

MEMO

To: 2019 Adult Fall Basketball Team Representatives
From: Scott Redman Recreation Specialist - Sports
Re: 2019 Season Dates
Date: July 8, 2019

Welcome to the 2019 Adult Fall Basketball League. The following is a list of events, dates, times and consequences, if any, for missing or being late to a particular event. **The Team Representative meeting is at Youth Activity Center 1317 Parsley Blvd. This is a mandatory meeting, the Team Representative or someone that the Team Representative designates needs to make the Team Representative meeting. Whoever goes to the meeting is responsible for relaying all the information given at the meeting.**

<u>Event</u>	<u>Date/Time/Location</u>	<u>Consequence</u>
1. Information Packet Pick-Up	July 8, 2019 7:30 a.m.- 4:30 p.m. Kiwanis Community House 4603 Lions Park Dr.	None
2. League Registration	July 8- Aug 10, 2019 7:30 a.m.- 4: 30 p.m. Kiwanis Community House	\$50.00 Late Fee
3. Team Rep Meeting	Sept 24, 2019 Noon & 5:15p.m. Cheyenne Ice & Event Center	Forfeit Game \$50.00 Fine
4. League Begins	October 7, 2019 6:00 p.m. Johnson JH, Carey JH	Forfeit Game \$50.00 Fine

Registration information:

Registration July 8th – August 10, 2019. Cost is \$400 per team plus \$20 per player for each person on your roster.

Please have all the information on the Roster filled in completely. Any Roster not filled out will not be accepted at the time of registration. The information on this sheet is very important for league scheduling/breakdowns. This includes the address, shirt sizes, and phone numbers for each player.

Some rules have changed, I would encourage the team representatives to read the 2018 Adult Fall Basketball By-laws, and share the information with their team, team member's family, fans, and spectators.

Numbers are required on the front and the back of the jerseys/shirts. PLAYERS MUST BE 19 BY October 7, 2019 TO BE ABLE TO PLAY.

I look forward to a better 2018 Adult Fall Basketball season and hope that you do the same. Good Luck!

Adult Fall Basketball



Adult League Registration form: 2019 Fall Basketball League

Information on this form must be filled out or it will not be accepted!

Team Name: _____ Sponsor: _____

Team Representative #1: _____

Address: _____ City: _____ ST: _____ Zip: _____

Cell Phone: _____

Work/Home: _____ Email: _____

Team Representative #2: _____

Address: _____ City: _____ ST: _____ Zip: _____

Cell Phone: _____

Work/Home: _____ Email: _____

Division Preference:

Teams will be assigned to divisions based on the information provided on this form. If information is left blank, League Directors will assume the player/team has upward mobility concerning divisional placement. Indicate your 1st and 2nd choice for the division you can compete in, not just win. Number of divisions may vary from what is shown, due to registration.

- | | | |
|---|---|---|
| <input type="checkbox"/> 1 - Excellent Team Ability | <input type="checkbox"/> 2 - Very Strong Team Ability | <input type="checkbox"/> 3 - Strong Team Ability |
| <input type="checkbox"/> 4 - Good Team Ability | <input type="checkbox"/> 5 - Average Team Ability | <input type="checkbox"/> 6 - Below Average Team Ability |
| <input type="checkbox"/> 7 - Weak Team Ability | <input type="checkbox"/> 8 - Poor Team Ability | <input type="checkbox"/> 9 - Very Poor Team Ability |
| <input type="checkbox"/> 10 - Novice/Starters | | |

Last Year's Team Information:

- Did not play last year Played last year (please fill out Information below)

Team Name: _____ Last Year's Division: _____ Number of Returning Players: _____

Scheduling Concerns: Request are not Guaranteed

Other League Play:

Please let us know what other City leagues your team is currently participating in so that we can do our best to schedule around possible game conflicts.

Please fill out Roster on reverse side!

