

# NORTH LIBERTY RECREATION DEPARTMENT

## (A) League Winter/Spring Men's Basketball League Schedule

<u>Team</u>	<u>Manager</u>	<u>E-Mail</u>	<u>Phone</u>
1. Wagehoft Home	Shane Hutchison	<a href="mailto:slikhutch26@yahoo.com">slikhutch26@yahoo.com</a>	530-3636
2. Two River	Steve Lucas	<a href="mailto:selucas@aol.com">selucas@aol.com</a>	270-1375
3. IC	Timothy Weddle	<a href="mailto:timothy-weddle@hotmail.com">timothy-weddle@hotmail.com</a>	430-7556
4. Late Arrivals	Clint Dalrymple	<a href="mailto:clintdal@gmail.com">clintdal@gmail.com</a>	770-595-6775

### GAME SCHEDULE

#### January 15

4:00 2-1 Jones Gym  
4:00 3-4 Roberts Gym

#### January 22

4:00 4-2 Jones Gym  
4:00 1-3 Roberts Gym

#### January 29

4:00 4-1 Jones Gym  
4:00 2-3 Roberts Gym

#### February 12

4:00 2-1 Jones Gym  
4:00 3-4 Roberts Gym

#### February 19

4:00 4-2 Jones Gym  
4:00 1-3 Roberts Gym

#### February 26

4:00 4-1 Jones Gym  
4:00 2-3 Roberts Gym

#### March 4

4:00 2-1 Jones Gym  
4:00 3-4 Roberts Gym

#### March 11

4:00 4-2 Jones Gym  
4:00 1-3 Roberts Gym

#### March 18

4:00 4-1 Jones Gym  
4:00 2-3 Roberts Gym

# NORTH LIBERTY RECREATION DEPARTMENT

## (B1) League Winter/Spring Men's Basketball League Schedule

<b>Team</b>	<b>Manager</b>	<b>E-mail</b>	<b>Phone</b>
1. Saks	Joe Clark	<a href="mailto:gjc1974@msn.com">gjc1974@msn.com</a>	631-1894
2. Engineered Chaos	Wesley McGee	<a href="mailto:wamcgee@rockwellcollins.com">wamcgee@rockwellcollins.com</a>	431-5273
3. Team Kaboom	Brandon O'Hern	brandon.ohern@Ferguson.com	540-3394
4. P & G/ PCI	Bob Squiers	<a href="mailto:squiers@southslope.net">squiers@southslope.net</a>	321-4727
5. Anytime Fitness	Tony Burrier	<a href="mailto:adburrier@yahoo.com">adburrier@yahoo.com</a>	400-2357
6. Tebow Time	Trent Dickel	<a href="mailto:trentondickel@yahoo.com">trentondickel@yahoo.com</a>	541-6036
7. Heartland Hackers	Seth Lickliter	<a href="mailto:sleckliter@gmail.com">sleckliter@gmail.com</a>	361-3966
8. MWONders	Trent Yeazel	<a href="mailto:trentyeazel@gmail.com">trentyeazel@gmail.com</a>	356-5829

