



ADULT BASKETBALL PROGRAM POLICIES AND PROCEDURES

The following policies and procedures have been established in order to help provide an enjoyable Adult Basketball Program. In order for the program to run as smoothly and fairly as possible, it is imperative that you become knowledgeable of these policies and procedures. Please carefully read the policies and procedures set forth as they will be strictly enforced. We are governed by the current South Carolina High School League Rules, unless otherwise noted in these policies. It is the responsibility of the manager to ensure his/her teams comply with what has been established. If you have any questions about the interpretation of these policies/procedures, contact the Athletic Division Office.

I. MEMBERSHIP

Any organized team with a manager to represent it may enter the Adult Basketball Program by satisfying the entrance requirements, provided space is available.

The Mt. Pleasant Recreation Department reserves the right to refuse inappropriate team names. Please ensure that your team's name is in good taste and is not offensive to individuals or groups. If a team enters competition with an inappropriate name, the name of the team captain will serve as the team's name for the remainder of the season.

II. PLAYER ELIGIBILITY & PLAYER CONTRACT

All players must be *18 years of age or older by first game. * **Out of High School**
Men's 40 & Over players must be 40 years or older by first game.

- Men's 40 & Over – Players must be 40+ by the first game EXCEPTION: 3 Players can be 38 years old.
- Players can play in the Men's Open and Men's 40 & Over.

Fourteen (14) players will be allowed to sign the player contract during the season for each team. There must be at least seven (7) players on a roster to be considered a team.

No player shall be eligible to play until the team waiver or his/her player contract has been **COMPLETELY FILLED OUT, RECEIVED BY THE ATHLETIC DIVISION**. Incomplete player contracts will be returned, and the player will be ineligible until the contract is properly completed. In the event a player is found to be ineligible, all games in which that person has participated in will be forfeited. Such forfeits shall be declared as unexcused, and two (2) unexcused forfeits shall result in **expulsion** from the league.

In the event an ineligible player participates in the post-season tournament, the team in which he/she played could be expelled from further tournament play.

Rosters will be frozen (see Basketball Information Sheet for details).
There will be no roster additions after that date unless there are extreme circumstances.

All players are **REQUIRED** to show a picture **ID** to the Facility Supervisor upon their request. The Facility Supervisor will highlight the player on the scoresheet informing them they are eligible to play. If a player does not show their picture ID to the Facility Supervisor, they are **not eligible to play**.

The Athletic Division reserves the right to check picture IDs at any time during the season. **If a player does not have a picture ID when checked, they will not be allowed to play.**

To play on another team, the player release form procedure is required to be completed and turned in to the Recreation Coordinator/Adult by the player. This form must be turned in **24 hours** prior to the player being eligible to play for his/her new team.

A player will not be allowed to sign a second contract with that same team during the remainder of the season.

III. MANAGERS

The manager:

is the official representative of a team.

must submit the names of assistant managers.

is responsible for fielding a team in accordance with the official schedule.

is responsible for one of the named assistant managers being present at all games.

is responsible for ensuring his/her teams' compliance with league policies and procedures.

is responsible for the conduct of his/her players and spectators during all practices and games.

is responsible for team waiver and/or all of his/her players to have properly completed player contracts on file with the Recreation Coordinator/Adults.

must advise each player upon signing to a player contract that no accident insurance is provided, and that the player participates in all practices and games at his/her own risk.

is responsible for ensuring that all players on the team's roster are eligible to play in the league.

is responsible for turning in one (1) copy of his/her line up to the scorekeeper **TEN (10) minutes before scheduled game/match time.**

shall, upon request, present any information necessary concerning disputes or protests.

In addition to the duties of the manager and/or the Assistant Manager listed previously, he/she is the only person allowed to address the officials or other Recreation Department personnel if they have concerns or questions about any discrepancies that may occur. The manager must identify himself/herself.

MT. PLEASANT RECREATION DEPARTMENT INFECTIOUS DISEASE GUIDELINES

The Mount Pleasant Recreation Department has published these guidelines in an effort to minimize the possibility of transmission of any infectious disease during practices or games.

