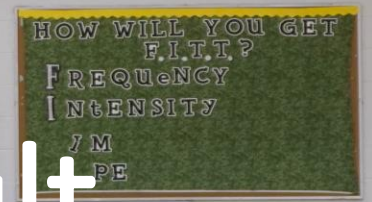
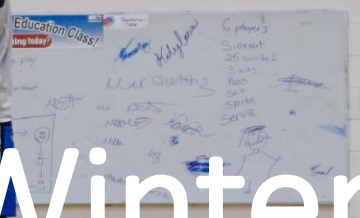




MILWAUKEE
PUBLIC SCHOOLS

MKEREREC
A department of MPS

| HOME | | GUEST | |
|-------|--------|--------|-------|
| POSS | T.O.L. | T.O.L. | POSS |
| BONUS | PERIOD | PERIOD | BONUS |
| FOULS | PLAYER | FOUL | FOULS |
| SCORE | MATCH | MATCH | SCORE |



2024-25 Winter Adult Basketball Managers Meeting

IMPORTANT CONTACTS

Adult Sports Office

2414 W. Mitchell St.

Milwaukee, WI 53204

414-647-6046

Hours: 8:30am-4:30pm

Weather Hotline: 414-475-8192

Night Crew (Calls after 5:00 PM)

414-852-3163

Brandon Sweet, Supervisor

brandon@mkerec.net

Office: 414-647-6070

Katie Seitz, Manager

katie@mkerec.net

Office: 414-647-3821

Damaris Aviles, Clerical Team

Office: 414-647-6041

IMPORTANT DATES

- Men's League Start (10 game season): Week of December 2, 2024
- Skip Dates: Dec. 23-31, Jan. 1-2, 20, Feb. 18 (Voting)
- Men's All-City Basketball Tournament:
 - Week of March 3-7 (League-wide, week-long, single-elimination tournament with game times city-wide between 7-10 PM)
 - Each league winners receive top 4 seeds
 - Any team can enter by paying \$25 tournament fee
 - Seeding based on strength of league, record, head-to-head competition
 - Teams must declare by Friday, February 14, 2025

ADULT BASKETBALL LEAGUE GYM LOCATIONS

Alexander Hamilton HS

6215 W. Warnimont Ave.

Ronald Reagan HS

4965 S. 20th St.

Bay View HS

2751 S. Lenox St.

Milwaukee Marshall HS

4141 N. 64th St.

Garland Elementary School

3120 W. Green Ave.

Wisconsin Conservatory of Lifelong Learning (WCLL)

1017 N. 12th St.

PLAYER STATS

- Stats are being taken once again. We are keeping track of:
 - Player Points
 - Games Played
 - Technical Fouls
- League MVP's will be awarded trophy's at the end of the season (highest scoring player in each league). League winners will receive t-shirts & a top 4 seed in the all-city tournament.
- Stats Leaders can be viewed here:
 - <https://www.teamsideline.com/sites/MilwaukeeRecreation/schedules>
 - Clicking on your league
 - Clicking on 'See Stats' in the upper right corner

ROSTER MANAGEMENT

- Team Rosters Due: Team Sideline Roster Management
- <https://www.teamsideline.com/sites/MilwaukeeRecreation/home>
- Rosters must be submitted by your first game. You can add players up until the completion of Week 3. Rosters will LOCK after week 3 gameplay. **NO EXCEPTIONS!**
- Players must sign the virtual waiver invite on Team Sideline or on-site waiver at first game.
- A player may register to play on more than one team in the Milwaukee Recreation Muni Basketball Program. Players may not participate on more than one team in the same league.
- ****FAILURE TO ENROLL ON TEAM SIDELINE MAY RESULT IN GAME FORFEITURES WITH A MAX PENALTY OF REMOVAL FROM LEAGUE****

