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LAKEWOOD RECREATION ADULT BASKETBALL 2011-2012 RULES

BOARD, COMMISSIONS AND STAFF

Lakewood Board of Education
Betsy Bergen Shaughnessy, President
Edward Favre, Vice President
Linda G. Beebe
Thomas Einhouse
Emma Petrie Barcelona

Lakewood Community Recreation and Education Commission

Jack Schroeck	Tom Zigman
Barbara McQuilkin	Don Sharp
Steve Ott	Joe Stolitza

Lakewood Adult Athletic Commission

Ed Favre	Chris Mehling	Joe Garvey
Jesse Garling	Art Gold	Heather Schweter
Troy Bratz		

Director, Community Recreation and Education
Mr. Jim Reitenbach

Athletic Coordinator
Leslie Krogman

League Administration
The Lakewood Community Recreation and Education Commission is the governing body of amateur recreational athletics in the City of Lakewood. The Commission is officially appointed by the Lakewood Board of Education and they in turn appoint sub-commissions for the respective programs. The Lakewood Community Recreation and Education Commission and its sub-commissions reserve the right to interpret any and all rules and situations and to require a formal hearing as a result of unsportsmanlike conduct. They further reserve the right to insert, delete or change rules at any time and may make decisions retroactive should it deem necessary for the good of the

league. The Lakewood Recreation Department is responsible for assigning game officials, scorers and staff as deemed necessary.

Code of Ethics/Code of Conduct
The Community Recreation and Education Commission believes quality public recreation and education and recreation service should be conducted in an ethical manner with traditional principles such as honesty, trust, fairness, and integrity. Each participant should conform his/her conduct to all Ohio, City of Lakewood, Lakewood Board of Education and Community Recreation and Education Department laws, policies, and procedures. Participants include, but are not limited to, all youth and adult students, players, coaches, parents, and spectators. Each participant is expected to abide by the Code of Ethics promulgated by the Lakewood Community Recreation and Education Department. A complete copy of the Code of Ethics/Code of Conduct including corrective actions steps is available at the Recreation Department.

REGISTRATION

Registration Dates *(subject to change without notice)*

Returning Team Registration Begins	October 1
Open Team Registration Begins	October 15
Team Registration Deadline	November 30

How To Register a Team – A team manager may register in-person at the Lakewood Recreation Department, by telephone or on-line at www.lakewoodrecreation.com. Cash, check, money order, MasterCard and Visa accepted. Team fees must be made in full at the time of registration. All team fees are due at time of registration. Upon registration, managers will receive a Team Roster Form to be submitted by the team roster deadline. Additional shipping and handling fees may be applied if registering by phone or on-line. Individual Registrations will not be accepted.

Returning Teams - Teams participating in the league the previous year will be accepted prior to Open Team Registration. Returning managers and/or teams with excessive ejections, suspensions and/or disciplinary action may not be accepted.

Open Team Registration - Teams will be accepted on a first come basis. Teams will be accepted until registration is full or until the registration deadline; which ever comes first. If a team is accepted after the registration deadline, a late fee will be applied.

Team Names – The Lakewood Recreation Department reserves the right to change and/or modify a team name at any time.

Team Roster Form - A completed Team Roster Form must be submitted to the Recreation Department by the roster deadline. The team manager is responsible for submitting a completed form including the signatures, addresses and last four digits of each player's social security number. An incomplete roster will not be accepted. All individual registration fees for all players listed on the Team Roster Form are due at the time the roster is submitted to the Recreation Department. Teams must have the minimum number of players on their roster at the time of registration. Failure to file the team's roster before the deadline may result in a team being dropped or a late fee being assessed if the team is accepted.

FEES *(All fees are subject to change without notice)*

Team Fees by League	
20 Game Divisions	$250
10 Game Divisions	$150
Late Team Roster Form Fee	*$25*
Individual Fees	
Lakewood Resident	$15
Non-Resident	$25
Individual Game Fees - All Divisions	
Game Official	$22 per team
Scorer	$6 per team
Forfeit/Ineligible Player Fee	*$100*

All individual game fees are to be paid in full to the scorer before the start of the game. If a scorer is not available, payments must be made to the game officials. It is requested that managers pay game fees with exact change. Checks or excessive amounts of coin will not be accepted.

