



**City of White House
Parks and Recreation
Adult Basketball
By-Laws
Revised 03/12/2024**

***** All players, coaches & spectators are expected to conduct themselves in a sportsmanlike manner. Each captain is responsible for informing his players and team spectators of these rules. Alcohol is absolutely prohibited in the gym. *****

ARTICLE I - NAME AND MISSION

SECTION 1: NAME

The name of this league shall be the City of White House, Parks and Recreation Department Men's Open-League Basketball.

SECTION 2: MISSION

The mission of this league is to encourage the health and wellness of each participant, while aiding in the development/continuation of community relations, through their participation in adult sports.

ARTICLE II - REGISTRATION AND MEMBERSHIP

SECTION 1: REGISTRATION

All free agents and any team, are required to register through the White House Parks and Recreation Department in person or online.

SECTION 2: REGISTRATION FEE

All participants are required to pay the following fee schedule: \$50.00 for Free Agent and \$475.00 per Team. Payment must be presented in full at time of registration. A late fee may be charged for registration received after a designated date.

SECTION 3: ELIGIBILITY

Must be 17 years of age to play. Any 17-year-old playing must have parent approval.

Rosters and the Hold Harmless Agreement Form must be signed by each player in order to be eligible to participate. All rosters (with names, addresses and signatures) must be completed and turned in by **the first game**. (10) Ten players are allowed per roster. When a player is added to the roster, the player must come into the Parks offices by 5:15 pm on the day of the game and sign the roster. **No players may be added to your roster after the 3rd week of games.** If a player not listed on the roster is playing in any game after this date, your game(s) will be forfeited.

ARTICLE III – TEAM SELECTION

SECTION 1: FREE AGENTS

Free Agents will be placed on teams based on the following:

1. A Free Agent team will be made if number of free agents registered is equal or greater than minimum number of players required to play a game.
2. Free Agent Distribution
 - a. If too few free agents are registered to create a team
 - b. Registered teams will be asked if they have available space on their roster to add registered free agents
 - c. Free agents will be distributed in order of registration date, to any registered team that has available space and would like to add free agents on their team.

SECTION 2: Team Captains/Managers

Team Captains shall be responsible for all communication necessary between White House Parks and Recreation staff/referees, and their team. No more than 1 manager per team shall be on the court and only 1 manager and/or designated team captain may confer with the referee. Any other player involvement will result in that person's dismissal from the game in progress. Players must remain on the bench when not actively playing or coaching.

SECTION 3: NOTIFICATION

It is the Team Captain's responsibility to inform the White House Parks and Recreation Department of any changes in the team roster, player suspension due to a rule violation, and game forfeits, in a timely manner.

SECTION 4: EXCEPTIONS

The White House Parks and Recreation Department will make exceptions on a case-by-case basis. All determinations are final.

ARTICLE IV – SCHEDULES

SECTION 1: GAME SCHEDULE

The White House Parks and Recreation Department will establish game schedules. Game times, dates and number of total games played will depend on number of teams participating. All games will be played at the White House Civic Center. Games may be cancelled or rescheduled at the sole discretion of the White House Parks and Recreation Department. Game schedules will be distributed to team captains through email and be made available on our website at www.cityofwhitehouse.com. Please be sure to check emails and city website every week in case there is something out of the ordinary from previous weeks.

SECTION 2: POST SEASON TOURNAMENT

A single-elimination tournament will be held postseason, based on the number of registered teams playing in that season.

SECTION 3: EXCEPTIONS

Decisions on postponing and/or cancellations of games due to inclement weather will be at the sole discretion of the White House Parks & Recreation Department. Any games stopped in progress by inclement weather will be at the sole discretion of the Officials. **The weather hotline is 615-616-1024. ANY & ALL Civic Center Gym closures will be posted on the White House Parks and Recreation Rainout Line: rainoutline.com/search/dnis/6152460750**

ARTICLE V - EQUIPMENT AND UNIFORMS

All players / coaches must have proper photo ID with them while at the park.

SECTION 1: UNIFORMS

Teams must have matching shirts (same body color shirt) with permanent numbers; no tape, markers or temporary numbers will be accepted. A player will not be allowed to play without a matching jersey, **NO EXCEPTIONS**. There will be a one-week grace period on uniform requirements. **Rule will be enforced during the 2nd game of the season.** Players on the same team may not have the same number. Different digits (01 and 1 are both legal numbers)

SECTION 2: SHORTS

Each team is responsible for choosing a solid color of shorts to wear for the season for each game. Shorts may not be made of denim and may not have pockets. Players are responsible for the purchase of their own team-colored shorts. Shorts must be worn around the waist. No sagging will be permitted.

SECTION 3: SHOES

All players must wear gym or tennis shoes with non-marking soles. Players that do not arrive at a game site with the proper shoes will not be permitted to play.