ROSTER MANAGEMENT

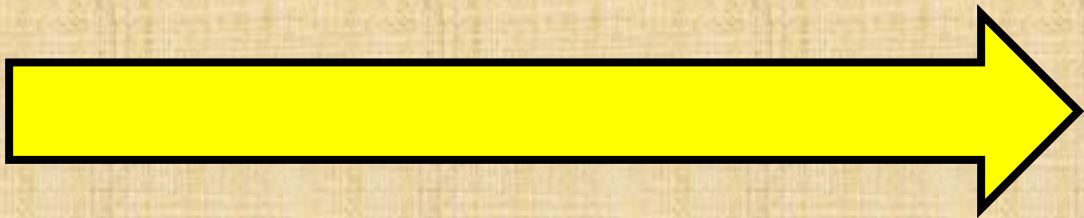
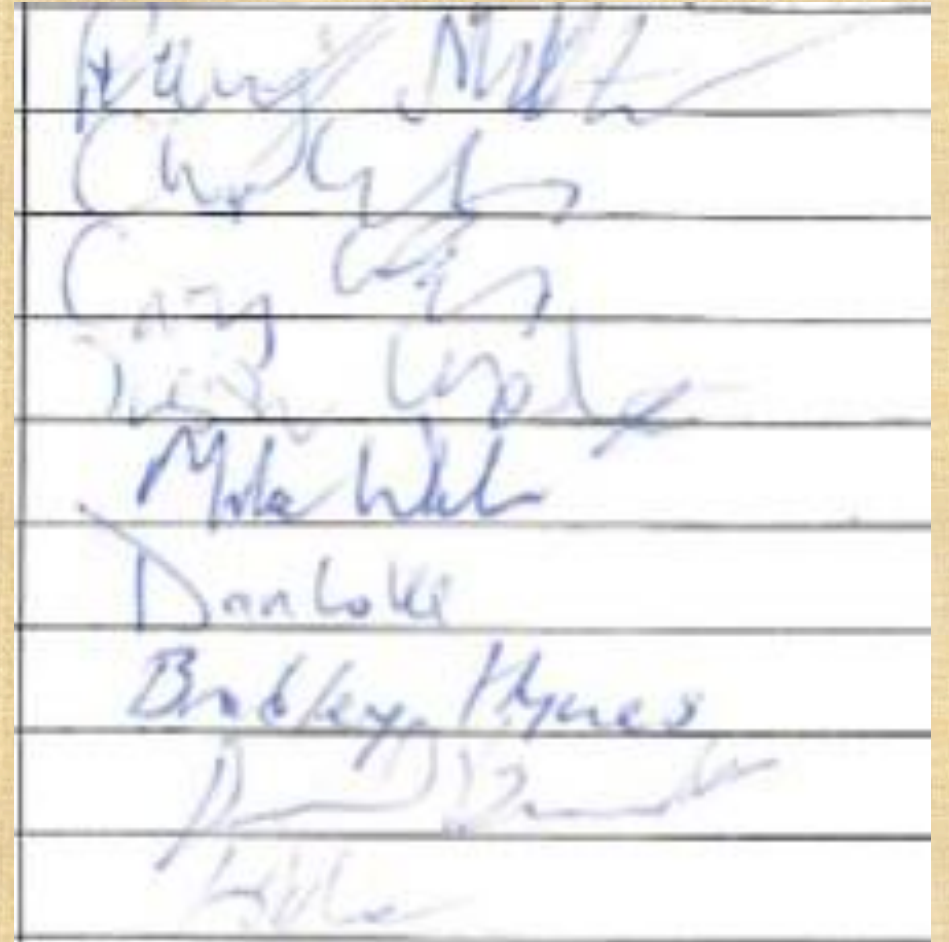
- Sign in Sheet/ID: All players must print their name on the sign in sheet before entering the game in order to be considered a legal player.
- All players must be prepared to present an ID in the event of an eligibility challenge.
- Failure to sign-in may result in further penalty when determining tournament eligibility.
- Players may register to participate at any time. However, in order for players to be eligible to participate in the All-City Basketball Tournament, they must have played in a minimum of 50% of the games with the team they are designating they intend to participate with in the tournament.

FREE AGENTS

- Shareable link of men's basketball free agents dating back to 2021:
https://docs.google.com/spreadsheets/d/1wXkN_yC3eU7oQfykgXatcpkQZ3PGqdqudSVPQ3R9Ais/edit?usp=sharing
- Will be emailed out to managers and updated weekly with any new players.

SIGN-IN SHEET

**SIGN-IN SHEET
ACCURACY AND
LEGIBILITY IS
CRUCIAL TO THIS
PROCESS**

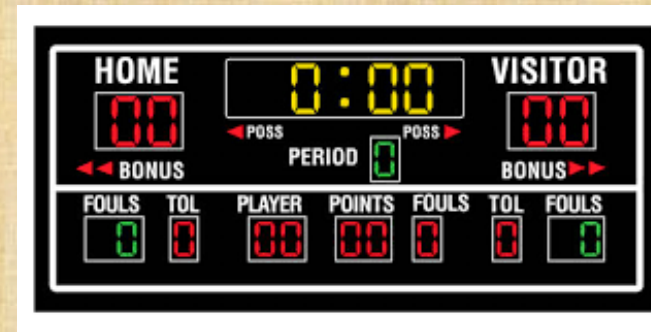


RULES OF EMPHASIS



- GAME BALL - Each team must furnish an official basketball (leather) in good condition and deemed playable by the officials.
- TIE-BREAKER PROCEDURES
- The following system will be used to determine league winners and tournament seeding:
 - 1) Head-to-Head Competition
 - 2) Head-to-Head Differential
 - 3) The team with the greatest total point differential against common opponents. In most cases, this will include all games, however, there may be situations that occur where a team did not play every team due to forfeit, weather, etc.
- If any of the matchups resulted in a forfeit, the forfeiting team will automatically lose the tie breaker.