Adult League Roster Form

* Experience Status - A - Major College (4yr) Pro Ball B - Jr. College Starter C - High School Varsity Starter/Jr, College Non-Starter
D - High School Varsity Starter E - High School Varsity Non-Starter F - Below High School Varsity Non-Starter

1. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

2. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

3. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

4. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

5. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

6. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

7. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

8. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

9. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

10. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

11. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

12. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

13. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

14. Name: _____ Address: _____ Zip _____
Cell Phone: _____ Provider (Txt Alerts): _____ Shirt Size: _____ Exp: * _____ *
E-Mail Address: _____

**CITY OF CHEYENNE
PARKS AND RECREATION DIVISION**

**2019 ADULT CITY LEAGUE BASKETBALL
BY-LAWS**

INTRODUCTION

Adult City League Basketball is organized, administered and supervised by the Recreation Division. Any questions as to policies, rules or regulations should be referred to the Recreation Division at 638-4363. The primary objectives of the league are **fun** and **enjoyment**. **Good sportsmanship** will be **required of all league participants**. Individuals and teams that register for this league accept as a condition of participation the following bylaws and code of conduct and are subject to disciplinary actions and/or fines as outlined therein. League administrators will render any necessary decisions regarding situations that may develop which are either not addressed, or only partially addressed in the league rules, code, and bylaws.

Games will be played under National Federation High School Rules for 2017 - 2018, as amended by league bylaws, and code of conduct. **TEAM REPRESENTATIVES ARE REQUIRED TO SHARE ALL LEAGUE RULES, BYLAWS, AND CODE OF CONDUCT WITH THEIR ENTIRE TEAM.**

REGISTRATION INFORMATION

1. Registration will be held **July 8th -August 10, 2019** at the Kiwanis Community House 4603 Lions Park Dr., from 7:30 a.m. to 4:30 p.m. Fees and rosters must be turned in at the time of registration. Any approved registrations taken after August 10th will be charged a \$50.00 late fee. **NO EXCEPTIONS!**
2. Team entry fees will be \$400.00 per team plus \$20.00 per player for each person on your roster. NOTE: Only one check for sponsor and player fees will be accepted, (or one check from Sponsor and one check for player's fees from Team Representative and/or all cash). No bulk individual checks/cash for fees will be accepted. No refunds will be given for dropped players. No refunds will be allowed after the registration deadline.
3. **Teams must have all fees paid by the end of the second week of the season or teams will forfeit games until all fees are paid. Team Representatives are ultimately responsible for all fees associated with play in the league.** All player fees must be paid at time of registration. Team fees must be paid as well unless letter of sponsorship accompanies registration form.
4. Teams with sponsors who wish to be billed for payment must make arrangements with the League Director prior to registering to avoid a late fee. Checks are to be made payable to "City Treasurer". Holding of checks will not be allowed.
5. Rosters must include a minimum of 6 players and all information requested must be filled in **COMPLETELY** or registration will not be accepted. After August 10, 2019, any player who wishes to be added to the roster must be approved by the League Director and then must pay the \$20.00 player fee before being added to the roster and participating in their first game. There will be a \$20.00 fee for any of the following adjustments to the rosters after October 7th, adding a player, deleting a player, or adding one player then deleting another player.

6. Individuals and teams who register for these leagues accept as a condition of participation the League Bylaws and the Adult Athletics Code of Conduct for the City of Cheyenne are subject to the disciplinary actions outlined in both.
7. Teams will be divided into league divisions by the League Director. Team Divisions preference will be taken into consideration, as well as, previous team standings and overall team ability. Division selection by the League Director is final. No team will be allowed to make Division placement a condition to withdraw their team's registration! **Refunds will not be given.**
8. **Teams must be available to play Monday through Thursday evenings.** Teams may be scheduled to play on certain nights, but not on all nights. Rescheduling of weekday games will not be possible. We cannot guarantee any team's requests to play or not to play on certain nights. We will try to accommodate these requests if the schedule allows.
9. League play is scheduled to begin the week of October 7, 2019 and may run through the second week in December with a possibility of running longer due to cancellations. Each team will play a 10-12 game schedule.
10. Games are tentatively scheduled to be played at Johnson and Carey Jr. High Schools. Not all teams will play at all gyms.
11. A maximum of 40 teams for the Fall League will be accepted on a first come - first serve basis.
12. League entry fees DO NOT cover tournaments or team health or liability insurance.
13. All players who participate in the Recreation Division Adult Basketball League waive and release for all times, all rights and claims for damages they may have against the City of Cheyenne, Laramie County Schools District #1, and the Recreation Division, for any and all injuries suffered by themselves as a result of participating in the Recreation Division Adult Basketball Program.