### GAME SCHEDULE

#### January 15 (Roberts Gym)

5:00 5-6  
6:00 4-7  
7:00 2-1  
8:00 3-8

#### January 22 (Jones Gym)

5:00 8-6  
6:00 3-4  
7:00 1-7  
8:00 2-5

#### January 29 (Roberts Gym)

5:00 7-8  
6:00 4-1  
7:00 3-5  
8:00 6-2

#### February 12 (Jones Gym))

5:00 7-5  
6:00 4-8  
7:00 6-1  
8:00 2-3

#### February 19 (Roberts Gym)

5:00 5-8  
6:00 4-2  
7:00 1-3  
8:00 6-7

#### February 26 (Jones Gym)

5:00 3-6  
6:00 4-5  
7:00 2-7  
8:00 1-8

#### March 4 (Roberts Gym)

5:00 8-2  
6:00 6-4  
7:00 7-3  
8:00 1-5

#### March 11 (both gyms)

5:00 Single Elimination  
6:00 Tournament Begins!!  
7:00  
8:00

#### March 18 (Both Gyms)

5:00 Quarter Finals  
6:00  
7:00

#### March 25 (Roberts Gym)

6:00 Finals

# NORTH LIBERTY RECREATION DEPARTMENT

## (B2) League Winter/Spring Men's Basketball League Schedule

<b>Team</b>	<b>Manager</b>	<b>E- Mail</b>	<b>Phone</b>
1. Venom Investments	Acie Earl	Coachaearl@aol.com	430-2537
2. P & G Zero Defects	Jeff Davis	jdwindex@gmail.com	530-4004
3. Bob Bates	Jace Bisgard	<a href="mailto:jacehawk@yahoo.com">jacehawk@yahoo.com</a>	626-2074
4. The LPC	Ryan Prahm	<a href="mailto:rjprahm@gmail.com">rjprahm@gmail.com</a>	665-6200
5. ME Message Therapy	Traviss Tubbs	<a href="mailto:tubbs2345@mchsi.com">tubbs2345@mchsi.com</a>	899-2015
6. AM Ballers	Kevin Witt	<a href="mailto:kevingwitt@gmail.com">kevingwitt@gmail.com</a>	530-2688
7. Second Story Software	Taylor Riley	<a href="mailto:tjriley33@gmail.com">tjriley33@gmail.com</a>	563-564-9379
8. Steel Panthers	Adam Fett	<a href="mailto:fett_adam@hotmail.com">fett_adam@hotmail.com</a>	470-1833

### GAME SCHEDULE

#### January 15 (Jones Gym)

5:00 3-8  
6:00 2-1  
7:00 4-7  
8:00 5-6

#### January 22 (Roberts Gym)

5:00 8-6  
6:00 1-7  
7:00 3-4  
8:00 2-5

#### January 29 (Jones Gym)

5:00 7-8  
6:00 6-2  
7:00 4-1  
8:00 5-3

#### February 12 (Roberts Gym)

5:00 2-3  
6:00 7-5  
7:00 8-4  
8:00 6-1

#### February 19 (Jones Gym)

5:00 6-7  
6:00 5-8  
7:00 1-3  
8:00 4-2

#### February 26 (Roberts Gym)

5:00 3-6  
6:00 2-7  
7:00 4-5  
8:00 8-1

#### March 4 (Jones Gym)

5:00 8-2  
6:00 7-3  
7:00 1-5  
8:00 6-4

#### March 11 (Both Gyms)

5:00 Single Elimination  
6:00 Tournament Begins!!  
7:00  
8:00

#### March 18 (Both Gyms)

5:00 Quarter  
6:00 Finals!!  
7:00

#### March 25 (Roberts Gym)

6:00 Finals

## NORTH LIBERTY RECREATION CENTER

# Men's Basketball League Rules

### A. ELIGIBILITY

1. All players must be 18 years of age and out of high school.
2. There will be no division one college basketball players allowed in "B" league unless they are **40 years and older**. College players from other schools are encouraged to participate in "A" league but can play in "B" league. If there happens to be no A league then division one players may play in B league.
3. No players can play in both the "A" and "B" league.
4. Players may play for only one team in the league.
5. **Players may be added to the roster throughout the season but a player must play in 3 games to be eligible for the tournament. There is a maximum of 15 active players allowed on a roster.**
6. **To be eligible for tournament play, a player must have played in at least 3 regular season games.**
7. Team rosters need to be turned in one week prior to the league starting and fees are to be paid when you sign up your team up for the league. This is the only way to guarantee your team has a spot in the league.
8. A legal photo I.D. will be required to determine eligibility if necessary.
9. **Teams will not be allowed to play until all league fees are paid in full.**

### B. THE GAME

1. Official Iowa High School Rules will apply with the following exceptions ...
2. The clock will be a running clock.
  - a. The game will consist of two (2) twenty-minute halves.
  - b. **The clock will stop inside of the last minute of the 1st and 2nd half, unless there is a score differential of 20 points or more.**
3. Each team will be allowed 4 time-outs per game. Time-outs carry over to overtime. During any overtime periods teams will be given one additional time out for each extra period.
4. Following a time-out, the clock will begin to run when contacted by a player, or in the case of a free-throw when a player touches the ball.
5. The Recreation Department will furnish the game ball. Warm-up balls are the player's responsibility.
6. There will be a 3 minute break between halves.
7. After a time-out the ball may be in-bounded at half court.
8. **Game Time- Teams have 5 minutes from their scheduled time to get at least 4 legal players to start the game.**
9. **Players will be allowed 5 personal fouls before fouling out. A technical foul will count toward the player's 5 personal fouls.**
10. Substitutions may only be made during a dead ball. Please notify the scorekeeper prior to entering the game.
11. Spectators are welcome at the games, but must conduct themselves accordingly. Managers will be held responsible for the conduct of their spectators. Children are not to be running near the court, playing with the playground toys, or causing disruption of the game. If the officials or staff feels any spectator is disruptive they may have them removed.
12. **Profanity will not be allowed and will result in an automatic technical foul and possible ejection.**
13. Jewelry is not allowed to be worn during games. Wedding bands must be taped.
14. **If a player receives two technical fouls in the same game, he is ejected from game and may not play in the team's next scheduled game.**
15. Dunking will be allowed during the game only. Players that attempt to dunk will be held financially responsible for any damage they may cause.

