

BOISE PARKS AND RECREATION PHILOSOPHY AND MISSION STATEMENT

Boise Parks & Recreation Department strives to create and provide the community with recreational opportunities and competition in a family atmosphere. Please have fun and enjoy, but also exercise good sportsmanship and common sense! The enthusiasm, spirit and attitude of our participants are paramount to the program's goals and objectives. Treat everyone in the program like you would want to be treated.

Please remember, regardless of the league or caliber of competition, the main objective of the program is to have fun and provide physical activity. Please keep this in mind before you get mad at yourself, team members, the other team or the referees.

DEADLINES

- Last day to add players to the league roster: **Eighth game of the season.**
- Switch players out without a fee: Second Monday of league.
- Last day to register for the league end of season tournament: **Friday, February 1st.**

FACILITY USE/REGULATIONS

Gym time and space is provided by the Boise School System. Continued use of these facilities requires that we abide by the rules and regulations set by Boise Schools:

1. After the last game of the evening, participants must leave the school five minutes after completion of the game to allow for the custodians to clean the gym.
2. Parents - your children **MUST** be closely supervised always during games by an adult not participating in the program. They must remain seated in the gym. If a child is unattended, the player responsible for the child will be removed from the game to supervise the child.
3. Enter and exit the gym from the main entrance only. For the first game, please enter no earlier than ten minutes prior to scheduled time and not before. Participants must remain in the gym and spectators seated in the bleachers at all times. Do not warm up in the hallways!
4. Park in approved areas. Illegally parked cars may be towed away at owner's expense.
5. No glass containers are allowed in the gym.
6. No eating or drinking inside the school or gym. (*Exception: water either from the fountains or brought to the gym in a plastic container.*)
7. No alcohol or illegal substances are allowed inside the school or on the school grounds.
8. No colored-soled shoes that scuff or mark the floors are allowed in the gym. This includes running shoes, street shoes, or boots on the court at any time, including before and after the game.
9. Be considerate of groups using the facility before or after your scheduled game time.
10. **CLOSED GYM:** If your gym is closed on your team's scheduled time and date, your team must wait 15 minutes before leaving. Unfortunately, sometimes our office is not notified of closures. The game will be rescheduled at the earliest available time slot(s).

REFEREES AND SCOREKEEPERS

Referees are contracted by Boise Parks and Recreation through USSSOA. If team captains are satisfied or dissatisfied with the performance of a referee or scorekeeper, the Team Captain is requested to file via e-mail or in writing, specific concerns or suggestions to Boise Parks and Recreation sports@cityofboise.org. These comments will then be reviewed by the Recreation Program Director and if the comments require review, such action as needed will be taken by the Recreation Program Coordinator. Please remind players not to speak to the scorekeeper during a game (for distraction purposes).

Submission of Complaints:

Any team captain who wishes to file a formal complaint or protest any league or game official ruling, must put it in writing and email it to the sports@cityofboise.org. Only team captains may submit complaints. No complaints made via phone will be considered.

NO SCOREKEEPER (timer-scorer): If the timer-scorer fails to appear, teams are to provide a timer-scorer and report the game results (scores) to the Sports Office the next morning via telephone at: (208) 608-7650, fax: (208) 608-7669 or e-mail: sports@cityofboise.org. The official will coordinate with each team who has the responsibility of keeping the scores for each half.

LEAGUE STRUCTURE

1. CHANGING DIVISIONS:

- a. Teams wishing to change divisions must find a team in another division that is willing to change with them and notify Boise Parks and Recreation of their intent.

2. CLASSIFICATION: In order to make the leagues competitive, the Boise Parks and Recreation Office has established guidelines for teams to follow when selecting players to play in specific classifications. The Boise Parks and Recreation League Director reserves the right to make the final determination regarding players playing in classifications below their ability level.