These guidelines primarily address blood-borne pathogens such as the Hepatitis B virus and the Human Immunodeficiency Virus (HIV). However, these guidelines also outline common sense precautions against the spread of less serious, but other contagious diseases. It is the intent and desire of the MPRD that all activity by the participants enrolled should be carried out with the safety of the environment. We encourage all volunteers who are part of these programs in any capacity to help us carry out these aims and objectives.

BLOOD-BORNE PATHOGENS

Blood-borne pathogens such as Hepatitis B and HIV are serious infectious diseases, which are present in blood as well as other bodily fluids such as semen, vaginal fluids, and breast milk. While there are a number of such diseases, Hepatitis B and HIV are the most commonly known.

Hepatitis B is a virus, which results in a dangerous inflammation of the liver. Its victims can suffer long-term consequences and recurrences and the disease can be deadly if not treated. HIV is the virus that causes AIDS or Acquired Immunodeficiency Syndrome, which weakens the immune system, thus making a person susceptible to infections their immune systems normally would fight off. AIDS is incurable and deadly.

When giving first aid to others, an individual should wear protective gloves (such as rubber surgical gloves) any time blood, open wounds or mucous membranes are involved. The individual should wear clean gloves for each person treated or when treating the same person more than one time.

If the individual gets someone else's blood on his/her skin, protective gloves should be worn and the blood wiped off with a disposal alcohol swab.

Note: If blood gets on a uniform during practice or a game, the uniform should be wiped with a disinfectant such as isopropyl alcohol (rubbing alcohol).

If an individual begins to bleed during practice or a game, play must be stopped, and the individual should be removed from the game. If there is blood on the floor and/or bench, the floor and/or bench should be cleaned using a disinfectant solution of household bleach and water. The recommended mixture is ten (10) parts water to one (1) part bleach. (Example: 1/2 bleach to one (1) gallon of water). The surface should then be rinsed with clean water to avoid participants getting the disinfectant in their eyes. The person doing this cleanup should wear protective gloves.

The individual removed from practice or a game due to bleeding must have the bleeding stopped and any wound covered before being allowed to return to the practice or game. If the bleeding begins again, the practice or game should be stopped, and the potentially contaminated surfaces cleaned. The manager or umpire/referee would be the judge as to the number of times the practice or game would be stopped before the individual is disqualified from further participation in that practice session or game.

The person who has treated an injury where there is blood present or has cleaned a potentially contaminated surface should wash their hands with soap and hot water whether or not protective gloves are worn.

Disposable towels should be used in all clean up. Towels, gloves, and all protective materials used in the cleanup, as well as items used to stop the bleeding, should be placed in a sealed container lined with a plastic bag. These bags are not to be reused and should be disposed of on a daily basis.

Any official who gets blood on himself/herself should do the same as the participants in a practice or game. A disinfectant such as isopropyl alcohol (rubbing alcohol) should be used to wipe the blood from an area.

Although Hepatitis B is a much more common virus than HIV, it is HIV and AIDS more than any other disease that has served to heighten public concern over blood-borne pathogens.

It is most important to carry out suggested procedures in the interest of safety and the health of children who participate in our activity on a day-to-day basis. If this is done, parents and others can be assured that we are concerned about the total well being of the youngsters entrusted to our care.

The precise risk of HIV transmission during exposure of open wounds or mucous membranes such as eyes, ears, nose, and mouth to contaminated blood is not known. However, evidence would suggest it is extremely low. In fact, the possibility of contracting HIV in this manner is much less than the possibility of contracting Hepatitis B or other blood-borne infections.

Everyone must understand that while it is theoretically possible for HIV to be transmitted by blood from one individual through the wound or mucous membrane of another individual, the probability of this occurring is extremely low. One must not assume, however, that the chance of transmission of HIV in this manner is zero. Proper and adequate precautions should be taken to ensure that no transmission can occur.

WAYS TO PREVENT THE TRANSMISSION OF BLOOD-BORNE PATHOGENS

If blood is present, positive steps can be taken that will lessen the possibility of transmission of blood-borne pathogens, such as Hepatitis B or HIV, if the person who is bleeding has such a disease.

