

**CONSTITUTION AND BY-LAWS
Of the
City of Concord
Adult Basketball Leagues**

Sponsored By

**CONCORD PARKS AND RECREATION DEPARTMENT
(Amended 1/8/2013)**

**ARTICLE I
Divisions**

Section 1: Men's Open, Men's Church, and Women's Open

**ARTICLE II
PURPOSE**

Section 1. The purpose of this organization shall be to promote amateur basketball. Players must be bonafide amateurs and not affiliated with any semi-pro league.

**ARTICLE III
ORGANIZATION**

- Section 1. This organization shall be composed of the number of teams which the managers wish to organize. The Athletic Supervisor of the Concord Parks and Recreation Department shall be in charge of the league, responsible for the organization, functioning of the league; shall decide upon all matters, policies pertaining to the league.
- Section 2. Each team **manager** shall be responsible for the conduct of his/her players and fans and for handling all team business.
- Section 3. The Athletic Supervisor or his appointed agent shall keep all records of teams, players, and business handled by the league as a whole.

**ARTICLE IV
PLAYER ELIGIBILITY**

Section 1. **A team roster must be registered with the Recreation Athletic Office before the first scheduled game. Your team will forfeit each game played until you register your team roster with the Athletic Office.**

Section 2. Anyone who has reached his sixteenth (16th) birthday before January 1st of the playing year shall be eligible to participate. Each team is allowed twenty (20) players on their roster. If a team is caught playing an illegal player twice then the team will be suspended from the Concord Parks and Recreation League.

(A) Addition of Players to Roster During Regular Season:

1. **Additional players must be added to team rosters before the 5th game of regular season. (Amended 1/10/2012)**
2. **Added players must meet all eligibility requirements.**
3. **At the time a coach adds a player, it is his responsibility to come to or call the Athletic Office to add players. This must be done in the presence of an Athletic Department staff member. Added players must sign the roster before they participate. If a player plays in a game before he or she signs the roster, the game he or she played in will be a forfeit.**

Section 3. A player's name must be listed on the team roster to be eligible to participate.

Section 4. To be eligible for the League's Post Season Tournament, a player must participate in five (5) games during regular season.

Section 5. If an ineligible player is used in a game, every game in which this player is used will be a forfeit.

Section 6. There **can be double participation**. A player may play in both leagues.

Example: A player playing in the Open League may participate in the Church League. If an Open League player plays on a church team, he must attend the church he is playing for. He must attend the church he is playing for at least twice (2) a month. Make sure the pastor knows he is there.

Section 7. Any player playing for a Church League team in the Concord Parks and Recreation League must attend the church they are playing for.

**ARTICLE V
PLAYING RULES**

Section 1. North Carolina High School Federation Basketball Rules and Regulations will be used with the following exceptions:

- (A) The game shall consist of two 18 (eighteen) minute running halves with the clock stopping for all shooting fouls and time-outs.
- (B) The clock will stop for **everything** during the last two minutes of each half.
- (C) Each team will shoot a one and one on the number seven team foul on the tenth team foul it will be a two shoot foul.
- (D) Each team will be allowed 4 full time outs time outs. These time-outs may be utilized at the discretion of each team's coaching staff. Unused time-outs will accumulate and may be used in any extra period. Each team will be awarded at least one time-out for each overtime period.
- (E) In case of a tie in regular game, the winner will be determined by overtime periods, which consist of three minutes.
- (F) All teams will be allotted five minutes pre-game warm-up. No dunking is allowed during warm-ups.
- (G) In case of a tie in the standings for first place, second place, third place, one game will be played to determine final standings.
- (H) Teams must play all scheduled games.
- (I) Any coach, who willfully does not bring his team to a regular scheduled game or removes his team from the floor, will be suspended from the program.
- (J) To start the game and each extra period, the ball shall be put in play in the center circle by a jump ball between any two opponents. To start the 2nd period, the ball put in play shall be a throw-in under the alternating possession procedure.
- (K) A player may grasp the basket at any time only to avoid injury.
- (L) Three free throws for player fouled in act of shooting unsuccessful 3-pointer.
- (M) Three free throws plus ball for throw in if fouled intentionally or flagrantly in act of shooting unsuccessful 3-pointer.
- (N) Technical fouls will count as a personal foul toward a player's disqualification.
- (O) **Players may not enter the lane until the ball is released.**
- (P) A team must place **at least four** men/women in uniform on the floor at game time or forfeit the game. *If a Team has less than 5 the Team may pick up one player from another team in the league. Pick up player must be on an active roster for the current season. (Amended 1/8/2013)*

ARTICLE VI REFEREES

- Section 1. The Concord Parks and Recreation Department's Booking Agent will book referees for the season, including the play-offs.
- Section 2. Referees shall be dressed uniformly. Referees shall be supplied copies of the Constitution and by-laws.
- Section 3. Referees may suspend any player or manager from any game for unsportsmanlike conduct. The referee must notify the Athletic Supervisor of all instances, stating the cause promoting the course of action. This notification should be made within twenty-four hours of the instances. Any player so expelled from a game shall be suspended from play for the duration of the game played by his/her team. Such a player shall not be allowed to remain on the team player's bench during the remainder of the game from which he/she is expelled or during the game for which he is ineligible. Such action will forfeit the game to the opposing team.
- Section 4. Referees will have **complete** control of all games.