16. The officials, site supervisor, and score keepers have the authority to eject any player or spectator from the building for any reason. They may also declare a forfeit or double forfeit if play has gotten out of hand.
17. Fighting will result in an automatic technical, ejection, and probable expulsion from the league, at the discretion of the Assistant Recreation Director and Site Supervisor. A player's ejection for fighting is automatic and not subject to appeal.
18. **On a free throw the players will not be allowed to enter the lane until the ball hits the rim or backboard. This is the high school rule and officials feel it is safer than allowing players to enter before it hits the rim or backboard.**
19. **Two forfeits will result in tournament ineligibility and may result in removal from the league.**

### **C. OVERTIME**

1. If the game ends in a tie, a three (3) minute overtime shall be played with a running clock, except in the last minute of the game.

### **D. UNIFORMS**

1. **Teams are required to wear numbered jerseys or shirts of the same color. Any player not wearing a like-colored numbered jersey will not be allowed to play.**
2. **Permanent numbers must be printed on the back of the jersey. Taped on numbers will not be allowed.**
3. Duplicate numbers will not be permitted.
4. Switching of shirts between players during the game will not be allowed.
5. When both teams in a game have similar colored jerseys, the team listed 2<sup>nd</sup> on the schedule will wear mesh pull-overs provided by the Recreation Department.
6. Shoes that leave marks on the gym floor will not be permitted.

### **E. AWARDS**

1. A team award (t-shirts) will be given to the tournament champion in each division.
2. The tournament champion's name will be added to the Champion's area in the hallway.

### **F. BLOOD RULE**

1. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her uniform must leave the game and may not return until the blood is covered, removed, or both. The player may not re-enter the game until the next dead ball situation.
2. A player will be allowed to switch jerseys with another player or change to a different number, color, and/or style without penalty under these circumstances.

### **G. FOULS & PENALTIES**

1. Common (non-shooting) fouls will be shot beginning with the seventh team foul of the half.
2. Bonus free throws will be one and one after the 7<sup>th</sup> team foul. After the 10<sup>th</sup> team foul two shots will be given.
3. A technical foul will count as a personal foul.
4. If a player receives two (2) technical fouls in the same game they are ejected from the current game and will not be eligible to play in the team's next scheduled game.
5. A player does not have to receive two technical fouls to be ejected and/or declared ineligible for the team's next game, if in the opinion of the officials, Recreation Staff, or League Supervisor the infraction warrants such action.

6. If a player receives four (4) technical fouls over any part of a season, that player will be given a two game suspension. Should a fifth (5<sup>th</sup>) technical foul be received after the player returns, that player will be suspended for the remainder of the season – including the tournament.
7. Any player ejected from two (2) different games during a season will be suspended for the remainder of that season – including the tournament.
8. **Technical or intentional fouls will result in two points and the ball for the opposing team.**

## **H. RULES OF CONDUCT**

1. Each manager will be held responsible for the conduct of his/her team's players and is responsible to see that all rules are observed. The manager must maintain complete control of himself/herself and his/her team members at all times. This includes before, during, and after a game and any other time involved with the league. The key to a successful league rests in the hands of the manager, and in turn his/her players. Good team leadership will ensure a good league.
2. The decisions of the officials and Recreation staff will be respected and not interfered with at any time. Unsportsmanlike conduct, disrespect, vulgarity, or profanity will not be tolerated at any time. Any player or manager removed from a game will receive an automatic one (1) game suspension to be served in the team's next scheduled game. A longer suspension may be given by the League Supervisor depending upon the severity of the offense. Any player or manager that has been ejected from a game must leave the gym in a timely manner, or his/her team will be subject to forfeit.
3. A game will be forfeited in the event a team fails to respect the official's authority or decisions. One warning will be given prior to such action. If a team receives a forfeit win or forfeit loss, this will count as a game played.
4. In any discussion with an official:
  - a. Profanity or unsportsmanlike conduct will not be tolerated.
  - b. Threatening of an official will result in an automatic suspension for the entire season. Personal harassment of officials (referees, scorekeepers, supervisors) may be cause for the individual or the entire team's suspension from league play. A player does not have to be in the game for this rule to be in effect. A team's spectator could cause such a result, as team's are responsible for their spectators.
5. Any player or manager that physically assaults another player, official, or staff member will be suspended from all North Liberty Recreation Department Leagues for at least one (1) calendar year, if not longer.