GUIDELINES TO CLASSIFICATION:

- Men's B1-3 Leagues: "B+" Elite: Exceptionally skilled teams should have at least four (4) or more players with college experience, capable of slam-dunking and/or scoring 20+ points. Players should be able to run open court on a fast break hit open shot if guarded, have above average and strong defensive skills.
- Men's B3 – B5 Leagues: "B" Very Good: No more than three (3) players with college or high school varsity experience and/or capable of scoring 15 points per game. Players have very good playing skills and defensive abilities and can play a running game.
- Men's B6 – B8 Leagues "C+" Average: No ex-college players under the age of 30 years old. Players should be able to play team ball with limited turnovers. No more than one (1) player capable of consistently scoring 25 points per game and have average defensive abilities.
- Men's B9 – Lowest Leagues "C" Recreational: No ex-college or high school varsity players under the age of 30 years old. Players who love to play but have limited experience; limited/no ability to play above the rim; no more than one (1) player with the ability to consistently score more than 20 points per game. Play is sometimes "playground" style and recreational.

WOMEN'S DIVISION:

- “B”: 1-2 players who have high school and/or college experience; competitive.
- “C/C+”: 1-2 players who have high school, recreational competition.

NOTE: All classifications are subject to change at the discretion of the League Director, if deemed necessary. Also, any teams that have misclassified themselves are subject to be reclassified by the Boise Parks and Recreation League Director, if deemed necessary. Teams may be subject to forfeiture of games played.

3. **PLAYER ELIGIBILITY REQUIREMENTS**

- a. Age Requirements. To participate, league players must be **16 years of age** as of the date of the first game.
 - b. No Men's B1 caliber basketball players in the Boise Parks & Recreation will be allowed to play in any division lower than B3 and no more than 2 per team. Individual player classification will be determined and designated by the league director.
 - c. Players can play on more than one team under the following conditions: A player cannot play on more than one team in the same division unless the divisions were combined. A player cannot play more than 2 divisions lower than their highest level of play. Players must register on all teams and pay any fees required.
 - d. Ex-college players are encouraged to play at a higher level that meets their ability.
 - e. New Players. Additions may be made to team rosters by the new player or team captain coming into the Parks and Recreation Office from 8:30 a.m. to 5:30 p.m. weekdays. New players are eligible to play the same day they register. Deadline to add players to roster: Second Friday in February.
 - f. Hardship. When a team's (active) roster is reduced to below five players for some unforeseen reasons, the team captain may claim hardship. The team captain may then request to add players after the new player registration deadline by submitting a written report detailing the events and reasons leading to the request. Such reports must include the names of players no longer with the team and reasons for leaving. The Advisory Board may allow additional players to bring the roster up to five (5) players. Players added must be equal to or less in ability than the players they are replacing.
 - g. Team Captains that pick-up players from our office player list AND put these players on their roster must communicate all scheduled games and play each player fairly. Note: It is not the responsibility of the Boise Parks and Recreation office to ensure player(s) playing time or refund individual fees.
4. **CHANGING TEAMS.** Players may switch teams one time by taking their name off the roster and adding it to the new roster. A \$5.00 transfer fee will be assessed, after the second Monday of league play.
 5. **PLAYER NOT ON ROSTER.** Players not on a roster are ineligible to participate. The opposing team captain must protest an illegal player by notifying the official that they are protesting and who. Officials will notify the other team. The protested player must provide photo ID. Protest must be written in scorebook and on score sheet and signed by the official, scorekeeper and team captains.
 6. **ELIGIBILITY VIOLATIONS.** The following penalties will be assessed for eligibility violations:
 - a. League Play - Ineligible player and team captain will be suspended (See 3rd degree violations under conduct). This will include all teams the ineligible player is registered on.
 - b. Tournament Play - A team using an ineligible player(s) will be automatically disqualified from the tournament.