ELIGIBILITY

1. All participants must be at least 19 years of age by October 7, 2019. High School participants are responsible for making sure that participation in City League does not affect their WHSAA eligibility.
2. A player may participate in only ONE DIVISION and on only ONE TEAM.

TEAM REPRESENTATIVE RESPONSIBILITY

1. TEAM REPRESENTATIVES ARE REQUIRED TO SHARE ALL BASKETBALL RULES AND REGULATIONS WITH ALL THEIR PLAYERS.

2. **Teams must have all fees paid by the end of the second week of the season or teams will forfeit games until all fees are paid. Team Representatives are ultimately responsible for all fees associated with play in the league.**
All Player fees must be paid at time of registration. Team fees must be paid as well unless letter of sponsorship accompanies registration form.
3. New players must be approved by the League Director and must pay the player fee before participating in any game. Only the team representatives are allowed to call the Recreation Division to request a player to be added to their roster. Any player can remove themselves from a team roster. Also, players are only allowed to play in one city division. Players must decide which division they want to play in and only play on one team. Player eligibility must be protested at the time it is discovered or questioned and must be presented to the official of that particular game. The player in question of eligibility must be able to provide proof that they are on the roster by being listed on the team's roster, that is updated and kept out at all the facilities, or by providing a receipt with their name from the Recreation Division for a player addition. Each player is required to have their driver's license or identification card at every game. If a player is discovered illegal or cannot provide proof; that team will forfeit that game. The game can be played out if both teams agree but will not be officiated. The team with the forfeit will also be responsible for the \$100 forfeit fine, and all rules that apply to a forfeit.
4. Players may not quit one team and join another, in the same league, after 5:00 p.m. On the day of their original teams first scheduled league game regardless of whether or not the individual in question participated in the original team's game.
5. You must notify the Recreation Division as soon as possible of any make-up concerns your team may have. If you know of any conflict which may affect your team's ability to play either a weekday make-up or weekend make-up you should call the Recreation Division as soon as you know about the conflict. Do not wait until your game has been postponed informing the Recreation Division that you will be unable to play on a given date because make-up schedules may be created as soon as it is known that games have been postponed. After the make-up schedule is started NO changes will be made. We will do our best to work our make-up schedule around your schedule, but you must notify us prior to the making of the make-up schedule.
6. Individual team representatives are responsible for looking on the web site or coming down to the Neighborhood Facility to find out their make-up game (if any) will be held. Forfeits will result if your team does not make their make-up game. Once make-up games are scheduled, no changes will be made. Although we do not often have any make-ups in basketball there is always a chance we will. If you know of any dates that your team cannot play be sure to let the Recreation Division know ASAP! **DO NOT WAIT UNTIL YOU HAVE A GAME POSTPONED TO CALL US!**
7. In case of disputes, team representatives are the only ones allowed to discuss the situation with the officials. All others will return to their bench. Anyone violating this regulation shall be liable for ejection. Prolonged arguments will not be allowed, and forfeitures may result. **PLEASE DESIGNATE YOUR TEAM REPRESENTATIVE ON YOUR LINE-UP FOR EACH GAME.**
8. Team representatives are responsible for keeping the players bench clear of all persons except players, sponsors, and one scorekeeper. Officials may enforce this rule if it becomes a problem. Players of other teams MAY NOT sit on the bench. No team may have more than one ball attendant. Please be sure that the attendant is old enough to appreciate danger and keeps out of the way.

