead for correct change.
- E. Unsportsmanlike conduct **WILL NOT** be tolerated before, during or after games! Managers are responsible for the conduct of their team members and fans.

III. PLAYING DAYS - TIMES - LOCATIONS

- A. Each league will play once weekly on designated day.
- B. Game times will be: Weeknights - 7:00, 8:00, 9:00 PM; and Sundays- Afternoons: 2:30, 3:30 4:30 PM
Evenings: 4:30, 5:30, 6:30, 7:30 and 8:30 PM. League times will be adjusted as needed. Afternoons: Are no longer available. Mornings are being considered.
- C. All games will be played at Bernie Boomer Gymnasium unless otherwise scheduled due to emergencies. Other locations may be Arroyo High School, Mt. View High School or El Monte High School gyms.

IV. PLAYER ELIGIBILITY

- A. Minimum age - 18 years of age, NO EXCEPTIONS.
- B. Roster maximum - 12 players including manager. Limited to 10 awards per team. Every name must be accompanied with corresponding signature. This is the manager's responsibility.
- C. No player will be allowed to play who has not officially played in one of the first 5 played league games, nor has been officially entered on and signed on your roster. Violations will cause the manager to be suspended for two weeks then reinstated on a probationary basis. Exception to this rule is the 40+ masters leagues.
- D. Add and drop rule: Each team will have no more than 12 players for league play. Adding will only be allowed when players are lost to a team from the original roster due to injury or major problem. The number of players added cannot exceed the number of players lost. Example: If players are lost to a team with ten players, that team may add players up to the original number of players on the rosters, which in this case would be ten. All players must participate in qualification games to be an official member of the team. League reserves the right to disallow added player should it be found that he makes the team become too strong for the league classification.
- E. Roster changes are accepted through the 5th played game. *All changes must be made through the Adult Sports office by 5:00 PM of game day, in writing, on an official ADD/DROP form. Please be sure to fill out the form completely with Playing Day and Team Name. Forms will not be valid unless complete. No changes will be

accepted by telephone. *Sunday program ADD/DROP deadline is 5:00 PM of the Friday prior to your game.
NOTE: ADD/DROP period will always be 1/2 the number of league games.

F. No more than 3 players from a team can play on another team in the El Monte, program. No player will be allowed to play on more than 2 teams in the El Monte program.

G. 6' and 6'2" and Under or 40 years and older Leagues: No one over the specified height or age limitations for league, will be allowed to participate at any time. If an illegal player has been used in league play, all games this player participated in will be forfeited. The illegal player will be charged a \$10 fee before he will be reinstated into the program. Note: Manager using illegal player for any reason will be suspended for two games and receive a loss for his team. All participants in the 6' and 6'2" and Under League are subject to measurement by league officials and staff at anytime during league play. League attendant will document date and time of measurements of players being questioned for league records.

H. League Director reserves the right to bar or allow the addition of players to any team for the purpose of league balance and safety.

V. PROBLEMS OR PROTESTS

A. Teams involved in arguments with other teams, scorekeeper or officials should have Manager call League Director immediately to rectify problems.

B. All protests must be in writing within 24 hours of game in question, along with \$10 protest fee. If protest is allowed, the \$10 fee will be returned. If protest is NOT allowed, the \$10 fee will be retained by the City.

C. Protest on player eligibility must be made prior to buzzer ending the game. Any team in league may protest player eligibility, no fee is necessary. NOTE: Manager using illegal player will be suspended for two weeks, receive a loss for their team and must pay the \$20 reinstatement fee.

D. League Players playing under assumed name must pay \$10 fine to continue playing and will be placed on probation.

VI. LEAGUE RULES

A. C.I.F. Rules will govern play with the following modifications:

B. League Modification:

1. Game time is forfeit time (official's time). With the following exception. In the first game of the day only, if one or both teams does not have a minimum four (4) players a 5 minute grace will be allowed at which time one of the following will occur. 1. Both teams have a legal number of players to begin and play the game to its legal conclusion. 2. One team has at least 4 players and the other team has less than 4 players and will forfeit the game. 3. Both teams do not have a minimum of 4 players a double forfeit will be called. Both teams will be required to reinstate their Bond.