RULES OF EMPHASIS



- **Game Clock**

- All halves of regulation play shall be **18-minute running clock**.
- The clock will stop ONLY for time outs, except during the last 2 minutes of each half when the clock will operate in accordance with the National Federation High School (NFHS) Rules – Example: After a timeout, the clock will start when the ball is touched by a player inbounds.
- **Mercy Rule:** If a team is ahead by 20 points or more at any point after the start of the second half, the clock will run continuously, except during officials and team time-outs. If at any time the point difference falls below 20 points under 2 minutes in the 2nd half, the clock will stop normally.
- **Timeouts:** Each team has **3 full length timeouts** per game.
 - Any unused timeouts will carry over into an overtime period and one additional timeout will be granted.

RULES OF EMPHASIS

- **Grace Period:** The officials will allow a ten (10) minute grace period before forfeiting a game due to lack of players. As soon as four (4) players are present, the game must begin at the scheduled time. The grace period is charged against playing time.
- **Overtime Format (Regular Season + Postseason)**
 - Elam Ending: A target score is set at the end of regulation by adding 8 points to the tie score. EX) If the game is 60-60 heading into overtime, the target score will be set to 68 (first team to score 8 points).
 - The game clock will be eliminated and teams will play until one team reaches the target score. All team/player fouls and timeouts remaining + 1 additional in overtime carry over into this untimed Overtime.
 - ELAM Ending: <https://thetournament.com/elam-ending/>

RULES OF EMPHASIS

**Absolutely
NO DUNKING**

• 4. Technical & Personal Fouls

- Dunking and/or stuffing the ball is considered a flagrant unsportsmanlike technical foul, which results in 2 free throws and the ball out of bounds to the offended team. The player who committed the dunk/stuff is ejected out of the game and subject to a one (1) game suspension.
- Dunking or stuffing at anytime during warmups, gameplay, or after gameplay will result in an ejection + suspension.
- All Technical and personal fouls assessed to an individual will count toward that player's 5 fouls for disqualification and/or toward a team's 7 fouls for bonus purposes.
- **Two technical fouls or ejection will result in a minimum 1 game suspension. Each case will be looked at by the Milwaukee Recreation staff. A second ejection during the season will result in a full season suspension (including dunking).**

RULES OF EMPHASIS

- Example of “Stuffing”



RULES OF EMPHASIS

- Only 1 coach (listed on roster) and players are to be in the bench area. All other spectators must sit in assigned spectator zones.
- A team member, coach, team attendant, or team follower who is assessed 2 technical fouls for unsportsmanlike conduct is automatically ejected from the game and gym.
- The player must leave the gym immediately upon ejection. If the ejected player does not leave the gym in a reasonable amount of time, further action, as deemed appropriate by the referee may result, and could result in forfeiture of the game.
- Any technical fouls assessed against a disqualified player shall also be charged to the offender(s), but NOT to the coach or manager unless they are also guilty of the infraction committed.

TEAM UNIFORMS

- Legal Uniform Numbers
 - Number Placement: Each uniform must have a number. Placement may be printed on the front or back of the uniform **HOWEVER**, all uniforms must be identical as to the placement of the numbers.
 - The numbers must be **PERMANENT** (silk-screen, iron-on method, sewn on or some other permanent method). Tape is not acceptable. Numbers attached with tape, composed of tape, hand drawn with magic marker or other material will be considered illegal numbers.
 - Anyone unable to meet legal uniform requirements **MUST** wear the provided pinnies. **NO EXCEPTIONS.**
 - We will provide pinnies if teams do not come prepared with uniforms, but do not rely on this for an entire season.
 - Uniforms must be the same solid color as your teammates.

OFFICIALS & PLAYERS/GAME MANAGEMENT

- 3-person officials crews will be assigned to each game in the winter leagues.
- Officials will be instructed on game management.
- Players & Managers need to conduct themselves in a respectful manner.
- We should not have fighting or threats of violence that spew out into the parking lot.
- Compete and play hard, but there are lines that should not be crossed. Firm discipline will be handed out if needed.

Attachment 7: Player Code of Conduct & Sport Rule Adaptations

- It shall be the responsibility of the manager to control the behavior of their players on the bench and on and off the field/park. Managers and players are responsible for their conduct from the time they reach the park until the time they leave.
- No person shall interfere with or in a manner hinder, threaten, harass, intimidate any participant or employee of Milwaukee Recreation.
- Derogatory remarks, profanity, obscene gestures, threats, etc. - directed toward any game official, Milwaukee Recreation employee, MPS staff, other players or spectators will not be tolerated. These infractions may lead to discipline up to and including removal from participation in Milwaukee Recreation programs.