PROTESTS

1. All protests will be handled by a protest committee made up of Recreation Division personnel.
 - A. Official protests must be filed at the Recreation Division within two working days of the protested game. The Recreation Division is open Monday through Friday from 8:00am- 5:00pm
 - B. All protests will be screened by the Recreation Division officials to verify validity of protest.
 - C. A \$50.00 (CASH) bond is required to be deposited with the Recreation Division at the time the protest is filed.
 - D. If the protest is considered valid the Protest Committee shall render its decision within two working days of the filing of the protest, and the \$50.00 bond will be returned. If the protest is not considered valid the Protest Committee shall render its decision within two working days of the filing of the protest, and the \$50.00 bond will be forfeited.
2. Evaluations of officials may be made by any player or by the Team Representative. Evaluation forms are available upon request from the basketball supervisor at the gyms and must be returned to the Recreation Division.
3. Officials may not call and play in the same league division. The exception being if they are the only official available to call the game. Forfeits will result if a team refuses to play a game because of this rule.

TROPHIES

1. In the event of a tie at the end of league play, standings for teams vying for awards will be decided in this order:
 - A. Results of head on play during the league.
 - B. Point differential between tied teams.
 - C. If point differential is tied, an alternate method will be determined by Recreation Division officials.

FORFEITS AND DISQUALIFICATIONS

1. Game time is forfeit time. Teams must be on time for their games as scheduled. *Any team forfeiting an entire game will be fined \$100.00. This fee may be avoided by notifying the Recreation Division, at 638-4363, by 1:00 p.m. on the day of the game your team needs to forfeit. The fine must be paid, in cash, by the next scheduled game or the offending team will not be allowed to play and will be credited with another forfeit. This fee is meant to be punitive and not cost recovering.
2. The score of a forfeited game shall be 2-0 in favor of the team not at fault. Officials will not be required to officiate any forfeited game. Teams may agree to a scrimmage with the understanding that the game will be called 20 minutes prior to the next scheduled game time. Basketball Supervisors and officials have the authority to terminate any such game at their discretion.

3. If a team forfeits two games without good reason, that team MAY be dismissed from league play. If you are having trouble getting enough players, please call the Recreation Division so additional players can be added to your roster. Teams will always be allowed to add approved players to keep from forfeiting a game even if it's the last game of the season.
4. **ANY FIGHTING OR THREATS TO OFFICIALS, OTHER PLAYERS OR SPECTATORS BEFORE, DURING, OR AFTER THE GAME, WILL RESULT IN DISMISSAL FROM THE LEAGUE FOR A MINIMUM OF THREE LEAGUE GAMES (SEE CODE OF CONDUCT).**
5. Players, coaches and spectators are expected to control their tempers. Any coach or player given one flagrant foul is out of the game.
 - A. A flagrant foul may be personal or technical. A flagrant foul may involve violent or savage conduct. A flagrant foul is always unsportsmanlike and may or may not be intentional. A flagrant foul always leads to suspension from play for that game. Examples follow:
 1. Violent or savage contact such as striking with the fist or elbow, kicking or kneeing, under cutting an opponent in the air, or any other act that could cause injury to an opponent.
 2. Extreme or abusive conduct such as extreme disrespect in addressing or contacting an official including gestures, displaying extreme disrespect such as making debasing or critical remarks about or to an opponent, or excessive vulgarity such as the use of profanity whether or not directed to someone.
6. Players or coaches will be fined \$100.00 and suspended a minimum of one game. Fines must be paid before players will be allowed to participate. Players with unpaid ejection fines will not be allowed to be placed on a roster in any Recreation Division League until that fine has been paid in full (cash only).
7. Any coach or player receiving **One** (1) unsportsmanlike fouls (technical) in one game will be excused from the game. **This also includes fan's NOTE: Baiting an opponent will be called as a technical foul. Players may still stay and watch the game. Note: that player could still get a second unsportsmanlike foul (technical) in that case that player is then ejected from the game and must leave the gym. If any one player gets more than two unsportsmanlike fouls and is excused from two or more games that player could be removed from the league.**
8. Any coach or player who is ejected from a game by an official must leave the building within 1 minute. If the ejected player fails to leave the area, the game will be declared a forfeit, and player will be eliminated from the league for at least the remainder of the season. If the player returns to the gym he will be dismissed from the league for the remainder of the season. **DO NOT RETURN TO GYM FOR ANY REASON.**
9. Any coach or player suspended from games is not allowed to be in attendance for games during the length of the suspension.
10. Any coach or player who is ejected from two (2) league games due to unsportsmanlike or flagrant (technical or personal) foul shall be dismissed from the league for at least the remainder of the current season, with possible probation for additional leagues.