TEAM CAPTAIN/ALTERNATE TEAM CAPTAIN RESPONSIBILITIES

1. As administrator of the team, the team captain is the official contact between team members and Parks and Recreation. Current address and phone number of the team captain must be designated on the roster and any changes should be reported to Parks and Recreation immediately.
2. Team captains are expected to attend all program-related meetings and clinics to be able to transmit current information to their teams. Only the team captain that attends the pre-season meeting will have the privilege of direct communication with the Officials Coordinator. Team captains must be available to receive mail and phone calls from Parks and Recreation during the basketball season. Information such as rescheduled games and tournament deadlines/schedules may be transmitted by mail or e-mail at sports@cityofboise.org. Mail not returned to Parks and Recreation will be assumed to have reached the team captain.
3. Team Captains are responsible for distributing schedules to players on their rosters. Game time is the noted time on the schedule.
4. Game-related Responsibilities. **Floor captain is** responsible for their players conduct immediately before, during and after each game. If the Team Captain cannot control the behavior of his/her players, he/she may be suspended for a minimum of one game to maximum of one year, provided sufficient warning has been given
5. Floor Captains must be identified to the referee and scorekeeper prior to the start of the game.
6. The Team Captain must list the players first and last name and number on the lineup card and give it to the score keeper/official before the pre-game.

PENALTY: Team forfeits the jump ball and starts on defense for both halves. If Both teams fail to provide line-ups, the time it takes to put the line ups in the book will be deducted from the actual playing time.

7. **ONLY THE TEAM CAPTAIN/FLOOR CAPTAIN MAY SPEAK TO THE REFEREE.** The referee will direct all warnings about player conduct to the Team Captain/floor captain. The Team Captain/floor captain is responsible for seeing that all players know and follow the rules. Therefore, team captains should be there individual to meet for all the pre-game meeting.

RULES

A combination of high school and college rules will govern play during all games, except as stated in the league rules. Each team will receive a copy of the league rules. Players and Team Captains are responsible for knowing these rules. (The Rules and Regulations are subject to revision at the discretion of the Program Coordinator).

1. **FREE THROW:** Only 4 defensives and 2 offensive players are permitted on the marked lane spaces during free throws. The two opposite lane spaces closest to the end line below the block shall remain vacant. Players along the lane can enter the key as soon as the shooter releases the ball during a free throw. Players behind the 3-point line must be beyond the free throw line extended and cannot cross the line until the ball hits the rim. Shooter cannot enter the key until the ball hits the rim. After time out – clock starts when the ball is touched on a rebound or inbound play.

2. **GRACE PERIOD/FORFEIT.** Teams must have a minimum of four uniformed members who have signed the roster at their scheduled game time, or by the conclusion of the previous game, whichever is later. If a team does not have 4 eligible players at that time, the scorekeeper will be directed to place five minutes running time on the game clock. Should a team fail to have (4) legal players when the 5-minute grace period ends, the game will be declared a forfeit. **GRACE PERIOD: Teams are allowed one (5) minute grace period for all games. The grace period is only allowed to reach a minimum of four (4) rostered players to begin the game. PENALTY: deduction of one (1) timeout.**
3. Substitutes cannot go into the game until they are waved in by the official.
4. **Scheduling and Time Limits.** Teams must show up for a game unless notified otherwise by the Parks and Recreation Office. Teams must be ready to play at game time.
5. **Length of Game.** The game is played in two 20-minute half with a running clock except for the last minute of the first half and the last 5 minutes of the second half at which time the clock will stop for all whistles.

Exceptions: The clock will not stop and will continue to run. At any time during the last 2 minutes of the second half, once a team goes ahead by 15 points or more the clock will not stop (running clock)

6. Half time = 3 minutes
7. 3 minutes between each game for warm up.
8. **TIME OUT:** Each team is allowed three-time outs per game (maximum 1 minute in length).
 - a. **OVERTIME:** The first overtime period will run for 2 minutes and a second (plus any thereafter) for 1 minute until a team wins by at least one point. Clock will stop for all whistles. Only first overtime will start with a jump ball, which will establish the alternating possession for all overtime periods. Each team will receive one time out for the overtime period, regardless how many periods.
9. **FORFEITS.** When a team is not at the gym ready for their scheduled game time before the 3-minute grace period has expired, or a team does not have the required number of players, the game will be forfeited. Teams forfeiting three league games without one days' notice may be dropped from the program. Teams not showing up for a game without prior notice to the Boise Parks & Recreation Department will play their next scheduled game as a non-counting game. The game will be posted as a loss.