2. A team may begin the game with four players.

3. If neither team has minimum of four (4) players, game will be a double forfeit at game time. Both teams will be responsible to reinstate their bond WITHIN 48 HOURS OF FORFEITED GAME.

4. If at the end of the first half either team does not have its full complement of players, game will then be forfeited upon sound of buzzer.

5. Two twenty minute halves, running time except for the last two minutes of each half, which will be regulation stop time. [NOTE: 15 point mercy rule will be used the last two minutes of game. (Running time will be used.)]

6. Masters 40 + leagues games will consist of four (4) ten minute quarters, running time in the last two minutes of the second and fourth quarters.

6. Four time outs per game. If a team attempts to use illegal time outs after all their time outs were used, upon the second illegal time out, the game will be forfeited. A reinstatement fee of \$20 is required for every forfeit.

7. Dress: Tennis shoes, gym shorts, or sweat pants and identifiable numbered jerseys on front and back, in accordance with uniform regulations stated in current C.I.F. Basketball Rules. No pants with rivets or buckles, such as jeans. If both teams are wearing conflicting uniform colors, the visiting team must provide an alternate (or reversible) color jersey in accordance to the same CIF regulations.

8. A player NOT in proper uniform may not participate in that game.

9. Dunking will be allowed, however, hanging on the rim will be strictly enforced with a technical foul. Dunking will not be allowed prior to the start of game. (Damaging of rim will be team's financial responsibility).

10. On second technical foul, player shall be automatically ejected from the premises and not be allowed to participate in his team's next scheduled game or attend team's next game and cannot be anywhere in the vicinity of the playing facility. NOTE: Officials may eject player(s) or coach upon first technical, if necessary. After first ejection, player will play the remainder of season under probation. It is the manager's responsibility to see that an ejected player leaves the premises or risk an immediate forfeiture.

11. A second ejection, player(s) will be barred from further participation for the remainder of the season.

12. On second technical to a bench, coach will be ejected from the game. He will resume participation on a probationary basis.

13. Any player involved in a fight before, during or after a game will receive a minimum one game suspension. (More serious penalties may be imposed, if necessary, to control proper team conduct). NOTE: Player putting

hands on or bumping an official shall draw a minimum three (3) months suspension and may face criminal charges. Any player making verbal threats of violence toward any member of staff or officials shall be ejected and will receive a minimum one-week suspension, a more serious penalty may be imposed depending on the severity.

Any players ejected shall receive an automatic 1 game suspension. Ejected players may not participate in any City of El Monte leagues until the initial suspension has been served. Players may receive additional suspensions depending on severity of incident.

14. Overtime periods will be three minutes long. Running time for the first two (2) minutes and the last minute will be regulation stop time.

15. Overtime Period: One time out/overtime period. Time outs do not carry over.

16. Rule Clarification: On a held ball or closely guarded player situation, offense will forfeit the ball to the defense. (Closely guarded player situation of 5 seconds). All technical fouls and intentional fouls are 2 shots plus the ball. If fouled during 3 point attempt, shooter will receive 3 free throw attempts.

17. The league will provide a playable Official basketball.

18. Conflicting uniforms: Visiting team will provide a reversible or alternate jersey with matching numbers.

19. Upon a forfeit, a team shall be dropped from the league schedule and will be reinstated upon **replacement** of their **\$55.00 League Bond**, which must be received within 48 hours of forfeited game. This applies to any forfeited game. Upon second forfeit, team may be dropped from the league schedule.

20. **ABSOLUTELY NO ALCOHOLIC BEVERAGES ALLOWED!** Player(s) will be suspended until team(s) posts a non-refundable \$10 fee to be used in the maintenance of parking areas and school grounds before, during or after game. Team will play on probationary basis. **NO EXCEPTIONS:** If a player is caught before the game, he will not be allowed to participate in that game.