It is most important that the adults who work with youngsters in youth activities are aware of what steps should be taken in the event an accident occurs and there is a presence of blood. If there is blood present, this situation should be treated with respect regarding its ability to transmit infectious disease.

If the participant has an open wound on their body, they should cover this wound prior to the start of a practice or game. When this is done, the participant will decrease the risk of transmission of a blood-borne pathogen from their open wound to the open wound or mucous membrane of another person or vice versa.

It is essential that good hygiene be used by all adults and youth participants. Towels, cups, and water bottles should not be shared.

OTHER CONTAGIONS

Contagions such as the Influenza Virus, the Common Cold virus and the Mononucleosis virus are generally transmitted by respiratory secretions, saliva, and nasal discharge. This occurs through the air when an infected person sneezes, or coughs, or by oral inoculation from contaminated hands and surfaces. The possibility of becoming infected with one of these viruses is greater indoors than outdoors. If a person is infected with one of these viruses, they possibly will have an incubation period of a few hours or days. Colds and Influenza are usually known by the individual who may be affected, and normal symptoms include muscle aches, pains in joints, fever, and chills. If an individual is affected, they should not be allowed to practice or play in a game due to the weakness that would be present from these viruses. It is important to observe sound hygienic practices when this occurs and towels, cups and water bottles should not be shared among participants.

IV. CODE OF CONDUCT

The Mt. Pleasant Recreation Department has established the following Code of Conduct for all players, spectators, coaches, managers, and officials to follow.

No player, manager, coach, spectator, or official under the influence of alcohol or drugs shall be allowed in the facility. **NO ALCOHOL OR DRUGS WILL BE ALLOWED IN THE PARKING LOT.** In addition, the facility supervisor **WILL** notify the police to respond to the facility in case such is noticed.

Any team allowing the consumption of alcohol or drugs in/on the facility and adjacent grounds by their players shall forfeit the game and shall be removed from the league immediately for the remainder of the season and **ABSOLUTELY NO REFUND ON ANY FEES THAT HAVE BEEN PAID BY THE TEAM AND/OR PLAYERS.**

There shall be **NO SMOKING** in the gym by players, coaches, managers, or officials. Violators will be asked to leave or be removed from the facility.

*****If a Player accumulates 3 technical fouls at any time during the season, they will be suspended for their next game. If a Player reaches 4 technical fouls, they will be suspended for the remainder of the season.**

Players ordered off the court by the officials shall obey immediately. The ejected player must leave the premises. Failure to comply will result in the player being given a minimum three (3) game suspension.

Players suspended for flagrant violation of rules cannot play again until reinstated by the Athletic Division Chief. A player will not be reinstated until AFTER a meeting with the Athletic Division Chief.

Switching jerseys during the game is not allowed and will result in **ALL** players switching jerseys removed from the game and suspended for the next game.

All persons that are in the bench area of a team shall be considered as part of the team and treated as such. **Only players on the official team roster are allowed on the bench.**

Any player ejected from a game will automatically be suspended for the next game, regular season, or post season game.

Additional disciplinary action for players, coaches, managers, and fans will be as follows:

<u>OFFENSE</u>	<u>1ST OFFENSE</u>	<u>2ND OFFENSE</u>
1. Abusive/offensive language said out loud, but not directed at anyone	Current game plus 1 additional game suspension.	Current season suspension.*
2. Abusive/offensive language directed at officials, staff, players or spectators	Current game plus 3 additional game suspension.	Current season suspension.*
3. Threat of physical abuse directed at officials, staff players or spectators.	Suspension for current season plus 1 year probation.	During probationary period suspension for remainder of probation period plus 2 years probation.
4. Fighting with teammates, fans, officials, staff, or opposing team.	Suspension for current and next season plus 2 year probation.	Permanent suspension from all adult sports.
5. Defacing, damaging, or destroying Town property or equipment.	1 game suspension up to permanent suspension (depending on circumstances and repair/replacement cost).	Current season suspension up to permanent.

*If suspension occurs at last game of regular season, suspension will carry over into any post season tournament. If suspension occurs during post season tournament, suspension will carry over into next regular season that player participates in.