FORFEIT POLICIES:

- 1) Forfeiting in advance – if you know your team is going to forfeit and not show up, you must contact the City Recreation office 48 hours in advance of game time. Calling and leaving a message is NOT acceptable notice, you must reach someone. If you leave a message or send e-mail it is not considered notification unless you receive a reply. Teams with hardships, check the website <https://bprwebtrac.cityofboise.org/wbWSC/webtrac.wsc/wbsearch.html?wbsi=916d9bfe-3fb8-529d-e311-913ab7dda4af&xxmod=LS&xxcategory=BB> click on your teams division and hover over the team captain's name for updated e-mail/phone number.
- 2) If your team is a complete NO SHOW, failing to contact City Recreation Office and failing to have at least four players present at the game, your team may be subject to being charged a game / referee fees and or your team can be ineligible for league playoffs and/or removed from the remainder of the schedule.
10. **Bleeding:** Any player that is bleeding must exit the game and will not be allowed to re-enter until the bleeding has been stopped. Any player with blood on their uniform will be required to have the blood removed before coming back onto the court.
11. **No press rule** (Women's C League Only) once a team has reached 15 points or more at any time in the game, they cannot press or closely guard until a player in possession of the ball fully crosses the mid court line.

12. FOULS:

- a. Each player is allowed a maximum of **5** personal fouls.
- b. Starting with the seventh team foul in a half, the opposing team will receive one free throw and, if made, one more attempt.
- c. Starting with the tenth team foul in each half, the opposing team will receive two free throws.
- d. Technical Fouls will not be shot. The opposing team gets two points and the ball out of bounds.

13. TECHNICAL FOULS:

- a. **An unsportsmanlike foul:** is a non-contact technical foul which consists of unfair, unethical, or dishonorable conduct. Acts of deceit such as accepting a teammates(s) foul or free throw, use of profane or inappropriate language or gestures, and taunting are unsportsmanlike.
- b. **A flagrant foul:** may be a personal or technical foul of a violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kicking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.
- c. **Rule Technical:** technical fouls that do not warrant an ejection. Example: Not being in the book, too many players on the court, intentionally slapping the backboard, reaching over the plane during a throw in and contacting the ball.

14. CONDUCT OF PLAYERS/SPECTATORS:

- a. There is a certain standard of conduct expected from every member and person associated with a Boise Parks & Recreation team. If in the opinion of the official(s) the game cannot be continued in a sportsmanlike manner, the game shall be forfeited by the offending team.
- b. Officials are not required to warn a player or Team Captain prior to ejection. When a player is ejected from a game, he/she must leave the facility immediately or the team will forfeit the game.
- c. The team captain is responsible for their spectators. Spectators displaying inappropriate behavior will be asked to leave the facility or the team will forfeit the game. There is a zero-tolerance policy regarding spectators causing undue interference with the playing of games. Any spectator who conducts themselves in an inappropriate, offensive, and/or disruptive manner, including entering the court area during a game will be ejected and banned from attending an indefinite number of future games. Teams accompanied by any disruptive spectator(s) are subject to immediate disqualification of the game and possible suspension from further play.

15. **COOLING-OFF PERIOD:** For all conduct-related/unsportsmanlike technical fouls, offender must immediately substitute out of the game and sit quietly on the bench for (5) minutes of game time. The (5) minutes starts when player is seated on the bench. Exception: Players are ejected after 2nd technical foul.

INDIVIDUAL AND TEAM CONDUCT:

It is expected that individuals and teams will conduct themselves in a sportsmanlike manner toward their opponents and the officials. Failure to do so will result in the following:

1. **OFFICIAL'S FORFEIT:** The official has the authority to forfeit the game for unsportsmanlike conduct or failure to abide by the official's decision. If the official's order is not obeyed; he/she may also remove a player from a game. This is a judgment decision by the official and cannot be protested.
2. **EJECTED PLAYERS:** Any player ejected from a game, or receiving two unsportsmanlike technical fouls, will receive the minimum one (1) game suspension for the next game. The player may not hang-out on premises, nor return to gym until suspension is lifted. Suspended players may not attend games.

3. TECHNICAL FOULS: All "Technical Fouls" will carry a penalty of two points and ball out of bounds (at the division line). Some technical foul counts toward the team foul total and the individual player's personal fouls. All bench personnel technical fouls are charged to the offender.