21. Players are not allowed in gym office before, during or after games, except for emergencies.

22. For safety reasons, LIQUID CONTAINERS and COOLERS are **NOT** allowed in the gymnasium areas. The use of these items must be limited to the locker room areas only.

23. It is the sole responsibility of the team manager to obtain and notify each team member of the correct game times. Team managers and assistant managers are the official team representatives. They are responsible for the team's behavior and are the only authorized players to make roster changes, bring disputes and protests to the league.

VII. IMPORTANT DATES

Entry fee and roster deadline: THURSDAY, August 18, 2005- 5:30 PM.

VIII. CLASSIFICATION GAMES AND LEAGUE START WILL OCCUR ON

CLASSIFICATION GAMES:, Tuesday, Thursday, Friday, August 23, 25, 26, 2005.

(Teams are scheduled as their entry fees are submitted).

Only rostered players may participate in CLASSIFICATION GAMES.

League to begin: Tuesday, Thursday, Friday week August 30, September 1, 2, 2005.

IX. PROCEDURE FOR ENTERING LEAGUE

A. Submit team application form completed and signed along with deposit.

B. Submit entry fees by deadline.

C. Meet roster deadline.

D. Please note that all leagues will be filled on a first-come, first-served basis with the priorities as follows:

1) El Monte residents (50% El Monteans).

2) El Monte sponsors.

3) Returning team in good standing.

4) New teams on first come, first served basis.

5) No teams will be considered without deposit.

6) Partial fees will **NOT** be considered.

7) Teams claiming residency or sponsorship must be prepared to prove it.

8) Teams choosing not to participate in this program after qualification games have been scheduled are required to pay administrative fee.

MAKE CHECKS OR MONEY ORDERS PAYABLE TO: CITY OF EL MONTE

NO REFUNDS WILL BE MADE AFTER THE MANAGER'S MEETING UNLESS THE CITY CANNOT ASSIST YOU ON YOUR REQUESTED PLAYING DAY.

X. UNIFORMS - REQUIREMENTS

a. Team shirts shall be of the same color front and back. The only decorations permitted are: 1.) Side inserts or trim of any color centered vertically below the armpit and not to exceed 4" below the bottom of the number or name if it appears under the number.

b. An identifying name or abbreviation of the name may be placed horizontally or vertically on either or on both the front and back of the shirt.

- c. Each player shall be numbered on the **FRONT** and **BACK** of the shirt with Arabic numerals of solid color contrasting with the color of the shirt and made of material not less than 3/4" wide. The number of the back shall be at least 6" high and that on the front at least 4" high. Neither of the single digit numbers "1" or "2", nor any digit greater than "5" shall be used nor may a number have more than two digits.
- d. Members of the same squad shall **NOT** wear identical numbers.
- e. A player not in proper uniform may not participate in that game.
- f. Teams are now required to have a "reversible" or alternate jersey with the same specifications listed above.

XI. BYE DATES:

Friday, Sunday, September 2, 4, 2005	Labor Day' Day
Friday, November 11, 2005	Veterans Day Weekend
Thurs-Sun Nov 24-27, 2005	Thanksgiving
December 19, 2005 -January 1, 2006	Christmas/New Year Holiday

FOR FURTHER INFORMATION: call Jason Gorospe, League Director at:
 (626) 580-2216 between 10:00 to 5:30 P.M., Monday-Friday.
 Email: jgorospe@elmonteca.gov

For league schedules, visit us at www.elmonteca.gov or www.elmontesports.com

For game updates and 24 hour game day information, or in the event of unusual emergency such as earthquake, fire, flooding or other catastrophic occurrence, managers may use the **EI Monte Adult Sports Hotline at (626) 580-2207.**

The EI Monte Adult Sports Office is always looking to improve their programs. If you have constructive suggestions we are interested in them. Please take time to comment on awards packages passed out last season.

NOTES:
