

TWIN-CITY BASKETBALL LEAGUE
Sponsored by
PASCO RECREATION DEPARTMENT

Object and Purpose of League

To establish rules and regulations governing affiliated teams. To promote mutual friendliness between individuals and teams who participate. To establish this sport on a high plane, thus promoting a healthy recreational amateur pastime. To foster this game as a non-professional sport engaged in without profit to members or players. To cooperate with the Recreation Department, extending this sport as a recreation activity for the community.

General Program

This program is sponsored by the Pasco Parks & Recreation Department. All scheduling of gymnasiums, officials, game schedules, times, deadline dates, team rosters, entry fees, number, variety, and type of divisions, interpretations of and enforcement of league rules and regulations will be performed by the Pasco Parks & Recreation Department.

Team Manager

Team managers shall be responsible for their team's conduct and knowledge of the league's rules and regulations and the player's code of conduct. **The listed team manager and active players are the only individuals allowed on or near the players bench.**

Membership

Twin-City basketball is sanctioned by the Washington Recreation Basketball Federation (WRBF), who establishes league rule guidelines, competition categories and playoff tournaments. Each team is automatically registered and eligible for the playoffs in February and March.

Playing Rules

The playing rules endorsed by the National Federation Official Basketball Rules shall govern play in this league except as herein provided. (NOTE: See individual division supplementary rules.)

Eligibility

1. Players in the Twin-City Basketball League may reside anywhere in the greater Tri-City area.
2. No player under 17 years of age will be allowed to participate and no high school student will be eligible.
3. Any player who appears or plays in any professional, college freshman, junior varsity, or varsity game during the current season will not be eligible to play.
4. No player will be eligible if his/her name appears on any other WRBF roster in any other organized basketball league in the greater Tri-City area or any other WRBF sanctioned league in the state.
5. Any other situations involving dual participation of players shall be governed by the Parks & Recreation Department.

New and Transferring Players

1. Teams adding new players must do so before 3:00 p.m., Monday through Friday. Player contracts must be signed and fees paid before players are eligible.
2. No new player or any transferring of players will be allowed after the second half of play begins **or the date set by the League Directors.** (EXCEPTION: In the event of an emergency with approval from the League Director.)
3. Each time a player transfers the player contract fee must be paid.

Team Rosters

No more than 15 players may be carried on any one roster at a time, exceptions can be made for company teams in league play only.

Player Contracts and Fees

1. Each player will be required to fill out a Player Contract card and pay the amount designated as the player fee. Player fees are determined each year to help defray administrative cost.
2. **Once a players plays in a game there will be no refunds of the player card fee.**

Entry Fees

1. Each season the cost of operation and entry fees for each division will be determined by the Recreation Department.
2. Any team dropping out or dismissed from league play after one or more games will forfeit their entry fee.
3. **League refunds will not be issued once the schedules are published.**

Awards

Trophies will be awarded as determined the first of each season.

Officials

It shall be the responsibility of the Recreation Department to obtain officials.

Scheduling

The Recreation Department will determine the playing schedules for all divisions. Nights of play and use of gyms will be determined by the Department.

Timer/Scorer

The Recreation Department shall appoint all timer/scorers for all league games, including playoff games.

Publicity

All publicity pertaining to the league shall be released through the Recreation Department.

Gymnasiums

Teams using public gymnasiums will be held responsible for the conduct of their players while they are occupying the buildings. Team managers shall carefully supervise gymnasiums, hallways and restrooms. **Children will not be allowed to run throughout the gyms or hallways and must be with their parents at all times.**

Smoking and Drinking on School Property

Managers will be held responsible to remind their players that it is against State Law, school policy and contrary to the Twin-City Basketball Association rules and regulations to smoke or drink on school grounds. School custodians report to the school administration whenever finding violations of such occur. This endangers our privilege of using school gymnasiums. Teams failing to cooperate will be dropped from the program.

Lost or Stolen Articles and Injuries

The Pasco Parks and Recreation Department and the school system are not responsible for lost or stolen articles or injuries received while participating in this program.

Forfeit Times and Players

1. The game schedule each year will define forfeit times.
2. Teams must have four (4) eligible players on the floor by scheduled game time or forfeit the game.
3. Each player must have the player contract on file and the fees paid to be eligible.
4. Ineligible players may not play under any circumstances; any team using an ineligible player constitutes a forfeit.
5. Rostered players may be required to show positive I.D. at any time if eligibility is in question.

Forfeit Fee

Any teams, after having forfeited two games, may be reinstated upon showing adequate reason to the League Directors. The payment of a ten dollars (\$10) forfeit fee shall be made by the team. If, after being reinstated should the team forfeit, then the loss of fees and games will be final.

Games

No postponement of scheduled league games shall be allowed. Teams must play when and where scheduled or forfeit their game. (EXCEPTION: Games that conflict with school activities will be rescheduled by the Recreation Department.)