If a player has been previously suspended from the league, they could be permitted to participate on a probationary basis at the discretion of the Athletic Division Chief.

Additional disciplinary action for any violation or offense not specified will be at the discretion of the Athletic Division Chief. There are no further appeals to the Athletic Division Chief's decisions.

V. PROTESTS

Regular Season Protest - Protests will be allowed, however, judgment calls by the officials cannot be protested. The proper procedure for filing a protest is as follows:

1. All protests, including player eligibility, must be initially filed with the head official and Facility Supervisor at the game site by the protesting manager and entered on the score sheet at the time of the incident that prompts the protest. **Failure to do this will result in the protest not being recognized.**
2. The official protest form (Attachment C) must be completed and submitted with a check for **\$25.00** within 24 hours after protest is made on the playing field, with the Athletic Division. Protest forms will be available at all sites.
3. The form must be properly filled out and include the following: 1. Coach's name filing protest. 2. Team and age division. 3. Date of protest. 4. League that game was played in. 5. Content to include date and time. 6. Recreation Supervisor(s) present. 7. Game Official(s) present. 8. Protest described in detail to include rule being protested and the point of the game that the rule is protested.
4. The Protest Committee will make a recommendation on the outcome of a protest to the Athletic Division Chief. The Athletic Division Chief will have the final decision on the outcome of the protest.
5. The \$25.00 protest fee will be returned only if the protest is upheld by the Athletic Division Chief.
6. Managers will be notified and may be on hand to answer questions concerning protests as needed by the Athletic Division Staff.

Tournament Protest - Protests in tournaments will be allowed; however, judgment calls by the officials cannot be protested. The proper procedure for filing a protest is as follows:

1. The \$25.00 protest fee will be in effect during the tournament. If the protest is denied, the protesting team must pay the \$25.00 before their next scheduled game. If the protest is upheld, the protesting team is not obligated to pay the \$25.00 fee.
2. If a team continues to protest throughout the game, the Tournament Coordinator/Designee will have the discretion to accept or not to accept the protests. If a team is making a mockery of the game and abusing the intent of the rules, the team in question is subject to forfeiting the game.
3. All protests, including player eligibility, must be initially filed with the head official at the game site by the protesting manager, and entered on the official Protest Form and score sheet at the time of the incident that prompts the protest. **Failure to do this will result in the protest not being recognized.**
4. The game **will be halted** until protest is decided.
5. The Tournament Coordinator/Designee on site will confirm with all concerned parties, to include managers of both teams, game officials and any other official deemed necessary to receive information to reach a decision on the protest.
6. After conferring with all parties, the Tournament Coordinator/Designee will render a decision. The Tournament Coordinator/Designee's decision **WILL BE FINAL**.
7. Once the outcome of the protest has been decided, the game will resume at the point determined by the outcome of the protest.

VI. GAME

Games will consist of two (2) twenty-minute halves with a running clock. The clock will stop during time outs. A regulation clock will be in effect during the **last two (2) minutes** of the first and second halves.

All leagues will play “the release” on Free Throws.

Each team will have four (4) time outs per game to use at any time of the game.
(2-Full Time Outs & 2-30 Sec Time Outs)

A minimum of four (4) eligible players in uniform must be on the court before they are considered ready to play. The lineup card must be filled out and submitted to the scorekeeper. If a team has the minimum of eligible players present at game time, the game must start.

A team will be allowed a minimum of a 5-minute warm up period before their scheduled game.

All players must report to the scorer’s table and be recognized by the referee before they will be allowed into the game.

Flagrant fouls will be cause for ejection from the game. If ejected, the player will automatically be suspended for the next game, regular season, or post-season game.

*****If a Player accumulates 3 technical fouls at any time during the season, they will be suspended for their next game. If a Player reaches 4 technical fouls, they will be suspended for the remainder of the season.**

All tied games will be decided by a 3-minute overtime period. The clock will run continuously, except for the **last minute**, which will be played under a regulation clock. Each team will be allowed one (1) time out. The clock will stop during the time out. (No time outs from regulation play will carry over into the overtime play.)

Mercy Rule – During the last minute of regulation, the clock will continue to run if a team is up by 30 or more points.