11. Two (2) ejections within one game from one team, or on the (4th) technical called against one team, the game will be forfeited against that team. If this rule is violated a second time the team will be ejected from the league for at least the remainder of the season.
12. League directors reserve the right to extend any dismissal into the following season or permanently.

UNIFORMS

1. Teams **MUST** have same colored jerseys. Jerseys must be numbered on back with at least six-inch numbers. No duplicate numbers allowed. Teams will be given a 2-week leniency period after the start of the season to comply with this rule. **AFTER THE TWO-WEEK LENIENCY PERIOD, PLAYERS WHO DO NOT CONFORM TO THE UNIFORM RULE WILL NOT BE ALLOWED TO PLAY UNLESS THE TEAM HAS RECEIVED AN EXTENSION FROM THE RECREATION DIVISION.** Please contact the Recreation Office if you are having any problems getting your uniforms.
2. Cargo type shorts are not allowed. Absolutely no jewelry, including flat wedding bands. This is an insurance reason and is non-negotiable.

GENERAL INFORMATION

1. **IT IS HIGHLY RECOMMENDED THAT PLAYERS DO NOT BRING CHILDREN TO THEIR GAMES. IF IT IS ABSOLUTELY NECESSARY TO BRING CHILDREN TO THE GYM, YOU MUST HAVE ANOTHER ADULT AVAILABLE TO PROVIDE IMMEDIATE SUPERVISION WHILE THE GAME IS PLAYED.** Children will not be allowed to play on bleachers, in the halls, locker rooms, restrooms or on the gym floor, before, during or after games. Players are the only individuals allowed to shoot baskets before the game, during or after games. Children needing to use the restroom must be accompanied by the supervising adult to and from the restroom. During the game and at half time, children must be seated in the bleachers or designated seating area. The gym supervisor is not responsible for your children. Identification of violations is the responsibility of the gym supervisor and/or referees. When a violation occurs, the referee or supervisor will stop the game at a non-attacking point, and the following penalty(s) will be carried out.

FIRST OFFENSE:

The non-offending team will be awarded three points and where applicable, possession of the ball.

SECOND OFFENSE:

The team offending this policy a second time in one game will forfeit the game.

Primary concerns requiring this rule include the safety of the children attending games.

The protection of the privilege of using school facilities and the control of liability related to non-supervised children.

WE ASK THAT ALL PLAYERS BE MADE AWARE OF THIS RULE BY THEIR TEAM REPRESENTATIVES PRIOR TO THEIR FIRST GAME, AND THAT ALL PLAYERS COOPERATE WITH THE INTENT OF THE POLICY FOR THE BENEFIT OF THE CHILDREN AND THE LEAGUE.

2. NO smoking, food or drinks are allowed in the gyms. No spitting or wearing street shoes on the gym floors. Do not use school towels. Violation of these rules could prevent use of school gyms and end league play and may result in team suspension from league play.
3. NO alcoholic beverages will be allowed at games. Players, Team Representatives, and Spectators are requested to refrain from drinking alcoholic beverages before or during the game. Anyone violating this rule will be suspended for at least the remainder of the season.
4. People take their families to watch these games. Help control the profanity in the stands and on the player's bench. Teams should control both their players and spectators.
5. Leave valuables at home. The Recreation Division and/or schools will not be responsible for lost valuables.
6. Showers after late games will not be available due to time constraints.