When only one official works a game, they shall be entitled to a 1½ game fee. If a game is played without a scorer, the officials shall received ½ of the scorer fee. In each of these cases, it is the responsibility of the manager to request an adjustment before leaving the court. Game fees are only refundable at the game site.

Refund of Registration Fees

1. 50% of the Team Registration Fee may be refunded if a team withdraws voluntarily or is dropped from the program BEFORE the entry fee deadline. Refunds will be issued to the receipted payee only (i.e. sponsors, etc.).
2. NO REFUND will be issued if a team withdraws voluntarily AFTER the entry fee deadline date, is dropped for failure to comply with rules (i.e. attending meetings, filing appropriate fees, etc.), or if a team is dropped from the program for unsportsmanlike conduct, violating alcoholic beverage ordinances, etc.
3. Individual player registration fees are not refundable or transferable.

MANAGERS RESPONSIBILITIES

1. Abide by all rules and regulations set forth by the Lakewood Community Recreation and Education Commission, its sub-commissions and the Lakewood Recreation Department.
2. Managers are encouraged but not required to attend the mandatory preseason organizational managers meeting. The managers meeting date, time and location will be listed on the informational flyer or managers will be notified directly.
3. Verifying all information provided to the Lakewood Recreation Department is true and accurate and that all registration fees are paid.
4. Obtaining league rules from the Lakewood Recreation Department and notifying team members of said rules; making sure all team members abide by all rules at all times.
5. Obtaining game schedules from the Lakewood Recreation Department or on-line at www.lakewoodrecreation.com and notifying team members of all game dates, times and locations.

Managers are urged to check the Hotline everyday for cancellations and/or location changes.

6. Keeping the Lakewood Recreation Department fully informed about any change of contact information. Failure to do so immediately may be cause for suspension of manager.
7. Control all players at all times before, during and after all games and ensure players respect and obey the game officials and scorers at all times.
8. Accept responsibility for any and all indebtedness incurred by team.

Change of Manager - The former team manager and person wishing to become the new team manager are required to come together to the Lakewood Recreation Department in-person to complete and sign the Change of Manager form.

PLAYERS

Player Eligibility

1. Players must be 18 years of age or older and out of high school.
2. Persons who are members of a current high school or college basketball team are not eligible to play in any Lakewood Recreation Adult Basketball League.
3. Youth and Adult Leagues - Players may not participate in any youth and adult Lakewood Recreation Basketball league concurrently. *Violation – forfeit of all games participated in and forfeit fees*

Minimum/Maximum Number of Players on Roster for All Leagues - Teams must have a minimum of 8 players and may have a maximum of 15 players on their roster. All teams must have a minimum of 2 Lakewood residents.

A completed Team Roster Form must be on file and individual fees paid at the Recreation Department before a team or player can participate in any game or appear on any line-up (practice/classification included). *Penalty: Forfeit of game and forfeit fee assessed*

"On-Court" Player Limits - a team must have 5 players to start a game. If this number is reduced to 4 or less due to injury or "fouling out" etc., the game may be continued and finished with 4 or less players. If there are not 5 players at the start of the game, the team will forfeit.

Suspension List – List kept by the Lakewood Community Recreation and Education Department of all people ineligible for all Lakewood Recreation Athletics. Players suspended by the league or Commission are not permitted to participate in any game, in any way under any condition and his/her name cannot appear on any lineup or roster.

False Information – Managers are responsible for verifying all information provided to the Lakewood Recreation Department to be true and accurate and all registration fees paid. A routine check will be made of all rosters for false information including Lakewood addresses. Players may be required to furnish proof of legal Lakewood residency. Anyone found giving false information will be required to pay the difference between resident and non-resident fee. Games participated in may be forfeited and forfeit fee may be levied on offending team and/or the team may be dropped from the league. Living with a friend (temporarily) is not considered a legal Lakewood residency. In this case, adopting a new residence with a friend must be coupled with proof of abandoning former residence.

