

FALL AND SUMMER ADULT BASKETBALL RULES

All Adults participants agree to participate at their own risk and will use their own insurance, if needed. Neither SPAR, the City of Shreveport nor any game official will be held responsible if a player is injured.

SECTION I ADMINISTRATIVE PROCEDURES

ENTRY INFORMATION:

- Entry forms, entry fee and rosters must be submitted into the SPAR Athletic Office no later than 12:00AM on the denoted registration deadline.
- Players must be **18** years of age or older to participate. Player's must show some form of picture **ID** at all games.
- Individuals currently listed on a high school or college roster are **INELIGIBLE**.
- Play will begin for **Fall Basketball in November/Summer Basketball in July**
- After the schedules are drawn up, **NO GAMES WILL BE RESCHEDULED EXCEPT FOR SPAR CANCELLATIONS.**
- SPAR will **NOT** be responsible for any injuries that may occur while participating in this program.

ENTRY FEE:

- Fee is **Fall \$200.00 and Summer \$150.00** per team.
- Payments can be made over the phone with a card by calling 318.673.7748 or in person by cash, check, card or money order at the Athletics Office. Make checks payable to **City of Shreveport.**
- All fees are due by registration deadline.

SCHEDULES:

SPAR Basketball will be played on weekdays. The number of games and game days will be determined by number of teams registered.

PLAYOFFS:

- Playoff formats are determined by the number of teams in the league that season. The league coordinator will send out playoff details to all Head Coaches during the season.
- Ties in the final regular season standings are broken first by head-to-head match-ups, then by points allowed, then by highest point differential.
- Playoffs will be played in a tournament style bracket. Dates will be selected in advance to ensure the participation of those willing to participate.

ROSTER INFORMATION:

- Complete your team roster online by the designated deadline. Print name of players. Each team may have a roster maximum of **15** players.
- The Official SPAR rosters will be held at the Athletic Office and designated playing site. The Site Supervisor/ Scorekeeper will have an official certified copy of each team roster at each site.
- **I.D. check will be administered at each game.**
- A player cannot be added to the roster at game time. Additions must be made in writing at the SPAR Athletic Office **no later than 4:30 p.m.** on the day of the game. **NO ADDITIONS WILL BE TAKEN BY TELEPHONE.** Additions may be emailed to Sarah.Metoyer@shreveportla.gov
- Deletions must also be made at the SPAR Athletic Office with proper Identification.
- **NO ADDITIONS can be made to rosters the Wednesday after the league begins. Rosters will be frozen at this time. Exception: In the event of an emergency Military, Police and Fire Department.**
- Prior to, a change may be made either at the player request or the representative decision to dismiss the player. If a player voluntarily requests a change he / she must come to the SPAR Office with proper identification. If a player is dismissed by a representative, the representative must notify the SPAR Athletics office via email.
- **A player can only play on one team.** If a player is guilty of playing for another team other than the team he/she is registered with, he / she **will be suspended from league play for the remainder of the season.** A player guilty of this violation will have every game that he/she participated in forfeited. Additionally, the team representative will be placed on probation for the remainder of the season. A second violation by the representative will result in his / her suspension for the remainder of the season or indefinitely from any SPAR Athletics programs. **Discretion of SPAR STAFF**
- All players/coaches must sign a waiver form before participating in the Fall/Summer Basketball league.

WAIVERS:

In order to participate in the Basketball league, each participant must sign a waiver. We encourage all players to visit <http://myspar.org/253/Athletics> and fill out the Player Registration (waiver) online. **NO WAIVER...NO PLAY.**

FORFEITURES:

- **GAMES START ON TIME! GAME CLOCK STARTS AT DESIGNATED GAME TIME.**
- The game will be forfeited if a team is not ready to play at scheduled game time or after the **five (5) minute grace period of the first game.** The grace period is only if the team doesn't have 5 players at game time. **(First game only) At the discretion of SPAR Staff**
- Teams must have five (5) players to start the game. If a team loses a player for any reason, such as injury or ejection, they may continue with four (4) players. If another player is lost, the game will continue at the discretion of the Officials and SPAR Staff.

