



## Coeur d'Alene Tribe **Sports Program**

### Rules & Regulations

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#### **Governing Body**

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The Coeur d'Alene Tribe Sports Program Supervisor or Coordinator in charge of sports shall serve as league director and has final authority to make decisions pertaining to all league rules and regulations.

#### **Liability**

Persons or players participating in activities sponsored by the Coeur d'Alene Tribe Sports Program are not covered in any way for personal liability, property loss or damage. This means players competing in this program are to assume all responsibility in case of losses, accidents, or injuries suffered while participating in any of the leagues.

#### **League Entry Fee**

The League entry fee is a team fee - \$200.00

Full payment is due prior to the start of your first game. Failure to pay in full before your first game will result in forfeit for each game until payment is made in full.

#### **Schedule and Playoff Procedure**

Schedule will be determined by how many teams have registered.

Playoffs will be double elimination and will determine the league champions.

#### **Beginning of the Game**

At least fifteen (15) minutes prior to the scheduled game time, the Gym Director shall meet with coaches of both teams to confirm the official scorebook with names and numbers of all players who will be attending and playing that day.

The beginning of the game starts with a jump ball.

Possessions for all following jump balls are alternate possessions.

The start of all overtime will begin with a jump ball

## Forfeits

In the event that a team is not able to play a scheduled game, a 24 hour notice is required to avoid a forfeit. When giving a 24 hour notice, you must speak to a Coeur d'Alene Tribe Sports Program staff member. Voicemail messages are not acceptable notification.

If a 24 hour notice is not given, the game is ruled a forfeit

Teams will have until five (5) minutes past the designated start time to field a legal team.

Shorthanded teams may play a legal game with a minimum of four (4) players.

Teams fielding less than four (4) players will receive a forfeit.

## Substitutions

Substitutions will only occur during a dead ball.

Substitutes must report to the scorekeeper before entering the game. If a substitute does not report directly to the scorekeeper before entering the game, the team may be subject to a technical foul.

During the course of the regular season, teams are allowed to 'pick up' players that are not on their roster in order to field a full team.

In playoffs, non-roster players will not be allowed to play.

## Time

Play is divided into two (2) twenty (20) minute halves with a five (5) minute halftime.

There will be a running clock except for the final two (2) minutes of play for each half.

During the final two (2) minutes the clock will stop on all whistles.

The clock will not stop in the last two (2) minutes of the second half when one team is ahead by 15 or more points.

## Time-outs

Each team is granted four (4) time-outs per game.

Each time-out is one (1) minute in length

Unused time-outs do not carry over to overtime.

## Overtime

Each overtime period is three (3) minutes.

The clock runs continuously during the first minute and stops in the final two (2) minutes on all whistles.

Each team is awarded one (1) time-out per overtime period.

Games will end in a tie after two (2) overtime periods have been played.

In playoffs, overtimes will continue until there is a winner.

## **Personal/Team Fouls**

Players will foul out after receiving their 5<sup>th</sup> personal foul.

All technical fouls will be recorded as personal fouls.

A team begins shooting one-and-one on the seventh (7<sup>th</sup>) team foul of each half.

On the tenth (10<sup>th</sup>) team foul, teams will be awarded two (2) free throws for that and every team foul during the remainder of the half.

If a technical foul happens to be the seventh (7<sup>th</sup>) team foul, the team will shoot two (2) free throws for the technical and receive the ball; however, they will not receive the bonus one-and-one.

If a foul is an intentional foul the player will receive two (2) shots and the ball.

## **Technical Fouls**

Any individual that is assessed two (2) technical fouls in one game shall be ejected from that game.

All technical fouls result in two (2) free throws and ball possession.

## **League Policies**

### **Refund Policy**

Teams who participate in one game will automatically forfeit their right to reclaim any portion of the entry fee if they drop or are dropped from the league.

### **Jerseys**

Each team must have enough numbered jerseys so that each player participating will not have the same number.

Each team member must have a visible permanent number on their jersey. (No Number, No Play)

No tape – tape is not acceptable as a permanent number.

Jerseys must be of the same color

A technical foul will be assessed for each improperly uniformed player

### **Standings**

The updated standings will be posted weekly online.

### **Playoffs**

Playoffs will begin following the end of the regular season. After teams have been seeded according to their records, all captains will receive a notice with the first playoff game times. Teams will not receive a notice for any other playoffs. It will be the team's responsibility to check the playoff bracket in the gym. All players participating in playoff games must have signed the waiver in order to be eligible for playoffs.

## Roster/Waiver

In order to participate in the League, each participant must sign the team waiver.

Roster/Waivers are provided and must be complete and handed in no later than the first game.

Players not present the first week of play will still be required to sign a waiver with our staff before participating.

Players name must be on the waiver in order to be eligible for playoffs.

No player may play or be on the roster of two different teams.

## Player Eligibility

All players must be of age in order to participate in league play.

Teams are limited to a maximum of ten (10) players.

Only players having signed the team roster on file are eligible to play.

Any team that plays with an ineligible player, one who has not signed the team roster, is subject to forfeiture of all league games in which that player participated.

A player must have participated in three (3) of his/her team's games in order to be eligible for the playoffs.

Players may be released any time during the season with the manager's approval.

A player must sit out one (1) week before being added to another team.

New players may not be added after 5:00pm on the evening of the third league game.

Managers who lose players during the season through injury may petition the league director for replacement of said player.

A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone, and signature) in writing to a Coeur d'Alene Tribe Sports Program staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. If a formal protest is made, the game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other 'logged' protests. All rulings by Coeur d'Alene Tribe Sports Program staff are considered final.

## Sportsmanship

The purpose of Coeur d'Alene Tribe Sports Program is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this being said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of officials, referees, and other staff will not be tolerated. Coeur d'Alene Tribe Sports Program reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. Coeur d'Alene Tribe Sports Program will not tolerate fighting. Fighting will be an automatic ejection from any game and in most cases from the league for the remainder of the season.

## League Cancellation

Leagues may be cancelled due to weather conditions, dangerous or unplayable conditions, facility constraints, etc. Coeur d'Alene Tribe Sports Program staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, Coeur d'Alene Tribe Sports Program staff will notify team captains immediately. It is then the captain's responsibility to inform all teammates of the cancellation. If a league is cancelled on site, Coeur d'Alene Tribe Sports Program staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule. The games that are cancelled will be made up towards the end of the season if time allows. In extreme circumstances, Coeur d'Alene Tribe Sports Program reserves the right to run a shortened season without a refund. Coeur d'Alene Tribe Sports Program also reserves the right to schedule game on days other than your regularly scheduled league day/night if necessary.

**These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.**