

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

Sponsored By

CONCORD PARKS AND RECREATION DEPARTMENT

ARTICLE I

Divisions

Section 1: Men's Gold, Men's Silver, Men's Bronze, Senior (40+) 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 on Team Sideline before the first scheduled game. Your team will forfeit each game played until you your team roster is registered with Team Sideline. (12-29-21)
- 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 fifteen (15) players on their roster. (10-31-2023)
- Senior League:** All persons must show a photo ID showing their date of birth to the site supervisor before participating in their first game. Persons must be 40 years of age on January 1st of this current year.
- (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.**
 - 2. Added players must meet all eligibility requirements.**
- Section 3.
1. A player's name must be listed on the team roster and enrolled on Teamsideline with a photo.
 2. All players must have photo identification with them for roster verification. Adult sports staff can ask for this at any time. (Revised 12-29-23)
- Section 4. A player must participate in **three games** in order to be eligible for the post-season tournament. (Revised 10-31-23)
- Section 5. All players must check in at the roster table to check in on game days. If a player is late, they must check in with the scores table. If a player does not check in then they will be an ineligible player. (Revised 12-29-21)
- Section 6. If an ineligible player is used in a game, every game in which this player is used will be a forfeit. If the ineligible player is caught playing under assumed name he/she will be ineligible for the remainder of the season and subject to suspension for 1 year. The team manager will also be suspended for 2 games. (Revised 10-12-21). If a team is caught playing an ineligible player twice then the team will be suspended from the Concord Parks and Recreation League.

Section 7. There **can be no double participation in league play.**(Revised 10-31-23)

Example: This means a player can only be on one roster in the Adult Basketball program.

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. The only exception is if a team is up by 15 in the second half it will be running clock except for timeouts and shooting fouls.
- (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. 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. Team fouls will reset during overtime period and five team fouls will result in the double-bonus, two-shoot foul. (Revised 1-8-23).
- (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 will be determined by head to head, points allowed, and then coin flip. (Revised 6-2-21)
- (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.

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 and must leave the gym 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.** Shorts Only! The only exception is compression pants underneath shorts are allowed. No other types of long pants or cut-off jeans.
- 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 can start with a minimum of four players in uniform on the floor at game time or forfeit the game. *Teams may pick up one player from another team in the league if they have 3 players to meet the minimum of 4 players. Pick up players must be on an active roster for that division. They must check in with the site supervisor on site. If a roster player shows up, then they will play and the pick-up player will sit. Pick up players will not be eligible during the post season tournament. (Revised 1-3-24)*
- 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. If a team forfeits within 48 hours of game time, the team will start their next game down 10-0. *(Revised 1-3-23)*
- Section 7. A forfeit will count as a score of 70-40 *(Revised 1-5-22)*.
- Section 8. A team that forfeits three games due to lack of players will be ejected from the league. This is at the discretion of the Athletic Supervisor.

Section 9. Games that are postponed due to weather conditions or Acts of God will be rescheduled if possible by the Athletic Supervisor. (Revised 1-3-23)

Section 10. A five (5) 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 (10-31-23)

Section 1. Team plaques will be awarded to regular season winner

Section 2. Championship shirts will be awarded to the tournament winner.

ARTICLE X

UNSPORTSMANLIKE CONDUCT

Section 1. A player receiving two technical fouls for unsportsmanlike conduct will be expelled from the game. Expelled players must leave the gym. (10-31-23)

Section 2. A player expelled from a game for unsportsmanlike conduct 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 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 with local rules shall be fully enforced.
- 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. Game cancellations will be announced on call the Concord Parks and Recreation Department. Information Hot Line - 704-920-5640, social media, and notifications to the team captains. (Revised 10-31-23)
- 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.