15. PENALTIES: (LEAGUE AND TOURNAMENT PLAY)

1st Degree Violation

- 1) Unsportsmanlike technical foul.

Automatic Penalty: Offending player sits out of the game for **5 minutes** (game clock time). For a violation that occurs with less than 5 minutes left in the game or after the game, the balance of time will be assessed at the start of the player's next game.

2nd Degree Violation

- 1) Attempting to arouse spectators against the official, scorekeeper, or Boise Parks and Recreation representative.
- 2) Any flagrant foul (non-contact unsportsmanlike technical foul)
- 3) Taunting or using language or gestures to provoke another player or official.
- 4) More than one first degree violation.

Automatic Penalty: Offending player ejected from the game and facility and suspended from the following game.

3rd Degree Violation

- 1) Flagrant foul. (Contact)
- 2) Participating in a game as an ineligible player.
- 3) Playing under another name.
- 4) Player receiving more than two unsportsmanlike technical' s in a season.
- 5) **Leaving the bench to participate in an altercation.**

Automatic Penalty: Offending player and the team captain (**in #2 & #3 above**) will be ejected from the game and the facility, suspended from the following **two games**, and placed on probation for the remainder of the season including the league tournament.

4th Degree Violation

- 1) Fighting immediately before, during or after any scheduled game whether the physical act connects with the body or not. Also applies to a player who retaliates.
- 2) Pushing, striking, kicking, or throwing objects at a player, official, scorekeeper, Parks & Recreation representative, or spectator.
- 3) Teams/players that continue to be out of control after warnings and/or technical.
- 4) Whenever the safety of the participants, officials, spectators, or Parks & Recreation representatives are threatened by verbal or physical acts.
- 5) Refusing to leave the gym when instructed by an official.
- 6) Approaching or following an official, scorekeeper, or staff person out of the gym after the game is complete **with harassing or threatening intent.**
- 7) Causing, aiding, or assisting to the damage or destruction of property of the facility or individuals associated with the program.

Automatic Penalty: Offending player(s) is/are ejected from the game and facility, suspended for a minimum of the next four games with a possible hearing and placed on probation for the remainder of the current season and the following year.

FOR ALL VIOLATIONS: Based on the severity of the violation, the penalty may be increased. A player and/or team may be suspended from further play in the Boise Parks & Recreation league until a hearing is held.

Any Parks & Recreation sports program participant who is suspended or placed on probation for a conduct violation shall serve the same penalty in all Boise Parks & Recreation sports programs they may be participating in, or registered for, during the specified period.

NOTE: SUSPENDED PLAYERS WILL NOT BE ALLOWED TO BE AT THE SITE OF THE GAME FOR WHICH THEY ARE SUSPENDED.

PROCEDURES FOR APPEALING CONDUCT VIOLATION PENALTIES

A person has a right to appeal an automatic penalty and shall be entitled to a hearing before the player advisory board, if they feel there were extenuating circumstances by submitting their written request to the Program Director at the Parks & Recreation Office within five (5) working days from the assessed penalty. Violations that occur while a player is on probation cannot be appealed. Players will be suspended from play pending a formal hearing.

After hearing all the evidence, the disciplinary committee (the formal Hearing Board will consist of multiple players in the league/program) may take whatever action it deems appropriate. Suspension may be one game to a maximum of life. The person charged shall be advised at the hearing of the action to be taken.

During the tournament, a protest of illegal players by the team captain must be made by the opposing team during the game and a ruling must be made before the next game by the officials and/or Program Coordinator/Supervisor.

16. PROTESTS

- a. **Definition.** Protests will be considered for reasons of player eligibility and rule interpretation.
- b. **Filing a Protest.** Protests may be filed by team captains. Protest of a rule interpretation must be made by the team captain before play resumes. The officials must be notified, who will in turn notify the other team. The protest must be written in the scorebook and signed by the officials. The game must be finished. A Protest against a player eligibility must be submitted by 10:00 am the following work day. During league play, protests for ALL incidents in question must be made in writing to the Parks and Recreation Office within two working days following the incident.