Adding/Releasing Players - Players may be added and released up to and including the 3rd Tuesday in January by filing a Player Add/Release Form at the Lakewood Recreation Department. Individual fees are due at the time of registration. All teams must maintain the minimum number of Lakewood residents and players required. *(See "Rosters & Contract Cards" for minimum and maximum number of players)*

Playing in More than 1 Lakewood Basketball League – Playing in more than one division is permitted. A player may not participate on two teams in the same division.

Player Identification - All players are required to carry personal identification (valid driver's license, State of Ohio official identification card or Passport) and provide said identification upon request of game officials, Recreation Staff and/or Commission members. Recreation Staff and/or Commission Members reserve the right to request player identification at any time. Failure

to present proper identification upon request will prohibit player from further participation in game and will be cause for forfeit of game and forfeit fee assessed. Players, managers, family and/or friends are not permitted to leave the game site to retrieve a player's identification. Personal identification credentials must be present at game site at all times.

Alternative Form of Personal Identification - As a service to players whose personal identification credentials have been lost or stolen, for a $5 fee the Recreation Department will prepare a temporary form of identification consisting of the following:

1. Valid current season Lakewood Team Roster
2. Player's Social Security Card
3. Current Photo ID from college, work, or other form of identification deemed to be acceptable by the Recreation Department
4. Lakewood Athletic Commission Seal

This new identification will be recognized as acceptable identification by all game officials for all sports in identification challenge situations and will be valid for a period of 1 week in order to provide players enough time to obtain a new driver's license, State of Ohio identification card, or passport. Players will be given a copy for their use, with the original identification document kept on file at the Recreation Department. This special Recreation Department identification is valid only for use in Lakewood Recreation Department Athletic programs and may be obtained only during regular business hours.

Protest on Player Eligibility - 2 identification challenges are permitted per team, per game (2 players). The ineligible player must be identified during the game in question. Requests for identification must be made to the game officials prior to start of game or during the half time rest period. An ineligible player must be identified prior to the second half of the game. *Exception: Player is added to the line-up during or after half-time. In this case, the protest must be made immediately following the game, before game officials and teams leave the court.*

1. In seeking identification of any player, the manager must approach the game officials and request identification check as per above. Game officials will immediately notify the manager of the

challenged player's team of the request. It is the responsibility of the manager to ensure that the player produces proper personal identification before that player leaves the gym. The officials will verify the identity of the player in question and must note the request for an ID check and the results of that check on the score sheet.

2. The challenged player(s) must provide identification to game officials immediately upon request. Team managers are held responsible for ensuring all requests are honored immediately.

3. Players who refuse or fail to present proper personal identification shall be disqualified from that game only and game will be forfeited with a forfeit fee assessed. If said player is found to be ineligible, the manager and/or player may face further suspension.

4. The Lakewood Community Recreation and Education Commission or its sub-commissions will not consider any protest on player eligibility if the above rules are not adhered to. Rosters and lineups will be screened for ineligible/suspended players. All games ineligible/suspended player participate in will be forfeited and the forfeit fee will be assessed.

Suspended Players – Suspended players are not permitted to participate in any game, in any way under any condition and not permitted at any game site during the suspension. This rule prohibits game officials from accepting mutual agreements between contesting managers regarding the use of ineligible or suspended players.

Prior to submitting the Team Roster Form, managers must screen their team for any suspended player(s) and ensure said player(s) not sign the Team Roster Form. A Suspension List of players is available at the Recreation Department and should be furnished to each manager at the time of registration.

A suspended player's name must not appear on any roster or lineup. Any name appearing on the official score sheet will count as that player having played in the game. All games found to have included a suspended player will result in a forfeit and forfeit fees will be assessed.

