



KPS MEN'S BASKETBALL
2005 Season

Official Player Handbook



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Welcome

Congratulations on becoming an elite member of Keep Playing Sports. You have registered to participate in the 2005 KPS Basketball Season. We are looking forward to a very exciting season.

You have joined a superior league in which you will begin by playing against extremely competitive athletes from your region. This season's registration is only available to 8 teams. If you beat out the other 7 teams in your region, you will win travel to the KPS National Finals Tournament in Las Vegas, Nevada. There, you and your team will compete for thousands of dollars in cash and prizes and the chance to become the KPS National Champion.

Bring your game to the next level with KPS Basketball. Your game play and stats will be recorded and posted on the KPS website all season long, which is seen by the world. Domestic and international scouts are provided with player and team stats to help achieve recognition of the very talented players in the KPS leagues.

*Shortly, you will be receiving your reversible KPS jersey that you will wear for each game. **Please be sure to sign the attached Medial and Facility Forms and fax back to KPS at 425-669-2962 in order to play in your first KPS game. Also, remember that you must show a Picture ID at each game to be able to participate. This is very important and there are no exceptions to this rule.***

Information on your regional KPS league, including dates, details and directions to your facility, is included in this handbook. Please read through the contents of your player handbook and visit the website often. Please feel free to contact us with any questions or comments that you may have. Your thoughts and opinions are always welcome on how KPS can continue to provide you with a high quality experience that you can't receive anywhere else.

Once again, we would like to congratulate you on becoming a part of one of the finest competitive sports organizations in the country.

Thank you,

*Sean Kattner
President - KPS*





KPS Contact Information



Keep Playing Sports

KPS National Headquarters

PO Box 365

Altoona, IA 50009

877-PLAY-KPS

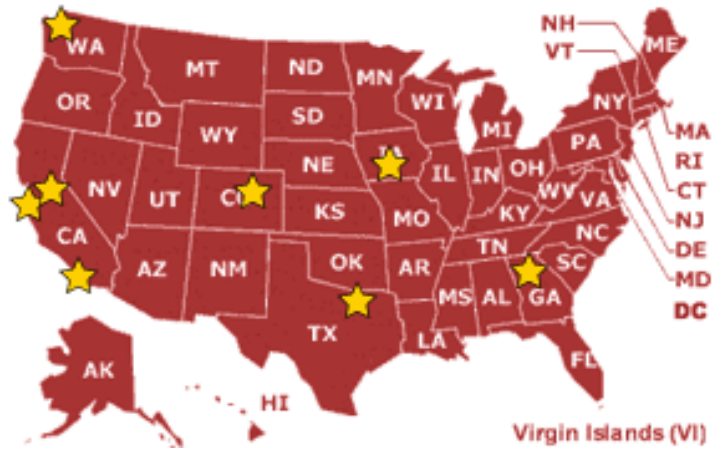
425-669-2962 fax

www.KeepPlayingSports.com

info@keepplayingsports.com



KPS REGIONAL LEAGUES



Region I – Seattle, WA

Region II – Sacramento, CA

Region III – San Jose, CA

Region IV – San Diego, CA

Region V – Des Moines, IA

Region VI – Dallas, TX

Region VII – Denver, CO

Region VIII – Atlanta, GA

SAN JOSE

LOCATION:

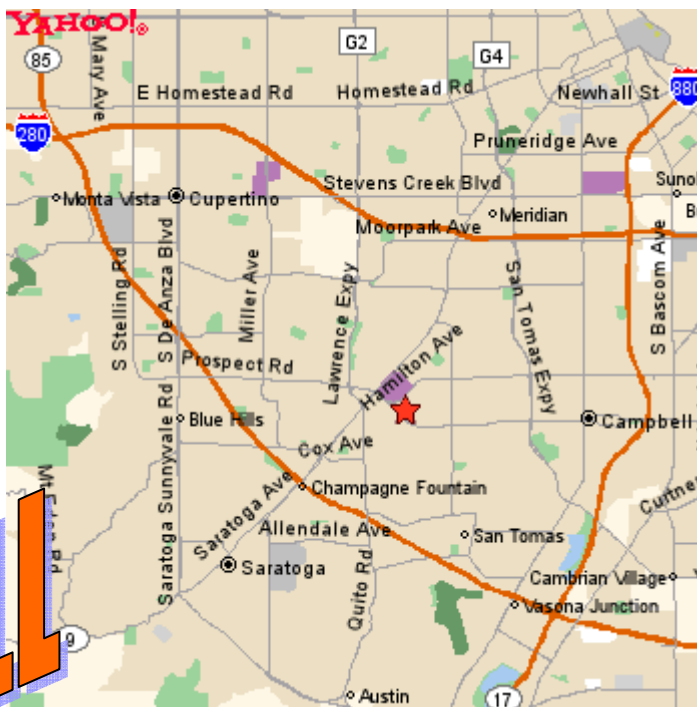
Moreland-West Community Center

1850 Fallbrook Ave
San Jose, CA 95130

TEAMS:

1. V4Net's Regulators
2. Game Time
3. Team Squad
4. Smashing Hoops
5. Attack
6. Decline
7. Open
8. Open

FULL



DATE	SUNDAYS AT:	NOTES
September 18, 2005	6:30pm – 10:30pm	Opening Day
September 25, 2005	6:30pm – 10:30pm	
October 2, 2005	6:30pm – 10:30pm	
October 9, 2005	6:30pm – 10:30pm	
October 16, 2005	6:30pm – 10:30pm	
October 23, 2005	6:30pm – 10:30pm	
October 30, 2005	6:30pm – 10:30pm	
November 6, 2005	6:30pm – 10:30pm	
November 13, 2005	6:30pm – 10:30pm	KPS San Jose Regional Playoffs
December 16-18, 2005	TBD	KPS National Finals Tournament Las Vegas, NV

SAN DIEGO

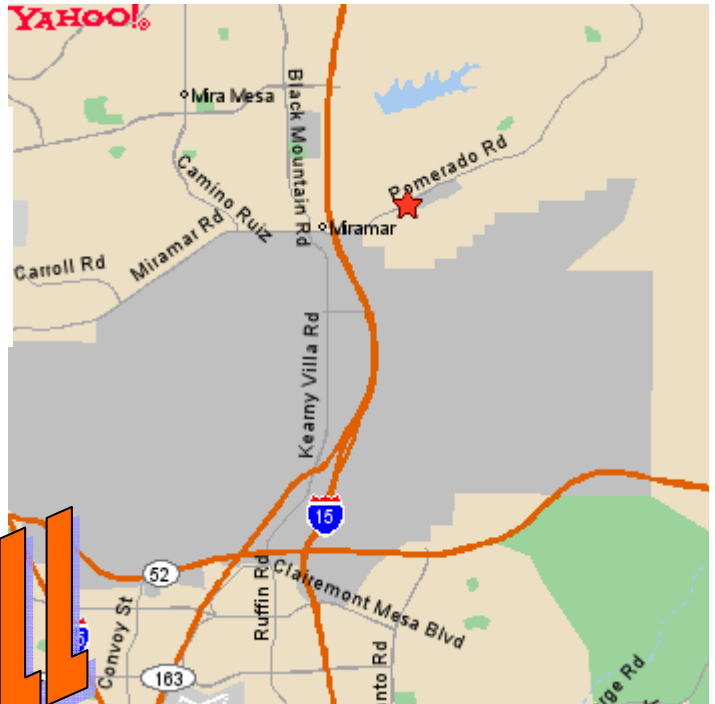
LOCATION:

SportCenter at Alliant University

10455 Pomerado Road
San Diego, CA 92131

TEAMS:

1. Tenacious D
2. Home Equity Loans
3. Late Show
4. Morrone's Team
5. GNS
6. W Team 2
7. Agents
8. W Team 3



FULL

DATE	TUESDAYS AT:	NOTES
September 20, 2005	6pm - 8pm	Opening Day
September 27, 2005	6pm - 8pm	
October 4, 2005	6pm - 8pm	
October 11, 2005	6pm - 8pm	
October 18, 2005	6pm - 8pm	
October 25, 2005	6pm - 8pm	
November 1, 2005	6pm - 8pm	
November 8, 2005	6pm - 8pm	
November 15, 2005	6pm - 8pm	KPS San Diego Regional Playoffs
December 16-18, 2005	TBD	KPS National Finals Tournament Las Vegas, NV

DES MOINES

LOCATION:

SportsPlex West

890 Southeast Olson Dr
Waukee, IA 50263



TEAMS:

1. Lions
2. Dynasty
3. Hustlers
4. Outlaws
5. Carl's Place
6. All Iowa Attack
7. Top Guns
8. EDJ

FULL

DATE	SUNDAYS AT:	NOTES
September 18, 2005	5pm – 9pm	Opening Day
September 25, 2005	5pm – 9pm	
October 2, 2005	5pm – 9pm	
October 9, 2005	5pm – 9pm	
October 16, 2005	5pm – 9pm	
October 23, 2005	5pm – 9pm	
October 30, 2005	5pm – 9pm	
November 6, 2005	6pm – 10pm	
November 13, 2005	6pm – 10pm	KPS Des Moines Regional Playoffs
December 16-18, 2005	TBD	KPS National Finals Tournament Las Vegas, NV

ATLANTA

LOCATION:

Metro Fitness (formerly Run N' Shoot)

1959 Metropolitan Pkwy
Atlanta, GA 30315

TEAMS:

1. Nickolson's Team
2. Bomb Squad
3. Free Ballers
4. Perry's Team
5. Outgunned
6. Free Agent Ballers



FULL

DATE	MONDAYS AT:	NOTES
September 29, 2005	5pm - 9pm	Opening Day
October 6, 2005	5pm - 9pm	
October 10, 2005	5pm - 9pm	
October 13, 2005	5pm - 9pm	
October 17, 2005	5pm - 9pm	
October 20, 2005	5pm - 9pm	
October 27, 2005	5pm - 9pm	
November 3, 2005	5pm - 9pm	
November 10, 2005	5pm - 9pm	KPS Atlanta Regional Playoffs
December 16-18, 2005	TBD	KPS National Finals Tournament Las Vegas, NV



KPS League and Playoff Information

Entry Fee / Costs

The entry fee into the 2005 KPS Basketball league is \$49.99 per player. This cost includes 8-13 season games and a chance to participate in the KPS playoffs. There are no other costs for the player, charged by KPS, to participate in the season's games or playoffs. Airfare and hotel will be provided for the regional winning team members to the KPS National Tournament in Las Vegas, NV.

KPS Playoffs

The 4 teams with the best win-loss records in each regional league will proceed to their regional playoffs. Teams will be seeded in regional playoffs based on win-loss record. In the event that multiple teams have the same win-loss record at the end of the regular season, the following series of tiebreakers are applied to determine which team receives the higher seeding.

1. Head-to-head match-up
2. Highest point differential between points scored and points allowed
3. Coin toss

The 4-team regional playoffs will be single elimination. The winner of each regional tournament will advance to the KPS National Finals Tournament scheduled for December 16-18, 2005*. The National Tournament will be divided into 2 regional conferences, each will consist of the regional winners seeded by win-loss record and using the same tiebreakers shown above in the event of teams with same records.

Awards & Prizes

Trophies, medals and other prizes will be awarded to regional and national champions. In addition, teams that place in the top 3 at the KPS National Finals Tournament will receive the following team prize money:

- 1st place team - \$4,000**
- 2nd place team - \$1,500**
- 3rd place team - \$500**

Regional and National **Most Valuable Players** will be also recognized and awarded. **Most Valuable Players** and other subjective awards will be decided based on voting by players and KPS staff. KPS may authorize additional awards and prizes as appropriate.