If a player's eligibility for the following season is affected during their last game of the current season, a letter will be sent outlining the necessary actions to be implemented (SEE RULE #15 - 3RD DEGREE VIOLATIONS). If a player wishes to file a protest concerning their eligibility, the protest must be filed in writing to the Recreation Program Coordinator no later than ten working days from the date of the notification letter.

NOTE: If a team fails to follow protest procedures as outlined, they forfeit their right to file an official protest.

The protest must contain the date, time, location, the name of the teams, the name of the officials and scorekeepers, the names of the players involved and an account of the incident and all facts essential to the protest. The officials must sign the score book as knowledge of the protest.

- c. **Review.** The protest will be reviewed by the Recreation Coordinator, and if deemed necessary, a hearing will be scheduled. The protest may be presented in front of the Advisory Board for due process. Suspended players will not be eligible to play until after the hearing and then based on the boards decision. Refunds will not be given to teams/players that are suspended from play.

17. RESCHEDULED AND CANCELED GAMES

- a. **Reschedules:** Games will only be rescheduled if they are canceled due to weather, power outages, no officials, the gym being locked, scheduling error, or if gym space is unavailable.
- b. Please call 608-7650 after 4:00 pm on days of questionable weather for cancellations. Note: During business hours, 8:30 am thru 5:30 pm, Monday thru Fridays, any game cancelations will be emailed to the captains. After business hours, teams must show up their scheduled game. Like us on Facebook at <https://www.facebook.com/boisecitybball> for updates.
- c. Teams not able to play on their scheduled date have the option of switching with another game. All arrangements must be made by the team wanting to reschedule, notify Parks & Recreation of your intent. Please be courteous to your fellow opponents ...if you know you cannot field a team you must call us before 4:30 pm the day of the game
- d. Teams with hardships, check the website <https://bprwebtrac.cityofboise.org/wbWSC/webtrac.wsc/wbsearch.html?wbsi=916d9bfe-3fb8-529d-e311-913ab7dda4af&xxmod=LS&xxcategory=BB> click on your teams division and hover over the team captain's name for updated e-mail/phone number.

18. **LEAGUE STANDINGS.** Standings will be determined in the following manner: Posted on our new website: bprwebtrac.cityofboise.org

- a. **Percentages.** The team with the highest percentage of wins compared to games played will take the higher place. A league awards will be given to the 1st place team.
- b. **Tie Breaking Criteria:**
 1. Head to Head play between the two teams will break all ties.
 2. If still tied, a team forfeiting during the season will receive the lower place.
 3. If still tied, all teams will receive an award.

POST-SEASON TOURNAMENT PLAY- Tournament starts 1st week of March

(Single elimination with the best team seeded against the lowest team.)

1. Post-season league tournaments will be played according to local rules and any additional rules made by league director.
2. Deadline for teams to register for the end of season tournament is **Friday, February 3rd**
3. **Seeding.** Seeding for the tournament will be according to league standings at the time tournament schedules are created. Best record against worst record. Team captains must call in to get their first game time or check the website for the bracket.
4. **Protests.** Protests should be handled on the spot by assembling a committee of five people: The two referees, a representative from each team, and a neutral person. No protest fee is required.
5. **Conduct.** Any player receiving an **unsportsmanlike technical foul** will be disqualified from the remainder of the tournament. Two or more technical fouls for a team in one game, or an accumulation of in the tournament, will result in the team being suspended for the remainder of the tournament.

NOTE: If enough teams sign up for their division, divisions will not be combined.

EQUIPMENT

1. **NEW: UNIFORMS: All teams are required to have reversible jerseys by DECEMBER 15TH, NO EXCEPTIONS. Written numbers on t-shirts are not acceptable uniforms. Numbers must be on the FRONT OR BACK OF THE UNIFORM TOP, preferably a minimum of 6 inches high (one set of numbers required front or back). Prefer numbers be 0 – 5 or a combination of. No taped-on numbers will be allowed. If two players on the same team have the same number, a permanent marker may be used to change one of the numbers. The numbers must be decipherable. (Markers are not provided). PENALTY: Player will be ineligible for game participation. This will be strictly enforced.**

Teams that do not have enough players with legal uniform tops, will forfeit the game, although, it will be played/ officiated as a practice game.