SECTION 4: JEWELRY

No jewelry or other items considered unsafe may be worn by players during practices or games. Jewelry includes: earrings, necklaces, watches, bracelets (wrist or ankle) and other body piercing. New ear piercing may be covered with tape for practices or games. The referee will make this judgment on a case-by-case basis. Medical alert bracelets or necklaces must be worn underneath a wristband or must be taped to the body underneath a shirt.

SECTION 5: VIOLATIONS

Players in violation of the uniform section will not be permitted to play during the game. If this results in the team not having the minimum number of players required to play in a game, then the team must forfeit the game. If a team continually violates the uniform section, they may be forced to forfeit games at the sole discretion of the White House Parks and Recreation Department. The referee will handle each violation at the time of the violation. The White House Parks and Recreation Department will handle continued violations.

SECTION 6: EQUIPMENT

The White House Parks and Recreation Department will provide game balls, scoring devices, goals and nets. Goal height will be 10’.

ARTICLE VI – LEAGUE PERSONNEL

SECTION 1: TEAM CAPTAINS/MANAGERS

Team Captains and/or Managers will be chosen by the registered team. Team Captains/Manager and players are the only personnel permitted on the bench during Adult Basketball games. All Team Captains and/or Managers are required to conduct themselves in a sportsmanlike manner while on city property. They will also be responsible for informing their team’s players and team spectators of these rules. Failure to do so may result in expulsion from a particular game or the entire league. White House Parks and Recreation Department may also require a change of Team Captain and/or Manager, if responsibilities are not being met. Solely, the White House Parks and Recreation Department will make decisions on changes or expulsion of Team Captains and/or Managers.

SECTION 2: REFEREES

The Parks Department will be using the Hendersonville Officials Association for all referees. Dave LeMarbre, Director of Hendersonville Parks, will be the assigning officer. All referees used have been through on-site mechanic and rule clinics. The referees appointed by White House Parks and Recreation will be the official timekeepers and are responsible to see that the games start and end on time.

SECTION 3: SCOREKEEPERS

Scorekeepers are assigned by White House Parks & Recreation Department. Scorekeepers are required to maintain professionalism throughout each game and must keep accurate records.

ARTICLE VII - Game Format, Time Limit, and Scoring

The City of White House uses TSSAA basketball rules in governing all league and tournament games. But the following rules have been modified or added to fit our Leagues.

Only players and team captain/manager will be allowed on the team bench. Only the team captain/manager can stand during the game in the coaches’ box or area assigned by officials.

SECTION 1: GAME CLOCK

Games will be forty (40) minutes in length and consist of two (2) halves of twenty (20) minutes. Halftime will be three (3) minutes in length, considering games are on time. Timeouts will be thirty (30) seconds only. **Games will consist of a running clock, except for the last two (2) minutes of each half, at which the clock will run as a regulation clock. The game clock will only stop**

for timeouts and injuries during the game. The clock will start after a timeout once the ball is put into play, or when the 30 seconds has expired.

Overtime periods will be five (5) minutes, if needed. **The game clock will stop during free throws and timeouts.**

Each team is entitled to 2 charged time-outs per half. Time-outs accumulate from the 1st half to the 2nd half. During each extra period, each team is entitled to 1 time-out. All unused time-outs can be saved and used during the next period.

SECTION 2: FOULS

7 team fouls will constitute a bonus or 1+1 situation (this begins with a team's 7th foul in each half, and for the 8th and 9th foul) including technical fouls. Beginning with a team's 10th foul in each half the double bonus is awarded (shoot 2 free throws). Free throw restrictions (lane violations, etc.) – Players may leave the lane upon shooter's release.

Technical fouls count towards each person's personal fouls (limit of 5 per game). All technical fouls will result in 2 shots (except backcourt guarding and illegal defenses. These penalties will result in 1 technical shot plus ball). Intentional fouls result in 2 shots plus ball. Upon receiving a 2nd direct or indirect technical foul, a coach or player **MUST** be removed from the game and the gym. Person ejected must leave the gym immediately or forfeit of the game will occur. Team captain/manager must remain seated for the remainder of the game if they receive an unsportsmanlike technical. **Players will be removed from the game with five personal fouls in any one game.**

SECTION 3: NUMBER OF PLAYERS

Games will be played with 5 players on the court. Teams are required to have a minimum of 4 players to start a game. If a team does not have 4 players at the scheduled start time of a game, they may be forced to forfeit that game. **The official referees and White House Parks and Recreation Department will allow games to start a max of 5-minutes late, if waiting for a team's 4th player ONLY to start the game.**

SECTION 4: FORFEITS

If a team is not ready to play after the 5-minute grace period, the team must forfeit the game. If a team calls into the office and forfeits in advance, a representative of the parks department will contact a manager/captain for the opposing team to inform them that they do not need to show up at the gym. If a team forfeits in advance and inclement weather forces a cancellation, then they will not count as losses. **If a team forfeits 2 games, they may be dropped from the league. No money will be refunded.**

SECTION 5: PROTESTS

Protest Fee is \$50.00 cash, checks will not be accepted. If you lose your protest, you lose your money. If you win your protest, you will get your money back. Protest must be in writing and submitted to the Parks & Recreation Department within 2 working days after the game. Judgment calls may not be protested. Notification of decision will be given within 3 working days of the protest. Protest for games during tournament must be made before the start of each team's next game.