National Tournament Trip Prize (Airfare & Hotel)

Regional winners will receive airfare to and from their departure city and Las Vegas, NV. The team will also receive hotel accommodations for 3 nights in fabulous Las Vegas! Teams will fly to Las Vegas on Thursday, December 15 and prepare for semi-final games on Friday, December 16. The KPS National Championship Game will take place on Saturday, December 17, with an awards reception held for all teams that evening. Teams will return to their home city on Sunday, December 18*.

* KPS National Finals Tournament schedule is tentative and subject to change based on hotel/air availability.



2005 KPS BASKETBALL RULES



Except as designated below, any rules or play interpretations not discussed below will be covered by 2005 NCAA Basketball Rules. Refer to www.KeepPlayingSports.com for further information outlining the KPS Basketball Sports Program.

RULE I – PLAYING PROCEDURES

SEC. 1 Number of Players

Teams shall consist of eight or more players, of which five play at time. A team must have at least four players present to begin a legal game. There is no limit to the number of players that may play on one team but players may only participate on one team.

SEC. 2 KPS Eligibility

All players must be officially registered with KPS prior to participation in any KPS event. All participants must be 18 years of age or older. KPS eligibility pertains to amateur athletes only. Current collegiate and professional athletes are not eligible to compete in KPS Basketball. Should it be determined that an ineligible player participates in a KPS event, that team will automatically forfeit all contests in which the ineligible player participated and the right to a championship in any event.

Prior to each KPS season, players must sign an assumption of risk form.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING IN EVERY GAME. NO EXCEPTIONS. NO I.D., NO PLAY

SEC. 3 Team Roster

All team rosters must be complete before the first game of the season. No additions can be made to a team's roster during a season. All players must participate in at least one regular season game to be eligible for playoffs.

SEC. 4 Gym Rules

See specific local gym rules.

SEC. 5 Equipment

All players must wear court shoes during the course of play. No hard protective casts and/or jewelry (rings, watches, chain necklaces, friendship bracelets, caps, etc.) shall be worn. Each team will receive only one warning without penalty. Following the warning, any player from a warned team in the game found to be wearing prohibited equipment (jewelry, etc) will be assessed a technical foul.

All teams must wear official KPS numbered jerseys. Players without their jerseys will be unable to play in game.

SEC. 6 Completing the Sign-in Sheet



Each eligible player must print and sign their name on the KPS sign-in sheet before play begins on game-day.

SEC. 7 Persons Subject to the Rules

Team representatives, including players, substitutes, coaches, spectators and other persons affiliated with the team are subject to the KPS rules of the game and shall be governed by decisions of Officials assigned to the game.

SEC. 8 Game Time

Each game shall consist of two twenty-minute running halves, except for the last two minutes of the second half, which is regulation, stop time. The clock will continue to run after a made basket. Exception: if either team is ahead by 15 or more points, the game clock shall continue running throughout the last two minutes of the second half.

KPS Basketball games will use "running time" which means the clock will not stop with the exception of "timeouts". The clock continues to run on fouls, violations, free throws, and out-of-bounds situations. The time between halves will be three minutes. No shot clock will be used.

Games that are tied at the end of regulation will proceed to an overtime period. Overtime periods are 2 minutes, with the clock stopping on violations and fouls throughout the overtime period. A jump ball at center court will be used to start each overtime period. Teams will continue to shoot at the same basket as in the second half. If subsequent overtimes are necessary, the same format will be used until a winner is determined.

SEC. 9 Time Outs

Each team will be allowed two, 30-second time-outs per half and one full time-out (45 seconds) per game. Time outs do not carry over into any period. In each overtime period, each team will be allowed one 30-second time-out.

RULE II GAME RULES

SEC. 1 Substitution

Substitutions follow NCAA guidelines. A substitute shall not enter the court without reporting to the scorer's table, their name appearing on the scoresheet or being beckoned onto the court by an Official. **Penalty: Technical foul.**

SEC. 2 Forfeits

If after five minutes from the game starting time, a team has less than 4 players, a forfeit win goes to the opposing team. If the starting time is delayed, Game Officials shall then determine the forfeit decision. Teams may NOT play with non-roster, non-registered KPS players. Any team using these players will immediately forfeit the game. If a team has only 4 players, that team may play without the penalty of forfeit. The opposing team may still play with 5 players.