UNIFORMS

Each player must be in uniform by the first practice/classification game of the season. No note or excuses accepted from supplier. *Penalty: Forfeit (See Forfeit Options)*

Jersey Requirements - all jerseys must be the same color, same shirt style and have the same style number. A minimum 6" number must be on the middle of the back of all uniform jerseys and a minimum 4" number must be in a legible location on the front of all uniform jerseys. Numbers must be in the same location on all jerseys. Underwear or tattered uniforms with numbers coming off, logos peeling, etc. are not acceptable (no tape or magic marker numbers). Penalty: Forfeit (See Forfeit Options)

Switching of Jerseys/Duplicate Numbers – Each player must have own uniform with different number than teammates. Players are not allowed to switch jerseys or have duplicate numbers. If it is found that two players have duplicate jerseys or are switching the same jersey after the game has begun, the game will be declared a forfeit. Managers are encouraged to have one or two extra jerseys available in case players forget jerseys.

Altering – Altering of jersey by ripping off sleeves or at the midriff area will not be permitted and may be a basis for forfeiting the game.

Illegal Uniform (after game starts) - When an individual player is found to have an illegal uniform after the game starts, said player will be disqualified from that game only, a two-shot technical foul will be assessed, and ball awarded to opponent at mid-court.

Undershirts - Undershirts may be worn beneath the uniform jersey. These shirts may be of varying sleeve length; however, are subject to the same rules regarding altering of a jersey. The sleeves or midriff may not be torn or ripped off. Shirts worn under the uniform jersey may be any color, but must be plain with no graphic or design showing.

Scrimmage Vests – Vests may be furnished for games only when teams have the same color uniforms. They are not to be used as substitute uniform for teams not complying with uniform rules.

EQUIPMENT

Game Balls - All game balls will be provided by the Lakewood Recreation Department. Teams must furnish own basketballs for practice.

DIVISION CLASSIFICATION/SCHEDULES

Division Classification - Managers must indicate division and classification at the time of registration. The Recreation Department reserves the right to re-classify teams at any time based on level of competition.

Schedules/Standings/Statistics – Schedules are available at the Recreation Department within a reasonable amount of time prior the scheduled dates. Schedules, standings and statistics can be found online at www.bgsd.com. A link to that site can be found at the Recreation Department's website, www.lakewoodrecreation.com. As a courtesy, game schedules will be mailed and/or e-mailed to all managers. Managers are responsible for obtaining game schedules from the Lakewood Recreation Department and notifying team members of all game dates, times and locations. Schedules will not be given over the telephone. In case of short notice, managers will be called and/or the information will be available on the Lakewood Recreation Hotline. (See "Hotline")

Home Teams - The first team listed on the schedule shall be the "home" team.

Scheduled Time - Teams must be prepared to play at the scheduled game time. *Penalty: Forfeit (See Forfeit Options)*

Special Occasions – On occasion personal events (i.e. wedding, anniversary, etc.) may conflict with a team schedule. A written request not to be scheduled on a specific date must be submitted to the Recreation Department at least three weeks in advance. *Exception: requests are not accepted during elimination/play-off games*

Elimination/Play-off Games - All teams in all leagues must be prepared to play on a daily basis and on short notice (24 hours). Season guides or set days may not be followed during elimination/playoff games.

FINAL STANDINGS/ELIMINATION GAMES

Final Standings Procedure

If 2 teams tie for Percentage Champion

1. teams will play a 1 game playoff

If 3 teams tie for Percentage Champion

1. Record of won and lost against each other in percentage play
2. If each team has won and lost equal games then total points scored against each other
3. If this also remains equal then most team points for entire season

Result: top team will receive a bye, 2nd and 3rd place teams will play each other – the winner will play the top team

Any ties other than Percentage Champion relating to seeding for playoffs, etc

1. Record of won and lost against each other in percentage play
2. If each team has won and lost equal games then total points scored against each other
3. If total points are equal then most team points for entire season

Note: Records within ½ games will be considered a tie for Percentage Champion

Elimination Tournament

1. The Elimination Tournament will be played in a single-elimination format. Any tie for Percentage Champion will be played off during or after elimination tournament.

2. During Elimination Tournament, all teams must be ready to play on a daily basis. Season guides or set days are not followed during the tournament.