GAME INFORMATION

1. Games will consist of two 20-minute running halves. A jump ball will be held to start the game and any overtime periods. In all other jump ball situations and to start the second half, the teams will alternate taking the ball out-of-bounds for a throw in. The team not obtaining control of the jump ball will start the alternating possession procedure.
2. Half time will be three minutes. Second half may start as soon as team representatives and officials are ready to play.
3. Three one-minute time-outs allowed per game. One extra time-out will be allowed for the overtime period. Clarification: if a team has not used all or any of its time-outs in the game those time-outs not used will carry over to the overtime period and that team will be awarded one extra time-out. **NO TIME-OUTS WILL BE ALLOWED DURING THE SUDDEN DEATH OVERTIME PERIOD.**
4. A team must have four players to start a game. A team may continue playing a game with less than five players (minimum of two required). If a team drops below their number of starters due to an ejection, then that team will forfeit the game. Play is acceptable if that team drops below their number of starters due to an injury.
5. The clock will stop in the last three minutes of the second half on fouls, out of bounds and time-outs. The clock will stop anytime during the game for technical or flagrant fouls. Officials will check scorekeeper to make sure technical and/or flagrant fouls are recorded properly. The clock will also stop whenever requested by a referee. If a team is ahead or goes ahead by 20 points or more in the final 3 minutes, the clock will NOT stop except for time outs.
6. In case of a tie, a three-minute overtime period will be allowed. One minute will be allowed before starting overtime. The clock will be operated just like the last three minutes of a regulation game. If the game is tied at the end of overtime period, a one-minute timeout will be called, and a sudden death rule will be in effect, the first team to score wins. Both overtime periods will start with a jump ball.
7. Referees may call an injury time-out at any time during the game at their discretion. The injured player must leave game until the next dead ball situation, or a time-out will be charged to that player's team.

8. A 1 on 1 bonus will be shot on the 7th team foul and a 2-shot bonus will be shot on the 10th team foul in both the first and second halves. Teams are encouraged to hustle to the free throw line as a two-shot technical will be assessed for any delays of game. Both personal and technical fouls will be counted to reach the bonus. The bonus will start with the 7th team foul.
9. Each individual will be allowed 5 personal fouls per game.
10. Technical fouls will count towards five fouls for disqualification. Thus, if you have four fouls and receive a technical foul you will be fouled out of the game. This disqualification will not count as an ejection unless the technical is flagrant.
11. When fouled in the act of shooting a three point try and try is unsuccessful the shooter will be awarded three (3) free throws. If foul was intentional or flagrant team also receives ball for throw in. One free throw is awarded if three-point try is successful and the shooter is fouled.
12. During a free throw, play is off release. The shooter and anyone behind the 3-point arch may not enter the lane until the ball hits the rim.

INTRODUCTION

All rules in this Code of Conduct are in effect for all sports administered by the City of Cheyenne Parks & Recreation Department's Adult Sports Program. These rules have been developed for the protection and well-being of all participants and spectators. ***All rules remain in effect for all participants before, during and after the playing of any game.***

The primary purpose of any league is fun and enjoyment. Good sportsmanship ***IS REQUIRED*** of all participants. There is no justification for unsportsmanlike conduct by players or spectators regardless of the situation. Team representatives, players and spectators may be ejected and possibly suspended from further participation, including spectating, due to unsportsmanlike acts. Therefore, team representatives, players and spectators who become upset before, during or after a game should remove themselves from the situation.

Any player who disagrees with the decision of the League Director about Code of Conduct cases may appeal the decision in writing and turn it into the Recreation Division Office at the Neighborhood Facility, 610 W. 7th Street, Monday-Friday between the hours of 8:00am-5:00pm. The appeal will then be considered through the chain of command of the Parks & Recreation Staff as follows: (1) Director of Recreation Division (2) Assistant Director of Parks & Recreation (3) Director of Parks & Recreation.

Any action not covered in the Code of Conduct, or only partially covered will be handled at the discretion of the League Director.

DEFINITIONS

PARTICIPATION - Any involvement in the Cheyenne Parks & Recreation Department activities such as spectating, officiating, playing and coaching.