SEC. 3 Jump Ball / Held Ball

At the start of each game a jump ball will be used to put the ball in play. When a held ball is initiated by either team, the ball will be awarded according to the alternate possession arrow.

SEC. 4 Personal Fouls

A player will be disqualified on their 5th personal foul. The player may not re-enter the game at any time. A team will play with four players if all other players have fouled out. If one of the remaining four players fouls out, that final player with 5 fouls will remain in the game but **each subsequent foul on that team will result in an additional penalty of a two shot technical foul and possession of the ball for the opposing team.**

SEC. 5 Team Fouls



On the seventh team foul in the half, the opposing team is awarded the “bonus” or “one and one” situation on foul shots. On the tenth team foul in each half, the opposing team is awarded the “double bonus” situation on foul shots.

SEC. 6 Free Throws

The following are free-throw violations:

- Failure of the shooter to hit the rim of the basket
- Player moving into or out of the free throw lane after the ball has been handed to the shooter
- Opposing player verbally or physically disconcerting a free throw shooter
- A faked attempt at a free throw

During free throw attempts, a maximum of six (6) players are permitted to line up along the lane for rebounding. The defense must occupy the first space on each side below the block. Players may position themselves on the block separating the lane spaces. The offense has the option to occupy the next lane space on each side. In the event that the offense does not wish to occupy these lane spaces, the spaces will remain empty. The defense has the option to occupy the top lane space (closest to the shooter) on each side. In the event that the defense does not wish to occupy these lane spaces, the spaces will remain empty. No player may enter the lane until the free throw attempt **leaves the shooter’s hand**. The remaining players from both teams not lined up along the lane must remain behind the free throw line extended and the three-point line until the ball leaves the shooter’s hands.

The penalty for a foul on a three point shot is three foul shots.

SEC. 7 Technical and Flagrant Fouls

Technical fouls shall be assessed for unsportsmanlike conduct, too many players on the court, extra time-outs (however, the time-out will be granted), etc. All technicals are penalized with two free throws and the ball out of bounds awarded to the opposing team. Technical and personal fouls are administered in order of occurrence and count as personal and team fouls. All technical fouls will be reported by the officials to the KPS League Director. Simultaneous technical fouls against opposing players (1 against a player from each team) result in no free throws for either team and a throw-in at midcourt for the team to be awarded the next alternating possession. Unrelated technical fouls against opposing teams (1 against a player from each team not in the same incident) result in penalties assessed in order of occurrence with free throws shot for each foul.

A player/coach/team representative receiving two technical fouls will be ejected from the game. If, in any three games, a player receives a technical foul, he will be suspended for the remainder of the season. A suspension will also occur if a player/coach/team representative is ejected twice in one season.

Intentional or flagrant fouls result in 2 free throws and possession of the ball by the opposing team at half court. Any foul deemed as intentional with intent to **injure** will be considered a flagrant foul (any foul of this nature will be reported to the KPS League Director). Anyone who directs any form of verbal threat at either personnel or participants will be charged with a flagrant technical foul and expelled from the game. Outright fighting will result in expulsion and possible suspension from further KPS participation and charges may be filed with the local police.



Anyone ejected from the game will be required to leave the gym before the game is continued. Failure to do so will result in a loss by forfeiture to that player's team. This does not include players who have fouled out of the game.

Any player that is ejected or suspended from a game or season will not receive any refund from KPS.

RULE IV UNSPORTSMANLIKE CONDUCT

SEC. 1 Player Ejection

Actions that are potentially dangerous to the participants, spectators, official or others involved with the game and/or conduct that is detrimental to the purpose of the program will not be tolerated.

No player may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official, may result in a ejection from the contest. Any player ejected from a contest may not participate in his team's next game.

SEC. 2 Aggressive Acts

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual, or any other aggressive acts. Any player guilty of such an action immediately before, during, or after a KPS event may be expelled from further participation in KPS Sports for the remainder of the season.