3. The Elimination Tournament seeding is determined as of the conclusion of the regular season.

4. Awards will be issued to both the regular season champion and the tournament champion.

OFFICIALS RESPONSIBILITIES

1. The game officials will be in charge of the game at all times.

2. The game officials will review basic rules before each game with the managers of each team. Managers are responsible for reminding their players of these rules.

3. In all disputes, only the head coach is permitted to discuss the situation, in a respectable manner, with the game officials. This must be done when time is "out"

4. The game officials are required to file an ejection and/or technical foul card with the Recreation Department any time a coach or player receives said penalty. In some cases, an additional written report may be required.

5. Officials shall check player's personal identification upon request from the opposing team manager and must note all request and results on score sheet.

6. During the Elimination Tournament, game officials shall temporarily suspend play and resolve all protests at the game site and must note the protest and results on the score sheet.

SCORERS RESPONSIBILITIES

1. It is the scorer's responsibility to obtain team line-ups prior to the start of the game, record the running game score during the game, track player fouls and statistics, and operate the scoreboard.

2. If the electric scoreboard is inoperable, it is the scorer's responsibility to advise the playing teams the "time" left in each quarter/half, starting with one minute left to play. The scorer will then call out the "seconds" in 15-second increments until the play is completed.

3. The running score will be considered the official score.

4. Arguing with the scorer during the game is not permitted. If a question arises, the manager must either call "time out" or request clarification from the game official. *Penalty: Technical Foul and 2 free throws*

5. At no time may managers, players, or spectators gather around the scorer to check individual stats. Upon completion of the game the manager may request from the scorer a copy of the final score sheet.

6. Upon completion of the game, managers, players, and spectators may not touch or remove the score sheet, or discuss with the scorer the individual totals until the scorer has had an opportunity to total and check individual scores.

7. Respectful behavior toward scorers must be maintained at all times. Violation may result in suspension.

GENERAL PLAYING RULES

Rules in Effect - OHSAA rules will be in effect except where specific League rules differ.

Timing of the Game

1. The game will consist of 2 18-minute halves with a running clock.
2. The clock will stop in the last 2 minutes of each half; however, if a team is winning by 20 or more points, the clock runs during the last 2 minutes of the 2nd Half. If the lead decreases to less than 20 points at any time during these final 2 minutes, the regulation clock will be used.
3. The clock will stop at the direction of the referee for unusual delays such as player injury or other disruptions.
4. Teams will have 5 minutes half time break.
5. Each team will have 2 1-minute timeouts per half; not accumulative.
6. A tied game at the end of regulation will have 3 minute overtime periods until a winner has been declared. The clock will be a regulation clock. Each team will have 1 1-minute timeout during

the overtime period in addition to any unused second half time outs.

Adding Players to Line-up – There is no penalty for adding eligible player names to line-up after game has started.

Fouls – When a personal foul is committed, other than a shooting foul, the ball will be taken out-of bounds at nearest point of foul. A player who receives their fifth foul (combination of personal and technical fouls) is disqualified and must leave the game. *This is not an ejection*

Free Throws – There will be no free throws for the first six common team fouls (personal and technical combined). Players will start shooting on the seventh foul of each half. After the tenth foul of each half, all fouls are two shots. *Exception: Technical Fouls (see below)*

Three Point Shot Foul – A player fouled in the act of shooting an unsuccessful 3-point shot will receive three free throws. If the player is fouled intentionally or flagrantly while in the act of shooting an unsuccessful 3-point shot, three free throws plus the ball for throw-in will be awarded.

Technical Fouls - If a manager receives 2 technical fouls in one game, they will be asked to leave the game and will not be permitted to coach the following game.
The referees have the option to issue warnings and technical fouls if there is abusive or unsportsmanlike behavior by the spectators. It is the responsibility of the manager to ensure their spectators abide by the rules spirit of the league.

Adding Players to Line-up – There is no penalty for adding eligible player names to line-up after game has started.

Unsportsmanlike Technical Fouls – 2 technical fouls in the same game will result in ejection from the game. The ejected participant must leave the facility immediately. Failure to comply may result in forfeit of game and additional suspension for player.