VII. FORFEITS

The forfeit time is the scheduled game time for ALL games. No Grace Period.

Each team is allowed one (1) EXCUSED forfeit. A team's FIRST EXCUSED FORFEIT will result in the loss of the game they forfeited.

The SECOND EXCUSED FORFEIT will result in the loss of the game they forfeited, and the FORFEIT FEE of \$50.00 must be paid within 24 hours of the forfeited game time or the team’s next game, whichever comes first. A Forfeit Fee of \$50.00 (FIFTY DOLLARS) has been established.

Each team is allowed one (1) UNEXCUSED forfeit. A team’s FIRST UNEXCUSED FORFEIT will result in the loss of the game they forfeited, and the FORFEIT FEE of \$50.00 must be paid within 24 hours of the forfeited game time or the team’s next game, whichever comes first. A **Forfeit Fee of \$50.00 (FIFTY DOLLARS)** has been established.

The SECOND UNEXCUSED FORFEIT will result in expulsion from the league and **ABSOLUTELY NO REFUND OF ANY FEES THAT HAVE BEEN PAID BY THE TEAM AND/OR PLAYERS.**

In the event of a forfeit game, the team declared the winner will be allowed to use the court for a designated time for practice.

In the event one or both teams refuse to continue a game at the command of the officials, a forfeit/double forfeit will result.

In the event a team drops from the league, the Recreation Coordinator/Basketball may revise schedules to accommodate the loss of a team.

VIII. PRACTICES

The Recreation Coordinator/Basketball will schedule all practices for teams wanting to utilize Recreation Department facilities. Please email tsted@tompsc.com **Monday–Wednesday** 10am-5pm and **Thursdays** before Noon to schedule a practice. Practices are scheduled one week at a time.

IX. EQUIPMENT AND UNIFORMS

The Mt. Pleasant Recreation Department will furnish playing facilities, lights, maintenance, awards, officials, and schedules.

The Recreation Department will supply the game ball.

Each team will bring their own warm-up balls.

The uniform requirement will be jerseys that are the same color with a **permanently affixed number**. The numbers must be silk screened or heat transferred. **No magic markers painted, or taped numbers will be allowed.** No duplication of numbers will be allowed. **Any player in violation of the uniform requirement cannot participate in that game without the appropriate shirt. NO EXCEPTIONS.**

Switching jerseys during a game is not allowed.

Shorts with pockets and/or zippers are not allowed. **NO EXCEPTIONS.**

High School League rule for headbands, compression shorts, arm sleeves, and sweatbands will not be enforced.

No scarfs, skull caps, doo wraps, etc will be permitted **on the head during games.**

The team listed first on the schedule will be responsible for wearing pennies in the event that both teams show up with the same color jerseys. The Recreation Department will supply the pennies.

X. POST SEASON TOURNAMENT

Each league will have a post season tournament. The rules governing the post season tournament will be the same as the regular season, unless otherwise indicated. All post season tournaments will be held immediately following the regular season. The format will be single elimination.

If two (2) or more teams have identical win-loss records at the end of the season, the following criteria will be used to break ties **IF DEEMED NECESSARY**.

1. IF TWO (2) TEAMS ARE TIED:

1st Tie Breaker - Head-to-head play with the best record against each other will be used.

2nd Tie Breaker - If teams split even number of games against each other, then the highest point spread total of games against each other will be utilized.

3rd Tie Breaker - If teams are still tied or did not play during the regular season, then a coin toss will take place.

2. IF THREE (3) OR MORE TEAMS ARE TIED:

1st Tie Breaker - Head-to-head play with the best record against each other will be used.

2nd Tie Breaker - If teams split even number of games against each other, then the highest point spread total of games against each other will be utilized.

3rd Tie Breaker - If teams are still tied or did not play during the regular season, then a coin toss will take place.

XI. AWARDS

Regular Season Champion

Team Trophy and Individual Awards

Regular Season Runner-Up

Team Trophy

Tournament Champion

Team Trophy

Tournament Runner-Up

Team Trophy

If there is a tie for 1st Place in the Regular Season, the team that progresses most in the Post Season Tournament will receive the Individual Awards.