Proper authorities will be notified.

SEC. 3 Leaving the Bench Area to Participate in an Altercation

A player, coach or bench personnel shall be ejected if they leave the bench or coaching area to participate in an altercation. The penalty is an automatic game suspension.

Additional Rules & Regulations:

1. The mission of KPS Sports is to provide an environment that is safe and enjoyable. While the game atmosphere will often be competitive, ensuring participant safety, providing a fun and challenging atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are KPS' primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the KPS program.

2. A team is responsible for the actions of their individual team members and spectators related to it. Additionally, KPS does not recognize the use of coaches, however, teams may have a coach if it so chooses. Only the team captain shall speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

3. Sportsmanship is vital to the conduct of every KPS contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The KPS staff will rule on further penalties as a result of unsportsmanlike conduct.

4. Each participant should choose their team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the KPS staff against that team for violation of the KPS rules and sportsmanship guidelines.





5. Participation in the KPS Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation. Each participant should make sure that he/she has coverage either through family policies or the student insurance plan. We cannot emphasize this point enough. In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor. **INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.**

6. Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary actions to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty. A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and may not re-enter until the next dead-ball after the situation has been corrected. Game Officials on duty shall have final approval on any situation relating to blood.

7. Only rule interpretation is subject to protest. Judgment calls cannot be protested. Protesting team captain must inform the KPS League Director or referee prior to the end of the game. Team captain must submit, to the KPS League Director, in writing within 24 hours of said game. The Protest committee shall consist of the KPS Executive Board, game officials and the KPS League Director on duty at the time of occurrence. The Protest Committee will rule within 72 hours of receipt of protest.

8. **KPS PROHIBITS** possession or consumption of alcoholic beverages on gym/facility property. Violators will be asked to leave the area. Failure to do so can result in forfeiture of the game and /or suspension of individuals and teams.

Rule Summary:

RULE	KPS
Duration of Game	Two, 20 minute halves
Overtime Duration	2 minutes
Length of Halftime	3 minutes
Back Court Violation	10 seconds
Player Foul Limit	5
Bonus Free Throw	7th foul per half (one-and-one) 10th foul per half (two FTs)
Number of Players Permitted On Free Throw Lane	6 (four defensive, two offensive)
Jump Ball	Teams alternate possession after opening tip-off
Legal Alley-Oop	Yes
Closely Guarded For 5 Seconds	Yes (while holding/dribbling ball)
Number of Referees	Two
Regulation	2 60-second timeouts per half and 1 45-second timeout per game
Timeouts-Overtime	1 additional 30-second timeout

These rules are official for the KPS Sports Program. With proper notification, KPS reserves the right to changes rules & guidelines outlined here.

If you have any further questions please contact us at **877-PLAY-KPS** or visit www.KeepPlayingSports.com





Keep Playing Sports LLC
Facilities Use Agreement

Players

In order to ensure a pleasurable experience between all those associated with KPS, including Players, Officials, League Managers, Keep Playing Sports LLC (KPS), and the athletic facilities that KPS has partnered with, “all” players and those using the athletic facilities must read, sign and agree to be bound by the following terms and conditions regarding the use of the rented athletic facilities. Anyone who fails to sign this Agreement or who knowingly violates the terms of this Agreement will not be allowed to use the athletic facilities and will not be entitled to any refund of fees paid to KPS.