If the protest is for an illegal player, the protest must be done before the completion of the current game. The referee must receive the \$50.00 cash and then see a photo ID of the protested player.

- If the player in question shows his/her photo ID and is not the person on the lineup card then the player is ejected for the game in progress and must sit out the next game at a minimum (the team must have a legal sub to replace the player or the game is a forfeit).
- If the player in question shows his/her photo ID and is the person on the lineup card then the game will be completed and the Parks office will rule on the protest (check the roster) the next business day.
- If the player in question does not have a photo ID then he/she is automatically illegal.

SECTION 6: HOME TEAM

The Home Team is the team located on the right of each scheduled game.

SECTION 7: DEFENSE

There are no constraints on the type of defense a team may play.

SECTION 8: DUNKING

Dunking will be allowed during league gameplay ONLY. **HANGING ON RIMS IS NEVER ALLOWED.**

SECTION 9: MERCY RULE

When a team is winning by 20 points within five minutes remaining in either half, the clock will ONLY stop for injuries.

ARTICLE VIII – GOVERNING BODY

SECTION 1: Governing Body

The City of White House Parks and Recreation Department will preside as the Governing Body of this League. This Department reserves the right to change, modify, or revise any or all aspects of the League at any time, for any reason, without prior notification. This shall include rules, regulations, game and practice schedules, team rosters, League By-Laws, and any other facet of the League.

SECTION 2: Code of Conduct

The White House Municipal Code houses rules and regulations and other commitments upheld by the City of White House and enforced by City of White House personnel.

Title 2 is specific to the City of White House Parks and Recreation, with sections that outline the Code of Conduct for recreational programs

- (1) These rules and codes of conduct apply to all league commissioners, coaches, participants and spectators. These rules are in effect before, during and after activities or events which are conducted on city facilities, and all persons must adhere to them. All co-sponsored organizations are required to administer and adhere to the code of conduct, and to report violations to the White House Parks and Recreation Department.

(2) (a) When an incident occurs at any White House Parks and Recreation facility, White House Parks and Recreation officials have the authority to institute immediate suspensions. White House Parks and Recreation officials will direct the offending individual(s) to leave the facility. If the offending individual(s) refuses to leave the premises, the White House Police Department will be contacted immediately to enforce the ruling.

(i) Officials. Officials shall include but not be limited to referees, umpires, White House Parks and Recreation staff, co-sponsored organization representatives designated by the White House Parks and Recreation Department, and school administrators.

(3) Conduct that is a violation of Tennessee Statutes of Law or the City of White House Municipal Ordinances will be reported to the White House Police Department. Consequences of violation of state statutes or city ordinances are separate from and in addition to the consequences of violation of the City of White House Parks and Recreation Code of Conduct.

(a) Level 1 - Standard.

(i) Offense. Failure to follow departmental established guidelines, rules, policies and procedures as applicable to related programming; failure to comply with a White House Parks and Recreation official's decision; taunting/mocking/harassment of players; disgruntled expressions such as rude gestures or comments, screaming and loudly disagreeing with others or obscene/profane/vulgar language; throwing/kicking/striking of bats, balls and other miscellaneous equipment; unnecessary roughness among participants.

(ii) Penalty. A warning may be given according to the severity of the offense; otherwise immediate ejection and removal from the premises and a minimum ten (10) day suspension.

(b) Level 2 - Verbal.

(i) Offense. Malicious, obscene/profane/vulgar verbal abuse directed towards another individual; verbal epithets related to race, color, religion, creed, gender or sexual orientation; verbal communication of threats, physical violence or acts of insulting another with the intention to offend, defame or embarrass.

(ii) Penalty. A warning may be given according to the severity of the offense; otherwise immediate ejection and removal from the premises and a minimum thirty (30) day suspension.

(c) Level 3 - Physical.

(i) Offense. Physical aggression towards another; pushing, shoving, striking or touching another individual with the perceived intent to incite, inflict or cause harm; invading another individual's personal space during a dispute.

(ii) Penalty. Not necessarily preceded by a warning; immediate ejection and removal from the premises and a minimum one hundred eighty (180) day suspension.

(d) Level 4 - Unlawful.

(i) Offense. Any violation of Tennessee law; possession of firearms without a license, knives, explosive devices or weapons or under the influence of alcohol, narcotics, controlled substances, chemical or drug paraphernalia; assault with or without a weapon.

(ii) Penalty. The White House Police Department must be contacted immediately. The White House Parks and Recreation Department will issue a minimum



White House Parks and Recreation

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www.cityofwhitehouse.com/your-government/parks-and-recreation