Technical fouls by any player will be a personal and a team foul. Unsportsmanlike Technical Fouls and ejections are tracked and accumulate for each team throughout the season *(see below).*

Foul language and inappropriate behavior will not be tolerated. Inappropriate behavior includes but is not limited to taunting, trash talking and lack of respect towards officials, managers, players and spectators. After first offense a technical is issued, second offensive is ejection from the game/playing area. If the abusive language or behavior persists they will be ejected for an indeterminate amount of time as designated by the discretion of the Commissioner or designee.

Technical Foul = two free throws and possession of ball at mid-court
Intentional Foul = two free throws and ball out of bounds

Individual:

2 Technical Fouls – Warning Letter
3 Technical Fouls – One (1) Game Suspension
4 Technical Fouls – Suspension for remainder of season

Team:

7 Technical Fouls - Warning Letter
8 Technical Fouls – Any player committing a technical foul after the 8th will be suspended for one (1) game regardless of how many technical fouls an individual player has.

Mechanical Technical Fouls do not count toward above totals. These include:

Breaking the plane of end line
Six (6) players on the court
Excessive time outs

Dunking – Dunking, hanging from the rim or backboard and slapping the backboard are prohibited. *Penalty: Technical Foul and ejection from that game only. Players may also be suspended from the league. Basket does not count if violation is during a game. Player will be held financially responsible for any damage*

Judgment Calls – Commenting and/or arguing judgment calls is not permitted and unsportsmanlike penalties are invoked immediately when this violation occurs. *Penalty: Technical Foul*

Three Point Shot – The 3-point shot will be in effect in gymnasiums where lines are painted for this purpose.

Alternating Possession – To start the game and each overtime period, the ball will be put into play in the center circle by a jump ball between any two opponents. In all other jump ball situations, teams will alternate taking the ball out-of-bounds for a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedure. The throw-in will be from the out-of-bounds spot nearest to where the jump ball would have occurred. To start the second half, the ball will be put in play by a throw-in under the alternating possession procedure opposite the scorer's table. NOTE: It is possible for the same team to start both halves with the ball.

Cancelled Games – In the case of inclement weather, etc. games are cancelled, they may be rescheduled at a later date. Games may be rescheduled on Fridays or on regular play dates. If a game is cancelled during play, it shall be resumed at a later date from the point of interruption.

SPECIAL 6-FOOT AND UNDER HEIGHT RULES

Measurement Exemption - 6-Foot measurements will remain on file at the Lakewood Recreation Department. Participants that are 26 years of age and older at the beginning of the current season will not need to be re-measured each year to participate. Measurements will be kept on file for inactive players for a period of 3 years. Players wishing to return to the Lakewood Basketball 6-Foot and Under League after a 3-year inactive period must be re-measured. Lakewood Recreation reserves the right to request a measurement of any player at any time.

Measurement Procedure - All participants not on the Measurement Exemption List must be measured by the Adult Athletic Commission or Lakewood Recreation staff members before they are eligible to participate.

Players may be measured during regular office hours at the Recreation Department. All players must present personal identification at the time they are measured. *(See Player Identification)*.

Manager's Responsibility – Managers must verify that team members do not exceed height qualifications.

Unmeasured Players – Players on the Team Roster Form that fail to appear for measurement will not be eligible to participate in any scheduled games including practice/classification games (where applicable). Playing of an unmeasured or oversized player is a violation and will result in forfeit of each game the participant played in. Forfeit fee will be assessed.

Oversize Protest Procedure – If, during the team measurement, a player is found to be 6', they have the option to appeal other members of the Lakewood Adult Athletic Commission or Lakewood Recreation staff to re-measure them. This must be done immediately before leaving the measurement site. Appeals or protests will not be accepted after this time. This rule also applies to players being measured at the Recreation Department during business hours.

SPECIAL CO-ED RULES

Players - Each team will consist of five players (three women and two men); a team must play with two men and may not have more than two on the court at one time.