1. At no time will smoking be permitted within any athletic facility or on its immediate grounds.
2. At no time will any minor, nor any person NOT directly affiliated with KPS, its players, affiliates or managers be allowed to take part in any of the events within any of the athletic facilities.
3. At no time is the possession of, or consumption of, alcoholic beverages or drugs permitted within any athletic facility or on its immediate grounds.
4. The sale of food and refreshments is prohibited on facility grounds.
5. All players are directly responsible for ensuring that the athletic facility is left in a “clean” and acceptable condition at least equal to that prior to its use. All players are also directly responsible for the actions of those non-players who may come attend the event and must ensure that they also abide by these rules.
6. Basketball court users are not allowed to hang on the basketball support frames, basketball rims or nets. All basketball players must wear non-marking shoes on the courts at all times.
7. All players must sign-in with KPS staff and show a picture id prior to being allowed to participate in the activity. No exceptions!
8. No unsafe, disruptive or inappropriate activity will be tolerated by KPS or its athletic facility partners.
9. I agree that any film or photographs of me taken by KPS staff, photographers, and/or videographers utilized by KPS, become the property of KPS, and may be used for promotional or commercial purposes.
10. I agree to abide by these terms and conditions listed above, in addition to the rules, guidelines and terms & conditions outlined in the KPS Official Player Handbook and those of KPS partner athletic facilities.

Signature: _____

Printed Name: _____

Date: _____





Keep Playing Sports LLC
Medical Release Waiver and Assumption of Risk

Form with fields for: First Name, Middle Initial, Last Name, Phone Number, Date of Birth, Age, Address, City, State, Zip, Gender (Male/Female), Email Address, Medical conditions/allergies, Emergency Contact Name, Emergency Contact Phone Number, Relationship to Participant.

RELEASE AND ASSUMPTION OF RISK: In consideration of participating in Keep Playing Sports LLC (KPS) events and being permitted to use the KPS partner athletic facilities, and mindful of the significant risks involved with the activities incidental thereto, I, for myself, my heirs, my estate and personal representative, do hereby release and discharge Keep Playing Sports LLC (KPS) and KPS partner facilities from any and all liability for injury that may result from my use of any athletic facility while participating in any event associated with KPS, including any and all travel to and from any event associated with KPS, and I do hereby waive and relinquish any and all actions or causes of action for personal injury, property damage, or wrongful death occurring to myself arising as a result of the use of these facilities or any activities incidental thereto, wherever or however such personal injury, property damage or wrongful death may occur, whether foreseen or unforeseen, and for whatever period said activities may continue. I agree that under no circumstances will I, my heirs, my estate or my personal representative, as well as any and all other persons authorized to act for me or on my behalf or on behalf of my heirs, my estate, or my personal representative present any claim for personal injury, property damage or wrongful death against KPS or its employees, members, directors, officers, agents or assigns for any of said causes of actions, whether said causes of action shall arise by the negligence of any said person or otherwise.

ACKNOWLEDGMENT: I, the undersigned, acknowledge that I understand that there are significant elements of risk associated with team sports. I realize that those risks may include, but are not limited to, injuries resulting from falls, equipment failures, entanglements, or the negligence of other participants, or other users of the facilities. I acknowledge that I understand that the above list is not inclusive of all possible risks associated with engaging in team sports or the use of any athletic facilities and that other unknown and unanticipated risks may result in injury, illness, paralysis or death.

MEDICAL AUTHORIZATION: I agree, on behalf of myself, to authorize any medical treatment deemed necessary in the event of any injury or illness while participating in a KPS event while using an associated athletic facility and/or its equipment. I agree, on behalf of myself, to pay all cost of any rescue and/or medical services as may be incurred on my behalf.

I, THE UNDERSIGNED, ACKNOWLEDGE THAT I HAVE CAREFULLY READ THE ABOVE MEDICAL RELEASE WAIVER AND ASSUMPTION OF RISK DOCUMENT AND FULLY UNDERSTAND ITS CONTENTS AND THAT I FULLY AGREE WITH ITS TERMS AND CONDITIONS. I UNDERSTAND THAT BY SIGNING THIS MEDICAL RELEASE WAIVER AND ASSUMPTION OF RISK DOCUMENT I AM KNOWINGLY AND WILLINGLY AGREEING TO RELEASE KEEP PLAYING SPORTS LLC AND ITS EMPLOYEES MEMBERS, DIRECTORS, OFFICERS, AGENTS AND ASSIGNS OF THEIR LIABILITY FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, OR WRONGFUL DEATH CAUSED BY THE NEGLIGENCE OF ANY SAID PERSON OR OTHERWISE.

Signature: _____

Printed Name: _____

Date: _____

