



2024 - 2025 ADULT BASKETBALL LEAGUE INFORMATION

Dickinson Parks & Recreation (updated Oct. 1, 2024)

**DPRD Program Contact Person: Wilson McLaughlin, Recreation Supervisor
(W: 701-456-2903) (C: 701-260-4072)**

Roster information sheet must be filled out completely (8 player minimum).

FEES: (Player Fee = \$60) (Sponsor Fee = \$160)

REGISTRATION DEADLINE: October 23 (By 5:00 p.m. @ DPRD Office)

Sponsor and all player fees must be paid in full when team registration is submitted to DPR or it will not be accepted. It is the Team Manager's responsibility to collect all fees ahead of time and submit them as one team registration.

[DPR – Team / Player Communication: Email, Social Media, and our website.](#)

IMPORTANT DATES:

*League Schedules will be posted on our website: www.dickinsonparks.org

Monday's (Women), Monday's (Old Pro), Wednesday's (Men)

Old Pro Sign up Deadline: October 23 (must be at least 32 years of age as of March 14, 2025)

Note: Old Pro players must pay player fee when they register their name in the draft.

Old Pro Draft: November 4, 2024 (7:00 p.m. @ WRCC)

PLAYER ELIGIBILITY:

All high school students are ineligible. Any high school graduate is eligible. If out of high school and not a graduate, you must be 18 years of age.

College "Red Shirts" are eligible. Player CANNOT be on a college team roster (Varsity, JV, or Freshman). This includes after the completion of their season for the year.

A college player who has been dropped from a college roster, resigned from school, or has been declared ineligible before January 1, 2025 can play, provided he/she obtains a written release from the coach and submits said release to DPRD office.

LEAGUE STRUCTURE:

DPRD OFFICE HOURS: Monday thru Thursday, 8:00 a.m. – 5:00 p.m. / Friday, 8:00 a.m. – 1:30 p.m.
PHONE: 456-2074 WEBSITE: www.dickinsonparks.org
E-MAIL: wmclaughlin@dickinsonparks.org

League schedules and standings will be posted on DPR website: www.dickinsonparks.org

All teams will play a 13 game schedule when possible (includes end of season tournament games).

League play will be round robin format. Teams may not play everybody the same number of times (depends on the number of teams in the league). Some Sundays may be scheduled in addition to designated night.

Roster addition or changes MUST be taken care of at the Recreation Office during normal business hours. No player is eligible to play until they are signed up and paid for on a roster.

Refunds (player fee and/or sponsor fee) will only be given prior to the registration deadline. Individual player fee refund may be given after that on a case by case situation. Replacement of a player on the roster MUST be reported to and

recorded by DPR prior to the replacement player's participation. Reimbursement of player fee for replacement of player on the roster is to be handled within the team.

NEW: LEAGUE PICK-UP PLAYER RULE: (to help eliminate forfeits). No additional player fee!
PICK-UP PLAYER MUST WEAR THEIR ORIGINAL TEAM JERSEY.

There will be pull-over vests (if needed) at the gym site for pick-up player to wear to differentiate what team they are on.

of Pick-up Players: All teams may pick-up up to **two (2) players for a total of seven (7) players** for league games. **YES – you can pick up a player from the team you are playing. Pick-up player's name MUST be noted as a Pick-up Player on the score sheet.**

Men's Teams: Classic League may pick up players from DPR Classic, Recreation or Old Pro League. Recreation League may pick up players from the Recreation or Old Pro League.

Women's Teams: May pick up players from any DPR Women's team.

Old Pro Teams: May pick up players from DPR Old Pro or Men's Recreation League (must meet age requirement). A Pick-up Player from a Recreation League team **MUST SHOW HIS DRIVER'S LICENSE ID (or passport, etc.) – NO EXCEPTIONS - to the scorer prior to playing that night to verify he is age 32 as of March 14, 2025.**

League champions will receive T-Shirts. **League Tournament Champions** will receive an award plaque. Tournament play may involve additional divisions and juggling of teams between leagues based on their league record.

Teams must have shirts of like colors with 6" numbers on backside & (4" number on the front if used). (Numbers recommended on both sides) Single or double numbers using 0 through 5 are legal (Ex. 5 or 55).

No alcoholic beverages or smoking allowed in the facilities. Please clean up your team area prior to leaving the facility (pick up and place garbage, etc. in proper trash cans).

Dickinson Parks & Recreation does not carry insurance for participants in any city sponsored programs, and will not be held liable for injuries that occurred during the activity.

No pets allowed in the facilities.

Children must be supervised! Please keep children seated a safe distance away from the playing area.

GAME RULES:

Play shall be governed by National Federation High School basketball rules with the exceptions listed below.

Game Time is Forfeit Time: (Use cell phone for official time) any team that has 3 unannounced forfeits may be dropped from the league and all players would be ineligible to be picked up by another team or play in any tournament games.

Players on the Court: May start with 4 players. May end with 1 player if officials feel team has a chance to win.

Game: two 20 minute halves (3 minute half time).

Clock Stops: Free Throws / Timeouts / Last 2 minutes of game if 10 pt. spread or less.

Time Outs: 3 per game. (No carryover into overtime)

1st Overtime: 2 minutes w / clock stopping. (1 Timeout per team)

2nd Overtime: 1 minute w / clock stopping. (No Timeouts)

Personal Foul: 5. (Reminder: 1st Technical & 2nd Technical Fouls count as a personal foul & team foul toward the bonus).

