

2024-2025
Adult Basketball Leagues



PARKS & RECREATION

Cuyahoga Falls

Policies and Procedures



Cuyahoga Falls Parks and Recreation Department

2310 Second Street

Cuyahoga Falls, OH 44221

330-971-8225

Fax 330-971-8354

www.cityofcf.com/parksandrec

ADULT FAST BREAK BASKETBALL PROGRAM

PROGRAM STATEMENT

There will be one fast-break leagues this season. The leagues will begin in early November and finish in early to late-February. Registration deadline for all teams is Monday, October 14.

The league set-up will be as follows:

Fast Break Leagues – Team Registration Fee \$525.00, plus \$60 refundable forfeit/roster deposit fee*
Men's 18 and Over League –Mondays at Bolich or Roberts Middle Schools

ADMINISTRATION

MANAGEMENT OF THE ADULT BASKETBALL PROGRAM

- A. Those individuals who desire to participate in this program do so with the knowledge that the Parks and Recreation Department establishes all policies and regulates the program as a small phase of its overall recreation program.
- B. The Parks and Recreation Department shall organize the leagues, assign referees, prepare and release publicity, and in general, conduct the business of the leagues.

LEAGUE REGULATIONS

TEAM MEMBERSHIP - ELIGIBILITY

- A. Teams that participated in last year's leagues will be accepted into the league first. Subsequently, if there are any openings, new teams will be placed into the league by blind draw. In order to be considered in the blind draw new teams must submit registration form and payment by the deadline. **We will not know ahead of time if there are any openings!!**
Players must be at least 18 years old before the first game. **Those ages 18-19 years old will need to attach a signed copy of the Lindsay's Law (SCA) Parent/Athlete Signature Form found at <https://www.odh.ohio.gov/-/media/ODH/ASSETS/Files/chss/Lindsays-Law/Parent-AthleteSignature-Form.pdf?la=en> to the final team roster.**

ROSTERS

- A. Team captains must email an electronic (a fillable pdf) roster of their team to the league director by the second week of the season. This roster must be emailed to pullinja@cityofcf.com
Rosters must contain each player's name, phone number, zip code, email address, and age. Tentative rosters are to be submitted with registration form and entry fee.
- B. If a final roster has not been submitted prior to the deadline, **THE TENTATIVE ROSTER WILL BE CONSIDERED AS THE FINAL ROSTER.**
- C. A maximum of 12 adults can be entered on a team's roster.
- D. Copies of league rosters of each team in your league will be issued to scorekeepers.

- E. **No new team member can be entered on a team's roster after the final roster is submitted.**
- F. An individual playing in one game for one team must remain on that team's roster for the season.

G. Players can only play on 1 basketball team. Players are prohibited from playing on more than 1 team.

ENTRANCE FEES

- A. \$525.00 entry fee, plus a \$60 refundable forfeit/roster deposit fee will be assessed each team who desires to participate in a league. Checks should be made payable to the City of Cuyahoga Falls.
- B. *There will be a \$60 refundable forfeit/team roster deposit fee charged at the time of team registration for all teams. This deposit will be refunded at the end of the season if teams follow the rules below. It is recommended that this deposit fee be paid with a credit card in order to reduce the amount of time for the deposit refund for the city's finance department.
 - A. Team managers, or a team representative must attend the preseason league meeting held via zoom
 - B. Teams give at least 24 hours' advanced notice when forfeiting a game(s).
 - C. Teams turn in their final team roster (fully completed) electronically by the second week of games.
 - D. Teams are in good standing at the end of the season and no suspensions, or written warnings have been issued to the team, or any player(s) on the team.
- C. Final team rosters must be submitted electronically by the second week of the season to the league director via email. (pullinja@cityofcf.com)
- D. Returning teams will be officially registered with the submission of the entry fee, tentative roster, and registration form.

INSURANCE

The Cuyahoga Falls Parks and Recreation Department does not carry insurance on participants or spectators in this program. If the participant desires insurance, it is the responsibility of the individual to secure the same. By the same token, lost or stolen property of those involved in this program is not insured. The Cuyahoga Falls Parks and Recreation Department will make every effort to minimize the occurrence of such related incidents.

SCHEDULE

- A. A league shall consist of teams playing a ten-game schedule.
- B. In case of team suspensions, the season's schedule is subject to change. Team records will not be altered, but teams who have yet to play the suspended team will be awarded wins.
- C. A post-season tournament will follow the completion of the league. Structure will be determined based on the number of teams in the league. Final standings will determine the top places.

EQUIPMENT AND UNIFORMS

- A. The Cuyahoga Falls Parks and Recreation Department will furnish the equipment necessary to operate this program.

- B. All teams are required to have like colored jerseys with numbers by their second game. Basketball shorts are optional.
- C. If two teams have liked colored jerseys, the visiting team must wear the pennies.

DETERMINATION OF LEAGUE CHAMPIONS

League championships or runner-up will be determined in the following manner:

- a. The team with the best won-lost record will be the league champion.
- b. If a tie exists, the team with the best won-loss record in games played against the tied teams will be the winner.
- c. If a tie is yet unbroken, the team with the most points scored in the games played against the tied teams will be designated the winner.

AWARDS

Individual awards will be given to the first place team. The post-season tournament champion and runner-up will receive team trophies.