- **Officials will call forfeits. Forfeits will run two (2) ten minutes halves or 45 minutes, to allow time for the staff to prepare for the next game.**
- **If your team forfeits a game during the season, the following rules apply:**
 - **First Offense: Loss of game and warning issued.**
 - **Second Offense: Loss of game and staff reserves the right to remove team from playoffs.**
 - **Third Offense: Removal from the league.**
- If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game. This will still be considered a forfeit, but is a courtesy to your opponent.

DISCIPLINARY ACTIONS:

- **Game officials and SPAR staff** will have complete control of all games and all actions within the parking lot, playing court and all facilities associated with play.
- Boisterous behavior and unsportsmanlike conduct such as:
 - Unduly yelling and screaming at participants or official(s).
 - Profane language or gestures.
 - Public threat or physical violence and/or drunkenness.
 - The use of alcoholic beverages at the game site or on the premises.
 - **The bench will be checked after each game. If signs of alcoholic use is found; that team will forfeit the next scheduled game and will be suspended until the coach meets with the SPAR Administrator.**
- **A violation of any of these standards will constitute partial or permanent program suspension at the discretion of SPAR STAFF.**
- A player or coach ejected during a game for any reason will be immediately suspended from play until he/she meets with the SPAR Administrator and must leave the premises. Following the meeting the suspension may be extended depending on the circumstances surrounding the ejection.
- **Any player or coach ejected for fighting during or after the game might be suspended for the remainder of the season.**
- Two (2) accumulative suspensions during one (1) season will constitute suspension from play for one (1) year from the date of the second infraction. Entry fee will not be refunded.
- If a player or coach is ejected from the game he/ must leave the facility and grounds within (2) minutes, for the remainder of that game and the duration of his/her suspension. They must contact SPAR Administration, phone number (318) 673-7748 or (318) 673-7749 to set up a meeting.
- It will be the coach's responsibility to handle his/her players. **If you're unable to do so,** please inform the Gym Supervisor (SPAR Staff) so that the next step can be taken in having the person removed.

PROTEST PROCEDURES:

- If a game is being protested, the representative must tell the official who will, in turn, notify the scorekeeper that the game is being played under protest.
- The game will resume after staff has been notified of protest and both teams are aware of being played under protest. Rosters and ID's will be checked again.
- The only grounds for lodging a protest are:
 - Misinterpretation of a playing rule (SPAR or LHSAA)
 - Use of an ineligible player.
- **A judgment decision or rule interpretation cannot be protested, only the eligibility of a player.**
- The team representative must submit a formal letter of protest along with a \$25 check payable to City of Shreveport, no later than 4:30 p.m. the following business day. If the protest is upheld, the \$25.00 will be refunded.
- At every scheduled SPAR league game, each participant will be required to have proper picture identification in his/her possession. He/she must produce this I.D. (driver's license) to any SPAR official/staff if asked to do so. If this I.D. is not produced, the individual cannot participate.
- Failure to produce a picture I.D. 20 (twenty) minutes after the game he/she was protested in will result in a forfeit.
- Any player found ineligible during the course of the season will have every game in which he/she participated forfeited.

APPEAL PROCEDURES:

- Players, coaches and spectators may appeal any suspension or disciplinary action taken as a result of improper behavior. Additionally, the representative may appeal any decision based on an authorized protest.
- There are five levels in the appeal process which must be followed in sequence:
 - First Level: Meet with SPAR Superintendent of Athletics
 - Second Level: Meet with SPAR Athletics Division Manager / Lead Superintendent
 - Third Level: Meet with SPAR Assistant Director.
 - Fourth Level: Meet with SPAR Director.
 - Final Appeal: Meet with SPAR Council.