ARTICLE VII EQUIPMENT

- Section 1. All teams must furnish their own uniforms, which will consist of numbers back of jersey and must be same color. Numbers must correspond with High School Federation Rules. Teams that do not have jerseys by the first game will forfeit that game and every game until they get jerseys.**
Any player who intentionally hides his/her number from the referee will be assessed a (1) technical foul.
- Section 2.** No long pants or cut-off jeans, Shorts Only! (Warm-up pants at League Supervisors discretion)
- Section 3. Gym shoes must be worn by all players connected with the team while on the gym floor. However, coaches may wear street shoes on the bench.
- Section 4. No player is to play wearing jewelry or hard and unyielding leather. A cast, even though covered with soft padding, shall always be declared illegal if worn on the elbow, hand, finger, wrist or forearm.
- Section 5. The Concord Parks and Recreation Department shall furnish the official basketball.

- Section 6. Shirt tails must be tucked in.
- Section 7. The opening of the arm hole can not exceed 4 inches below the arm pit.
- Section 8. *Compression sleeves are legal.*
- Section 9. *Head bandanas are not to be worn during play.*

ARTICLE VIII FORFEITURES

- Section 1. Any team voluntarily withdrawing from the league shall forfeit **any money** deposited.
- Section 2. A team must place **at least four** men/women in uniform on the floor at game time or forfeit the game. *Teams may pick up one player from another team in the league. Pick up player must be on an active roster for the current season.*
- Section 3. Any team failing to obey the rules and regulations as set forth in these by-laws shall be expelled from the League.
- Section 4. If any team shows continued unsportsmanlike conduct before, during, and after the game, the game will be awarded to their opponent.
- Section 5. Scheduled game time will be delayed only if preceding game is still in progress.
- Section 6. Your game starting time may proceed regular scheduled starting time if mutually agreed upon by both coaches.
- Section 7. There will be no postponement of scheduled games.
- Section 8. *A ten (10) min grace period will be allowed on the first game only. If grace period is used it will be considered as team warm-ups.*

ARTICLE IX AWARDS

- Section 1. Team plaques will be awarded to the 1st and 2nd place regular season finishers in each division and tournament finishers.

**ARTICLE X
UNSPORTSMANLIKE CONDUCT**

- Section 1. A player receiving two technical fouls for unsportsmanlike conduct will be expelled from the game. Expelled players may not sit on the bench.
- Section 2. A player expelled from a game must sit out the next two (2) games.
- Section 3. A player expelled in two games will be suspended from the league.
- Section 4. A player may be expelled from the next game for unsportsmanlike conduct before, during or after the game for actions detrimental to the Concord Adult Basketball Program.
- Section 5. Any player instigating or starting a fight before, during, or after the game shall automatically be suspended indefinitely from participating in all leagues sponsored by the Concord Parks and Recreation Department.
- Section 6. Any player guilty of striking, threatening, using profanity towards, or putting a hand on an official or scorekeeper in any manner, before, during, or after a game shall automatically be suspended indefinitely from participating in all leagues sponsored by the Concord Parks and Recreation Department.
- Section 7. ***Continued Unsportsmanlike Like Conduct:*** If a single player accumulates five (5) technical fouls during the course of the season, said player will be subsequently ejected from current game and suspended for 2 additional games. Suspension will be immediate and effective for the sequential scheduled games

**ARTICLE XI
PROTESTS**

- Section 1. All protest must be filled with the Athletic Supervisor within twenty-four (24) hours of the game, with a \$100.00 cash protest fee. If protest is upheld, protest fee will be refunded.
- Section 2. A game cannot be protested on an official's judgment. Only rule interpretation or player eligibility will constitute a legal protest.
- Section 3. The protest committee will consist of the Director of Recreation and the Athletic Department. This committee will make all decisions on protested games.

**ARTICLE XII
MISCELLANEOUS**

- Section 1. The official rules for the leagues shall be the North Carolina High School Federation Rules and they shall be in full force.
- Section 2. As this is an amateur league, no player shall receive financial remuneration for participating in any game for any league team.
- Section 3. If any game or games are ordered to be replayed by the Athletic Supervisor of the Concord Parks and Recreation Department as a result of misinterpretation of the rules by an official, then the official who worked in the disputed game shall not be assigned to work the replayed game. Officials assigned to work a replayed game shall be entitled to compensation therefore.
- Section 4. All games must start at regular scheduled times, or whichever team is not ready will be subject to forfeit the game. In case of both teams not being ready, both teams will forfeit and will count as a loss for each team in the official standings. Line-ups must be given to the official scorer prior to regular starting time.
- Section 5. It is suggested that all teams try and secure insurance. The Concord Parks and Recreation Department **will not** have insurance on league members.
- Section 6. Game cancellations will be announced on call the Concord Parks and Recreation Department. Information Hot Line - 704-920-5640.
- Section 7. No game will be rescheduled because of players or coaches' conflict with other activities.
- Section 8. In the event that only one official shows up for a game, he or she shall start the game on time and play the game until a second official arrives. The game cannot be protested when only one official is present.
- Section 9. All church league games must have prayer before the game starts, by the home team.
- Section 10. Any game involving a "Church" team will start with a moment of prayer.

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