2. No hats, visors, or bandanas are allowed. Any issues team captain must notify the Program Director.
3. **Home team** will wear light colored jersey's visitors will wear dark colored jersey's. Home/visitors will be designated on the schedule at <https://bprwebtrac.cityofboise.org>
4. **BALLS:** Game balls are not provided by the Parks and Recreation Department. **Selection of game ball will be made by the referee. Teams are encouraged to provide a quality game ball.**
5. **Shoes:** Participants must wear court-approved shoes. Black or blue-soled running shoes, street shoes, hiking boots, or any shoe that marks the court surface are not allowed on the court. No player will be allowed to wear socks without shoes or go barefoot.

Penalty: Removal from game.

6. **Jewelry:** Wearing of exposed jewelry will not be allowed during play. Exposed jewelry includes wrist watches, earrings, bracelets, necklaces, and rings, hard items on head such as bobby pins, barrettes, etc. The officials shall make all decisions regarding exposed jewelry.
7. **First Aid:** Ice packs, tape and first aid kits are the responsibility of the team and not provided by Parks and Recreation.
8. **Leg Braces:** Any player wearing any type of injury-related brace must have the brace covered or padded if a sharp edge or point is exposed, to protect themselves and the opposing team's players from injury.

REFUND AND TRANSFER POLICY

1. Team fees will not be refunded to teams which drop from the league after the registration deadline. A full refund will be given to teams who drop out of the league prior to the completion of registration minus a \$15.00 processing fee.
2. Players transferring teams by the second Monday of the season will not be assessed an extra fee. Players can only switch to another team one time.
3. Non-resident player fees will not be refunded.

BOISE PARKS AND RECREATION DEPARTMENT

League Director: Travis James – 608-7653 or TRJames@cityofboise.org

League Director: Mike Altieri – 608-7654 or maltieri@cityofboise.org

USSSA Officials Coordinator: Shannon Bryson – shanbry@q.com

Comments or questions may be submitted via the above e-mail address. We welcome both positive feedback and constructive criticism.

GYM LOCATIONS

BOISE HIGH - Washington & North 9th Street (Old gym)

BORAH HIGH - 6001 Cassia, South on Curtis, right on Cassia (old gym)

CAPITAL HIGH SCHOOL - Auxiliary gym - 8055 Goddard

TIMBERLINE HIGH SCHOOL - 701 E Boise Ave – Apple St & Boise Ave

EAST JR HIGH – 5600 E Warm Springs Ave (Located on Harris Ranch)

FAIRMONT JR HIGH - Northview & Cole Road

HILLSIDE JR HIGH - Corner of North 36TH & Hill Road

LES BOIS JR HIGH - (Columbia Village) from 1-84 South go East on Gowen Rd, past Federal Way, then left on Grand Forest Drive follow to the school

NORTH JR HIGH - Enter back of school off Fort St between N 13TH & N 15TH (the new gym)

RIVERGLEN JR HIGH - Coming from downtown turn right from State St onto Gary Lane pass Gillis and the school will be on the left side of road. From Hill Road turn left onto Gary Lane pass Landover subdivision and the school will be on the right side of road

SOUTH JR HIGH - Corner of Shoshone & Cassia

WEST JR HIGH - 8371 W. Salt Creek Ct, South Cole Rd, turn right on Victory then left on Trabuco

FRANK CHURCH HIGH SCHOOL – 8051 W Salt Creek Ct, turn right on Victory then left on Trabuco

THIS IS PARK & RECREATION BASKETBALL – NOT THE NBA!!!

THE FUNDAMENTALS OF SPORTSMANSHIP

1. Show respect for the opponent always.
2. Show respect for the officials.
3. Know, understand and appreciate the rules of the contest.
4. **MAINTAIN SELF-CONTROL AT ALL TIMES!**
5. Recognize and appreciate skill in performance regardless of team affiliation.

A well-played contest will be enjoyed by all only if each of us assumes our responsibilities.