FORFEITURE

- A. A team will forfeit a game if at least five members are not ready to play at the scheduled starting time. **There is no grace period.**
- B. A team will forfeit a game if one or more of its players are found to be in an inebriated condition as judged by the game officials. The law provides that you must not be intoxicated in a public place. City Ordinance, Chapter 31, Title 3, provides severe penalties for persons possessing alcoholic beverages at such recreation programs and equally severe penalties for those persons appearing at such activities in an intoxicated state. Officials are hereby ordered to bar any intoxicated person from the facility and to eject such persons from the games and the building if they are already in. In the event of noncompliance, the officials shall notify the police in accordance with Section 331.05.
- C. If, in the opinion of the game officials, a team is excessively abusive, either in a physical or verbal sense, they can stop the game and award the victory to the other team.
- D. A team will forfeit all of its played games in which an ineligible player has participated.

SUSPENSIONS

- A. Team Suspensions: Multiple forfeits will result in a team not holding their spot next year in the league. A second forfeiture may result in the team's expulsion from the league.
- B. Participant suspensions
 - 1. If a player or manager is ejected from a game for abusing an official in a verbal or physical manner, a penalty ranging from a one game suspension to the remainder of the season will be deemed by the administration of the Parks and Recreation Department.
 - 2. If a player or manager is ejected from a game for fighting or intoxication, he/she will be suspended, duration to be determined by the league director.

3. If a player or manager is ejected from a game for any other reason (i.e. foul language, unsportsmanlike behavior), he shall be required to miss the next played game. The second time an individual is ejected from a game, he will be suspended for the duration of the season. It is each official's decision as to whether or not he will warn a player or manager who is out of line before the ejection occurs.
4. Any player who receives two technical fouls in one game will be automatically ejected from that game upon receiving the second technical foul. When this happens, the player is suspended for the next played game.
5. Any player or manager ejected for any reason must leave the confines of the gymnasium, with no further comment/action, or he will be subject to increased suspension.
6. Any player or manager under suspension is not permitted at the playing site for any reason for the duration of the suspension.
7. Game officials shall report all suspensions to the scorekeeper, and when necessary, to the Recreation Program Supervisor during regular office hours the following day.

PROTESTS

- A. Protest is allowed on eligibility only. This protest must be made to the official, then to the scorekeeper, within five minutes after the completion of the game. The protest then must be written up, stating the ineligible player, and filed at the Parks and Recreation Office by the end of the next business day. This protest must be accompanied by a \$25.00 (cash only) protest fee, which will be refunded if the protest is upheld.
- B. The Supervisor shall rule on all protests, and levy all penalties as they deem fit.
- C. No protest on an official's judgment decision will be accepted.

GAME REGULATIONS

BUILDING RULES

- A. There will be no smoking permitted in the school building. This is both a State Fire Law and School Board Regulation.
- B. All team managers are responsible for full control of their team members and for proper team and individual conduct in the school facilities being used. All activity must be confined to the gymnasium area.
- C. The use of the school buildings is made available through the Cuyahoga Falls Board of Education. Your cooperation in using these facilities in the correct manner is essential.
- D. When public schools are closed due to inclement weather, all recreation programs that are held in the schools shall be canceled. Canceled games will be made up at the end of the season.

- E. **Please do not come to the playing site more than 15 minutes before scheduled time if you are scheduled for the first game. There are other activities scheduled in the gym before your league. You will not be allowed in the gym.**

SCORER-TIMEKEEPER

There will be an official scorer and timer assigned to each league.

PLAYING RULES

Rules and regulations for fast-break basketball shall be the rules of the American Federation of High School Rules with the following amendments:

PLAYING TIME

- A. Game starting times: Games will be scheduled according to the building regulations of each school. The first game of the night will be at 7 pm.
- B. Playing time will be two halves of 18 minutes each with a two-minute intermission at half-time.
- C. The game clock will not be stopped for any fouls, jump balls, or other game situations except for the last two minutes of the last half.
- D. 2-Minute Rule: If a team is losing by 20 or more points at the 2 minute mark the clock will not stop on dead ball situations. It will continue to be a running clock.
- E. Each team is allowed **two charged time-outs per game**. The game clock will be stopped for these charged time-outs and official time-outs.
- F. A jump ball will be used to begin all games, but possession will follow the arrow at half-time in fast-break, with the opposite team taking the ball out of bounds under their basket.
- G. Any rule not covered should be referred to the American Federation of High School Rules.
- H. The three-point arc will be in effect for all leagues.
- I. Dunking and attempted dunking is not permitted in the leagues at any time. **A technical will be given for any violations of this rule including warm ups, game time, or post game.**
- J. Any player entering a game without a numbered jersey will be assessed a technical foul. Please note that the parks and rec department has a limited amount of numbers jerseys that players can borrow. These jerseys will be with the scorekeepers and must be requested before the games begin.

OVERTIME PERIODS

A two-minute overtime will be scheduled if the regulation game ends in a tie. If the tie remains, there will be a second overtime. If it still remains, there will be a sudden death period. First team to score a point will win. One timeout will be issued; and therefore, each team may use only one in each overtime period.

There will not be a sudden death in the overtime periods of a **playoff** game. The two-minute overtimes will continue until a tiebreak.

SUBSTITUTION RULE

When a player is to be substituted, he must report to the scorer's table and wait until the buzzer sounds to enter the game. The scorer will sound the horn during dead ball situations and the referee will call you into the game.

RULES ARE SUBJECT TO CHANGE

Rules are subject to change without prior notice. In the interest of fairness, the supervisor has the authority to amend any of the rules during the season as needed. Updated rules, & policies will be posted in a timely manner.