Snow Days

If travel conditions on local roads becomes particularly hazardous games may be postponed. After business hours listen to KONA Radio (610 AM).

Protest

1. A game may not be protested because of the decision of an official of the game except for misinterpretation of the rules. Complaints may be lodged against an official through the Parks and Recreation office, but they shall have no bearing upon the game already played.
2. All protests based on rule interpretation must be filed with the game officials and written in the official score sheet on the game in question at the time of the infraction. Failure to do so at the time of infraction will result in a denied protest.
3. All protests must be submitted in written form and accompanied by a five dollar (\$5.00) protest fee within forty-eight (48) hours from time of the game under protest is played. The protest fee is automatically forfeited if the protest is denied.
4. All protests involving ineligible players must be in written form within twenty-four (24) hours after the game in dispute is played.

Uniforms

Complete uniforms for teams are optional, but **matching numbered jerseys are required** and must be easily distinguishable during the course of the game. Size of the number must be at least four (4) inches on the front and back.

Equipment

The league will provide the official game ball and scoresheets.

Unsportsmanlike Conduct and Profanity

1. Any player being removed from the game for causes other than physical fighting will be eligible for his team's next league game.
2. If removed from two (2) games total at any time during the season, the offending player will be ineligible for further league play for the current season.

3. A player being removed from the game because of physical fighting or flagrant violation of unsportsmanlike conduct shall be removed from the program and will be unable to participate for a period of at least one year.
4. **Unsportsmanlike conduct rules apply to all players before, after and during all City League games, and judgments may be handed down by referees, gym supervisors or league directors. The league director reserves the right to impose an additional suspension in all cases that involve a player(s) violating league rules.**
5. **Before any player is reinstated, they must write a letter to the league director explaining the circumstances under which they were suspended. This letter must also include an assurance that they will not violate league rules in the future.**

Technical Fouls

1. Any player that receives a third technical foul in the course of a season immediately becomes ineligible and will automatically be barred from all further league and post-season play, while forfeiting all player fees.
2. Any team that is charged with a sixth (6) technical foul (individual and/or team) in the course of a season will be dropped immediately from the league for the balance of the season and post-season play. All team and player fees are also forfeited.
3. In all cases where a player receives a technical foul he/she must immediately leave the premises within two (2) minutes or that player's team will automatically forfeit the game.

Revised 11/8/16

EXCEPTIONAL PLAYING RULES FOR TWIN-CITY BASKETBALL

- All "A" Division games will be two, 20 minute halves, running clock with 2 minutes between halves.
- Each team gets two, 30 second stop clock time outs per half.
- The last one minute of the first half and last two minutes of the second half will be regular stop clock play. Exception: If the difference in the score is or becomes 20 points after two minutes of the second half, the game clock will not stop those last two minutes of the game.
- Overtime (tie games) will be played in 2 minute periods, regular stop clock.
- Games will start prior to scheduled game time if both teams and officials are ready.
- There will be a maximum of 5 minutes between games if early games run long.
- A legal game may start with no fewer than 4 men per team on the playing floor.
- The officials may stop the clock anytime the play is being delayed unnecessarily or with unusual circumstances. Officials should assess technical fouls against players or teams that intentionally delay play throughout the course of the game.
- **Dunking or attempting to dunk the ball is an automatic technical foul (two points) at any time, the basket will not be allowed, and the player is immediately disqualified for up to one year. Grabbing the rim will also be cause for a one year disqualification. This rule applies before, during and after games.**
- Forfeit Time: First game, 10 minutes after scheduled starting time. Second & third games -- no grace period.
- Any swearing at any time is a technical foul.
- The only jewelry a player can wear is a wedding band.
- **Once the schedule has been completed there will be no refunds of the team reg. fee.**
- **Once a player plays in a game there will be no refunds on player cards.**
- **Player cards must be turned into Parks & Rec. office before playing in first game.**
- **Cards can not be turned in at gyms. No exceptions!**
- **Review of suspensions will take two business days.**
- The referee does not have to handle the ball on turn over in back court. (traveling violations, ball out of bounds).
- For every player out of uniform, the other team is awarded two points. The points will be awarded before the game begins or as any late arriving player out of uniform checks into the game.
High School Federation Rules state that: (Rule 4, Sec. 11 & 15, Art 4 & 5)
- Flagrant fouls result in automatic ejection.
- **In all cases where a player receives a technical foul he/she must immediately leave the premises within two minutes (2) or that player's team will automatically forfeit the game.**
- **Players who are removed from a game due to receiving a technical foul or who suspended are not allowed to attend games.**
- All technical fouls are automatic two points each with the ball going out of bounds to the other team.
- **The League director reserves the right to hand down additional penalties for incidents that are not covered in playing rules.**

Revised 10/20/06