AS A PLAYER, YOU ARE EXPECTED TO:

1. Play, have fun, and enjoy the game. **THE GAME IS FOR YOU!**
2. Demonstrate Sportsmanship toward your opponents and treat them with respect.
3. **EXERCISE SELF-CONTROL AT ALL TIMES**, accepting decisions and abiding by them.
4. Respect the judgment of the officials and their interpretations of the rules.
5. Regarding clarification of a ruling, communicate with the game officials through your captain only.
6. Accept victory with humility and defeat with grace. Be neither boastful nor bitter.

**PLEASE TAKE ADEQUATE TIME TO STRETCH AND WARM-UP BEFORE PLAYING.
PHYSICAL FITNESS, AN EFFECTIVE APPROACH TO NUTRITION, AND PREVENTIVE
MAINTENANCE WILL HELP PREVENT INJURY!**

PLEASE BE GOOD SPORTS AND ENJOY THE GAME OF BASKETBALL!!!

POINTS OF EMPHASIS FOR 2017/2018
(See information sheet handout)

(INSURANCE IS NOT PROVIDED FOR PARTICIPANTS but can be purchased through USSSA)

BOISE PARKS & RECREATION ADULT BASKETBALL PROGRAM

2017-2018 basketball fees are for a 10-game regular season and an optional elimination post-season tournament. The Boise Parks & Recreation Department reserve the right to alter the format for any reason including scheduling reasons, facility conflicts with the Boise School System, and/or any unforeseen circumstances that may arise. Games may be added or deleted depending on needs and circumstances.

Player Fill-In Policy: **TEAMS CANNOT PICK UP PLAYERS AFTER THE 1ST HALF OF THE GAME. THE PICKUP PLAYERS ARE FOR HARDSHIP SITUATIONS NOT TO BE USED BECAUSE OF PLAYERS FOULING OUT,**

Each team will receive (10) player pick up cards, each card is for one pick up player. Teams can only pick up two players per game. The pick-up player must be a caliber equal to or lower than the team they are being picked up by. **Team's that use the same player more than once as a pick-up player will have to place that player on their roster as a permanent player.**

A team must have at least 4 players ready to play at game time or it is a forfeit. All players, with full names must be listed on and have signed their team's official roster to be eligible to play. If a team has at least three (3), but not four (4), they may pick up ONE player from the prior game. It is the responsibility of the team captain adding the player to notify the opposing team captain, scorekeeper, and referees BEFORE the game, otherwise a forfeit will be awarded. If a team has five (5) players they CANNOT pick up a player.

Picking up players to avoid a forfeit or playing shorthanded: If a team is shorthanded, but has at least 3 players, they may pick up players from other teams playing in the league.

Teams who include a pick-up player who is determined to be an extraordinary mismatch in terms of skill and playing ability may be disqualified, even retroactively.

When picking up players, you MUST inform the opposing captain, scorekeeper, and referees. Failure to inform the opposing captain, scorekeeper, and referee that you are picking up players can result in forfeit. You cannot pick up extra players, so only 5 total players are permitted. If one of your regular players shows up late, one of the pickup players must stop playing.

PICKING UP PLAYERS IS ONLY ALLOWED IN REGULAR SEASON GAMES, NOT IN THE PLAYOFFS. All guest players must sign a waiver to play.

Protesting: If a team thinks that the opponent picked-up too many players, neglected to inform you and the referee, or that an illegal player was used; you must bring it to the attention of the referees and scorekeeper BEFORE the game is over. The scorekeeper will note the protest and talk to the opposing team after the game. The scorekeeper will NOT decide on the protest but will gather information and forward it to the Boise Parks and Recreation Office, so the Program Director can decide the appropriate penalty.

NOTE: TEAM CAPTAINS ARE RESPONSIBLE FOR ADDITIONAL TEAM JERSEYS FOR ALL PICK-UP PLAYERS. IF THE PLAYER THAT IS BEING PICKED UP HAS THE RIGHT COLOR JERSEY FROM THEIR PRIMARY TEAM, HE/SHE MAY USE THAT JERSEY.

ALL PICK-UP PLAYERS MUST WEAR JERSEY'S TO MATCH THE TEAM THAT HAS ASKED THEM TO FILL IN ON A PARTICULAR GAME. NO EXCEPTIONS WILL BE GIVEN IN THE MATTER OF JERSEY COLOR FOR PICK-UP PLAYERS.