Attachment 7: Player Code of Conduct & Sport Rule Adaptations

- Fighting is defined as any attempt by a player or non-player to strike or engage anyone in a combative manner unrelated to the sport. Such acts include, but are not limited to, attempts to strike an opponent(s) with arm(s), hand(s), leg(s), or foot (feet), whether there is contact or not. Any player involved in a physical confrontation (fighting) will be ejected immediately and is subject to further disciplinary action.
- Deliberate throwing of equipment or items in anger or disgust will not be tolerated. This will result in immediate ejection from the game without warning and may lead to discipline up to and including removal from participation with Milwaukee Recreation programs.
- Arguing on the judgment of an official will result in a team warning. A repeat offense will result in the ejection of that player, manager or coach. The official's decision involving judgment calls is final.

Attachment 7: Player Code of Conduct & Sport Rule Adaptations

- The manager is the only person to confer with an official on a disputed play. Such conferences must be kept to a minimum and will be conducted in a sportsmanlike manner.
- Constant arguing, harassment, or intimidation will not be tolerated and could mean ejection from the game and may lead to discipline up to and including removal from participation within Milwaukee Recreation programs.
- When a player, manager or coach is ejected, the following procedures will be followed:
 - The ejected player must produce a valid photo identification. The manager is required to comply with the official's request. Lack of cooperation from any manager or team in regard to such ejection may lead to discipline up to and including removal from participation with Milwaukee Recreation programs.
 - Ejected players are to leave the field/court of play immediately. This includes the player bench and the area around the bench. If necessary to control the game, officials have the authority to eject offenders from the park/gym. When ejected from the park/gym, they are to leave immediately. It is the manager's responsibility to see that the individual abides by such rules. If the manager is ejected, a team representative may fill in.

Attachment 7: Player Code of Conduct & Sport Rule Adaptations

- If a player is ejected and continues to harass the official, the manager will be warned to control their player's action. If the manager does not comply, the game will be forfeited. In any serious unsportsmanlike conduct incident such as teams fighting or complete loss of control of players by a manager, the official shall have the authority to forfeit the game without a warning.
- Ejected players subject to discipline are notified of such action by the Adult Sports Office. The player disciplined has the right to a hearing if a suspension extends beyond three (3) games. Request for a hearing must be made to the Adult Sports Office within three (3) days of notification of such discipline if applicable.

CONTROLLED SUBSTANCE POLICY

- ZERO TOLERANCE POLICY!
 - No individual is allowed to participate in or be in attendance as a spectator while using, under the influence of, or possessing a controlled substance. Violation will result in the individual(s) being asked to leave the facility, as well as face possible suspension from Milwaukee Recreation programs and possible referral to the City of Milwaukee Police Department.
- City of Milwaukee charter & code of ordinances
 - Chapter 105-50; Public Safety, Use of Marijuana
 - Chapter 9039; Liquor and Tavern Regulations
- In summary, the use or possession of controlled substances is prohibited on MPS property, including all facilities used for Milwaukee Recreation Programs.

BUILDING ENTRANCE - SCANNING

- All spectators and participants are subject to scan & search upon entry.
- Milwaukee Recreation reserves the right to remove anyone in violation of event rules and regulations.



POINTS OF EMPHASIS

- **Inclement Weather Procedure:**

- In the event of inclement weather/school closure, the Weather Hotline and Facebook will be updated with any known cancellations by 4pm.
- Both the Weather Hotline and Facebook will continue to be updated as field are cancelled, even after games start.
- MPS Policy: If the district is closed, all recreation activities will be cancelled.

- **Rescheduled Games:**

- All games will be rescheduled. All games that are rescheduled will be posted on the Milwaukee Recreation scheduling website and an email will go out to all enrolled managers/players through Team Sideline.

WEATHER HOTLINE: 414-475-8192

POINTS OF EMPHASIS

- **Forfeit Procedure:**

- If a team does not notify the Adult Sports Office of a forfeit by 12:00pm on the day of a game, they will be subject to a \$25 forfeit fee. This fee must be paid before the team's next scheduled game or the team will continue to forfeit games.
- If you need to forfeit and it is after 5:00 PM: **Call 414-852-3163**

WEBSITE

- <https://www.teamsideline.com/sites/MilwaukeeRecreation/home>

Schedules

Standings

Player Stats

Game Scores

Rules & Regulations

Contact Information



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Adult Sports-Milwaukee Recreation

HOW WILL YOU GET
FIT?
FREQUENCY
SITY

QUESTIONS?????