20 Point Mercy Rule: During the **2nd half of the game**, if at any point a team is ahead by **20 points or more**, from that point forward the clock will only stop for timeout or injury (clock will run during free throws). Once this rule goes into effect, it continues even if point spread becomes less than 20 points.

Game Officials have the authority to “Call a Game” if the point spread is of a wide margin (official’s discretion) AND player’s actions become disrespectful to the intent and integrity of the game.

Recording of Players Names on Score Sheets: Teams need to record players present at the start of the game & their proper #. Any player arriving after the start of the game must report name & # to the scorer before they are eligible to play. Failure to record proper name & number before playing = technical foul (this technical is not applied toward personal foul, but is applied to team fouls toward the bonus).

SUBSTITUTIONS: Made only on a dead ball. Team substituting must announce loud enough and be recognized by the official. Hustle on and off the court, as the clock is running. Teams will not be allowed to substitute toward the end of a half with the intent of running out the clock. The official may disallow the substitution and stop the clock in this instance so an unfair advantage is not caused by the confusion.

No Protests! The Official’s decision and official scorebook is final.

Only the Team Manager (identified before the game starts) may discuss rule interpretations with the officials. Judgment calls by officials are not questionable.

No Dunking Allowed at Any Time (Before, During, or After your Game). This includes any attempted or successful dunk with or without the ball. Grabbing or hanging on the rim, backboard, or net will carry the same penalty. (Technical Foul & Ejection for remainder of game + next game)

All Technical Fouls = 2 shots plus ball at ½ court. All unsporting and contact technical fouls count toward the 5 personal fouls for player disqualification & toward the team fouls for the bonus. Administrative technical fouls (ex: wrong # in the book) do not count toward the personal, but do count toward the team fouls for the bonus.

Any team / player which, in the judgment of the official, intentionally wastes time by not getting the ball to the official in a timely matter, may receive a “Delay of Game” technical foul (ex: holding ball & arguing a call toward the end of a ½ ; intentionally shooting the ball after the whistle; not retrieving a loose ball out of bounds, etc.).

Whether playing the ball or not, any hard foul (excessive contact), is considered an intentional foul.

Player Code of Conduct:

All players are expected to conduct themselves in a sportsmanlike manner at all times!!! This is a recreational program. The “Heat of the Moment” excuse is not acceptable. Listed below are the “Technical Foul” guidelines. This is not an all-inclusive list. Items and situations not listed will be ruled upon by the proper DPRD Program Supervisors.

Any team found to be using an ineligible player will be penalized as follows:

All games with ineligible player will be forfeited.

Team Manager and violating player will be suspended for 1 game.

Team will be on probation remainder of season. Any further infractions may subject player and / or team to suspension for remainder of season.

Player under the influence of alcohol, drugs, or stimulants while participating shall result in a minimum of a one game suspension and probation for the remainder of program season.

UNSPORTSMANLIKE BEHAVIOR & PENALTIES: (We adhere to NFHS rules).

*****Committing an unsporting foul. This includes, but is not limited to, acts or conduct such as:**

- **Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.**
- **Using profane or inappropriate language or obscene gestures. This includes casual profanity.**
- **Baiting or taunting an opponent.**
 - NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.
- **Purposely obstructing an opponent’s vision by waving or placing hand(s) near his/her eyes.**
 - NOTE: Purposely diverting an opponent’s attention by waving is different than holding or waving the hands near the opponent’s eyes for the express purpose of obstructing the vision so that he / she cannot see.
- **Faking being fouled, knowingly attempting a free throw or accepting a foul to which the player was not entitled.**
- **Leave the playing court for an unauthorized reason to demonstrate resentment, disgust or intimidation.**

PENALTY: 1st Technical Foul: 2 Free throws + ball from division-line throw-in

- **Offending player** sits out 5 minutes of actual game time off the clock. At that point, player may re-enter the game.
- **Simultaneous technical fouls on Player(s) from both teams** offset with no free throws awarded. Players must both sit 5 minutes. Ball will be put in play from point of interruption. Any additional technical fouls where it is not offset = 1st technical foul penalty.

PENALTY: 2nd Technical Foul and/or a single FLAGRANT Foul on same player in a game: 2 Free throws + ball from division line throw-in.

- **Offending player is disqualified for remainder of that game + minimum of next game.**

PENALTY: 4th Technical and/or 2nd Flagrant of season on a player = disqualification for remainder of season + probation for the next DPR program player participates in.

NOTE: (FIGHTING) No player shall at any time lay a hand upon, shove, strike or threaten an official, player or DPR employee.

- Officials are required to suspend the player immediately and report such player to the DPR League Supervisor.
- Such player shall remain suspended until the case has been considered by the DPR League Management.
- **MINIMUM PENALTY:** Suspension from 1 league game.
- **MAXIMUM PENALTY:** Suspension from all DPR recreational activities indefinitely + annual reviews by DPR league management.

PENALTY: Player removed from facility: When a player continues to cause problems, and is removed from the facility (minimum penalty of 1 game + additional penalty at discretion of DPR).

EJECTIONS: If the ejection is in the last game of the season, the suspension will carry over to the next DPR adult program the suspended player participates in.

Dickinson Park and Recreation reserves the right to administer more severe penalties if deemed appropriate by Dickinson Parks and Recreation Management.