Lane Rules - men are not permitted in the lane at ANY time. *Penalty: On offense – turnover throw in for defense under basket. On defense – basket interference – 2 points (3 points if female in possession)*

Game Ball – 28.5

SPECIAL RULES OF CONDUCT

Conduct/Physical Assault - Any physical assault upon any official will automatically result in an indefinite suspension from all Lakewood Athletic programs. Physical assault upon officials will not be tolerated and will be a basis for possible lifetime suspension from participation. Fighting, pushing, obscene language, threats, disorderly conduct disobeying the department staff, and/or officials and poor sportsmanship by players, managers, or spectators, will not be tolerated before, during or after a game. Ejection of manager/player may result.

Any team involved in such conduct will be disciplined severely. This could include suspension or expulsion from league play.

Further, a player may not use additional unsportsmanlike tactics including baiting an opponent or obstructing vision by waving hands near eyes, climbing on a teammate to secure greater height to handle ball, knowingly attempting a free throw to which player is not entitled.

Unsportsmanlike actions of any kind may result in technical foul(s) and/or ejection from game.

BENCH AND CROWD BEHAVIOR

Only members of the team shall be permitted to be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
Managers, players, and spectators shall focus their energies on team play and sportsmanship. Managers, players, and spectators shall not engage in unsportsmanlike conduct at any time. The manager is responsible for controlling their spectators. Failure to do so could result in a technical foul and/or removal of the manager or spectator from the game.

CASUAL PROFANITY

Casual profanity is defined as language that may be offensive to others however to a degree not deemed serious enough to warrant ejection. If in the game official's judgment a coach or player using casual profanity will receive a technical foul. The opposing team is awarded 2 free throws and the ball out of bounds.

EJECTIONS

1. Ejection Process - Any coach, player, parent or spectator ejected from a game for unsportsmanlike conduct will draw an automatic 1-game suspension from the next actual game played by their own team and may be suspended for additional time if warranted by the offense. Forfeited, postponed or cancelled games are not considered actual games played.
2. A coach, player, parent or spectator may be ejected before, during or after any game.
3. The ejected coach, player, parent or spectator must leave the facility immediately. Any ejected coach, player, parent or spectator is ineligible to participate and/or attend any game and/or practice during said suspension. *Penalty – forfeit of game and additional suspension to be handed down from the Youth Athletic Commission, Commissioner or designee*
4. Second Ejection - A second ejection during the season for a similar offense may result in additional suspension and may be required to appear before the Youth Athletic Commission.

5. Ejection from Last Game of Season - Any coach, player, parent or spectator ejected from their team's last game of the season for unsportsmanlike conduct will automatically be suspended from the first game of the next sport they participate in for the Lakewood Recreation Department (i.e. baseball, football, etc.).
6. Confirmation of Suspension - While the Recreation Department sends out letters to confirm suspensions, coaches, players, parents and spectators should not wait to receive a letter before ejected coach, player, parent or spectator sits out. Suspension from at least the next game is automatic.

FORFEITS

1. Shortage of Players - Teams must have a minimum of 5 players to start a game.
2. If one or both teams forfeit because they do not have the minimum number of players or other circumstances highlighted in this rulebook, the following options may be exercised at the start of a game:
    a. A practice game may be played if both teams agree to stay and play; however, the forfeit remains in effect. Game officials will referee the game. The scorer will mark the score sheet "forfeited-played as practice".
    b. If both teams do not agree to play a practice game, both teams are permitted to practice at opposite ends of the gym floor for approximately 45 minutes.
3. If a game is shortened due to a player injury resulting in a forfeit due to a lack of players the game can be continued as a practice game.

FORFEIT FEES

1. **If fees are not paid at the game site**, forfeit fees must be paid in full to the Recreation Department within 1 week. Teams failing to pay within this time will be taken off the schedule. Any games on an existing schedule will be cancelled, counted as a loss for said team, and not made up. Team may be dropped from the league if necessary.

2. **Failure to pay forfeit fee** will result in all players on the roster being suspended from Lakewood Athletics. All players on the roster are responsible for a reasonable share of the forfeit fee. However, the manager accepts full responsibility for any and all indebtedness incurred by his/her team and must pay all fees in full to clear his/her name.
3. **If a team drops out** of the program voluntarily, they must give written notice 48 hours in advance of their next scheduled game(s) to avoid a forfeit fee.