TEAM REPRESENTATIVE - A person designated as team leader. This person can be either a player or a non-player. This is the person with whom the Parks & Recreation Staff communicates the league information. **Team representatives are required to inform team members of the rules that govern the league.**

PLAYER - A person who actively participates in the game (even if sitting on the bench) and who is on the official team roster.

SUPERVISOR - A person hired by the Cheyenne Parks & Recreation Department to supervise league activities during city sponsored league play.

LEAGUE DIRECTOR - A full-time Parks and Recreation Department employee designated to organize and administer the activity.

EJECTION - To be removed from a league game. Players who are ejected from the game must leave the playing area within one minute of when the official ejects them. Ejected players are to leave the facility as soon as they gather their belongings (these are important factors that are considered by the League Director when deciding whether the player should be suspended). Any player that is ejected must minimally pay a \$100.00 re-entry fine and serve a one game suspension before participating in another game. **If the player does not pay the fine but shows up to play anyway, the game or games will be forfeited by his/her team.**

EJECTION FORM - A form filled out by the ejecting official(s) describing the incident. If you witness an act and wish to comment, you may do so by locating the supervisor and asking them for the form. If you cannot locate the ejection form, your written and signed report will be accepted at the Recreation Division offices the following working day.

PROBATION - A player who is on probation is allowed only one (1) more ejection. Players may be allowed two (2) ejections, depending on severity, per league before being suspended for the remainder of the season.

SUSPENSION - To be eliminated from future games for a specific period of time. A player who is on suspension is not allowed to participate or spectate at all in any sport administered by the City of Cheyenne Parks & Recreation Department.

UNSPORTSMANLIKE PENALTIES - The following is a list of actions that are detrimental to City League play. Each action is followed by a minimum and maximum penalty which will be imposed on players.

NO ONE SHALL: At any time lay a hand upon, shove or threaten an official, player or spectator. Officials are required to immediately eject anyone who violates this rule from further play that evening and report such individual(s) to the League Director.

MINIMUM PENALTY: Suspension from three (3) league games, \$50.00 re-entry fine and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from all city sponsored league play for an indeterminate number of years plus up to three years of probation.

NO ONE SHALL: Refuse to abide by any officials decision. First offense will result in a verbal warning. Second offense will incur a two (2) run penalty (awarded to other team) and ejection from further play that evening. Officials are to immediately eject the player and report such individual(s) to the League Director.

MINIMUM PENALTY: \$100.00 re-entry fine and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for half of the remaining league games or three games whichever is longer and placed on probation for the remainder of the season.

NO ONE SHALL: Be guilty of obscene gestures, or objectionable demonstrations of dissent at the official's decision. Anyone who violates this rule shall be ejected from further play that evening. Officials are required to report such individuals to the League Director.

MINIMUM PENALTY: Ejection from game, \$100.00 re-entry fine.

MAXIMUM PENALTY: Removal from the complex and suspension for up to the remainder of the season.

NO ONE SHALL: Discuss with an official in any manner the decision reached by such official except the team representative.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Ejection from the game, \$100.00 re-entry fee and placed on probation for the remainder of the season.

NO ONE SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body of an opposing player. Such actions will result in sitting out one (1) inning. A repeat offence will require the official to immediately eject anyone who violates this rule from further play that evening, and report such individual(s) to the League Director.

MINIMUM PENALTY: \$100.00 re-entry fine and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season and one (1) year probation.

NO ONE SHALL: Before, during or after a game, be guilty of continued verbal abuse upon any player, official, supervisor or spectator. Officials are required to impose a game misconduct and shall submit a written report to the League Director.

MINIMUM PENALTY: One (1) game suspension, \$100.00 re-entry fine and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season and one (1) year probation.

NO TEAM/PLAYER SHALL: Appear at the park and/or field to play under the influence of drugs or alcohol.

MINIMUM PENALTY: Suspension from all league games until team re-entry fine is paid, \$100.00 re-entry fine and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season and one (1) year probation.

CITY OF CHEYENNE BASKETBALL CODE OF CONDUCT