SPORTSMANSHIP:

- ✓ The purpose of Adult SPAR Leagues is to have fun: MEET.GREET.COMPETE. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league.
- ✓ MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS or other team members or occupants of the bench, SHALL NOT, from any place including coaches' boxes:
 - Provoke, or try to provoke by word, or sign, or demonstration either opponents and/or spectators.
 - Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators.
 - NOTE: Use of profane or abusive language or taunting will not be tolerated.
 - **Players violating the above can be ejected from the game without warning. **
 - Argue calls.
 - Be outside of the vicinity of the coach's boxes or the designated bench area if not one of the players on the court.
 - Commit any act that could be considered unsportsmanlike conduct.
 - Carelessly throw a basketball.

To see our code of conduct policy:

Visit www.myspar.org

LEAGUE CANCELLATION:

- Leagues may be cancelled due to existing & upcoming weather conditions, dangerous or unplayable court conditions, facility constraints, etc. SPAR staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.
- If the league is canceled, SPAR staff will contact the head coaches and change the status on social media immediately.
- If we do cancel, follow next week's schedule (ex. If June 12 is cancelled teams should follow the June 19 schedule for their next game). The games that are cancelled will be made up at the end of the season if time allows. In extreme circumstances, SPAR reserves the right to run a shortened season without a refund of schedule matches on days other than our regularly scheduled league day/night.
- These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: Team Representatives please advise your team of these rules and thanks for your participation.

HIV-HEPATITIS B-BLEEDING PLAYER

- ❖ Any player who is bleeding from the nose, mouth, or open wound will be governed by the injured player rule.
- ❖ Any player with an excessive amount of blood on his/her uniform will be removed from the game until the uniform has been changed. In the event of a player injury during the game, that's witness by a SPAR STAFF. Player must notify umpire/staff immediately. Players cannot re-enter the game in an alternative jersey until permission is granted from the umpire/SPAR Staff.
- ❖ **NOTE:** If the player's replacement uniform (shirt) is not the same basic color as his/her teammates permission must be allowed to re-enter the game.

SECTION II PLAYING RULES

PARK RULES:

1. The possession or consumption of any alcoholic beverage on city property is rigorously prohibited. The parking lots are also city property.
2. No pets are allowed inside the Community Center. Please leave your pets at home.
3. NO SMOKING or NO VAPING.
4. Please see full version of park rules for further information.

UNIFORMS:

- Teams are responsible for supplying their own uniforms. SPAR will allow 1 week of a grace period for everyone to get uniforms (matching shirts/jerseys). After the 1 week, teams will have to forfeit their games if 2 or more players are out of uniform.
- It is **MANDATORY** that all players wear jerseys or T-shirts of the same solid color. Each **jersey or T-shirt may** have 4" numerals on the front and 6" numerals on the back. There **MUST** be a number on the back. These numbers must be no wider than 3/4" and of a single color in contrast to the jersey or t-shirt color.
- Players on the same team will **NOT** wear identical numbers.
- No shorts with pockets. NO exceptions.
- No written or taped numbers. **No exceptions.**
- **No Jewelry, beads or do rags will be allowed during play.**

GAME REGULATIONS:

1. **LHSAA rules** will govern play, **except** as **Modified by SPAR.**
2. It is the responsibility of each player to check in with I.D. at the score table prior to your scheduled game time. Failure to do so will result in a technical foul.
3. Teams will play two (2) **20** minute halves. Each **overtime** period will be three **(3)** minutes. **Five (5) minutes warmup on the clock for every game.** Three **(3)** minutes on the clock for half-time.
4. The clock will stop only for time outs during the **first eighteen (18) minutes of each half.** The clock will stop in accordance with **National Federation Rules the last two (2) minutes of each half.**
5. Each team is permitted four (4) time outs **per game.**
6. The three (3) point shot will be in effect.
7. 1 and 1 will be shot **ON** the **7th personal foul of each half.**
8. Two (2) shots will be awarded **ON** the **10th and subsequent foul of each half.**
9. There will be **NO DUNKING** during pre-game warm-ups, however dunking will be allowed during the game. **No “hanging on the rim”**
10. Throw in - last 2 minutes of game after a made basket, a team can receive the ball at half court, **after a timeout is called.**