PROTESTS

1. Filing of Protests (at Game Site) - When a protest occurs during a game, it must be filed immediately with the game official before the next play of the game and noted on the back of the score sheet.
2. Protest on Last Play of Game - When a protest occurs on the final play of the game, it must be filed immediately with the game officials and noted on the back of the score sheet. The protest is not valid after the game officials leave court. If an official is working additional game(s) on the same court, the protest must be made within a reasonable amount of time and prior to the start of the next game
3. Follow – Up at Recreation Department - Protests must be submitted in writing by the head coach to the Lakewood Recreation Department within 24 hours from completion of game during the next business day.
4. Ineligible Players - The rules apply in all cases except where ineligible players are involved.
5. During elimination/playoff play, protests must be resolved at the game site by game officials. Game officials will temporarily suspend play until situation is resolved.
6. The Lakewood Community Recreation and Education Commission or its sub-commissions will consider no protest if the above rules are not adhered to.

CONDUCT IN SCHOOLS

Regardless of the weather; all participants must carry a separate pair of shoes for game purposes into the gym. No wet or dirty shoes will be allowed on the court.

All coaches, players, parents and spectators entering any school facility must understand that Site Administrators, Event Staff, security and custodians have the authority to enforce building usage rules and should be treated with respect.

Spectators including children are welcome to attend all games, but must be seated in bleachers or other spectator area. They are not permitted to shoot baskets at any time or be on the gym floor.

Bouncing, passing or tossing of basketballs in the locker rooms, hallways or on the sidelines is prohibited.

PERSONAL BELONGINGS

All participants are cautioned against leaving personal belongings in locker rooms such as wallets, money, watches, rings, keys, etc. The Lakewood Board of Education and Lakewood Recreation Department are not responsible for any lost or stolen items.

NO SMOKING POLICY

No Smoking Policy - All facilities owned and operated by the Lakewood Board of Education and are subject to the following:

EFFECTIVE FEBRUARY 1, 1994, EVERY BUILDING, BOARD-OWNED VEHICLE, ALL SCHOOL GROUNDS, ADJACENT SIDEWALKS, AND TREE LAWNS OF ANY SCHOOL PROPERTY IN THE LAKEWOOD SCHOOL DISTRICT SHALL BE COMPLETELY SMOKE AND TOBACCO FREE AT ALL TIMES. Ohio Revised Code R.C. 3971.031 Board Policy 1332

ALCOHOLIC BEVERAGES AND DRUGS

Alcoholic beverages and/or drugs - are strictly prohibited at all facilities, including Board and City property. This includes adjacent parking areas.

Individuals who violate this rule will be suspended indefinitely. Game officials may deny any player/coach the right to participate if the officials suspect that the player/coach is under the influence of alcohol or drugs, for the safety of all concerned.

HOTLINE (216-529-4117)

Occasionally a game may be cancelled or a game site may be changed due to inclement weather or a scheduling conflict. The Lakewood Recreation Department supplies a Hotline (216-529-4117) that provides participants information in regard to cancellations and scheduling changes. Participants can also get the same information on the Urgent News scroll located on the home page of the Recreation website at www.lakewoodrecreation.com. The Hotline and Urgent News scroll are provided as a convenience to participants and are not designed to update the status of every game at every moment. If a game has not been cancelled, it is the participants' responsibility to report to the facility they are scheduled to play at.

WEATHER CANCELLATION

In the event of inclement weather that cancels Lakewood Public Schools for the day, all Lakewood Recreation programs will be cancelled for that same day and/or evening, regardless of any weather changes. If early morning weather conditions do not force the Lakewood Public Schools to be closed for the day, but weather changes begin to worsen during the late morning, afternoon, or early evening, the Lakewood Recreation Department, for the safety of our participants and staff, may be forced to cancel programs for that evening. Radio and television stations will broadcast all closings. Every effort will be made to make-up any program that may be cancelled.