



2017-18 CITY LEAGUE BASKETBALL RULES AND REGULATIONS

GAME RULES

- All games will be played under NCAA rules. Any exceptions to those rules are listed below.
- Players are not allowed to wear jewelry of any kind during league play.
- Due to the potential for damage to school property, **dunking is prohibited at all times**. A technical foul will be called against any player that dunks/attempt to dunk and they will have to sit the mandatory 10 minutes. The second time a player should dunk/attempt to dunk during a game throughout the season will result in a technical foul, suspension from that game, and suspension from the following week's game. A player's third dunk/attempt will result in a technical foul and removal from the league. Teams will be liable for damage to backboards. No points will be awarded for any dunks.
- Dunking during warm-ups will result in a technical foul and subject to the rules above.

TIMES

- **Score sheets must be filled in with names and numbers by team captains before game time.**
- Games will start at the time shown on the schedule or five minutes after the prior game if games are running behind.
- Game times are 6:30, 7:40, and 8:50 p.m.
- Please be available at least 15 minutes before your scheduled time. Games will be forfeited five minutes after your scheduled starting time.
- We will play games consisting of two 25-minute halves with a running clock. If the game is within 15 points at/or after the 2:00 mark in the second half, the clock will stop on all whistles and made baskets. There is no shot clock in this league.
- Each team will receive three one-minute timeouts per game.
- Halftime is a five minute maximum.
- Overtime will be 2:00 with the clock stopping on all whistles and made baskets. Any additional overtimes will be 1:00 in length with the clock stopping on all whistles and made baskets.
- Teams will have one 30 second timeout in the overtime. Timeouts do not carryover from regulation time or to additional overtimes.
- Overtimes will begin with a jump ball.

TEAM REQUIREMENTS

- Team members must wear the same color of shirt with visible numbers. Numbers may not be taped on.
- Players must be at least 18, out of high school, and cannot be a member of a college basketball team.
- League administration reserves the right to reclassify teams in order to promote equal competition. Teams that finish in the top 3 of the league standings or win the division may be re-classified the following year. If teams cannot compete at the next level, they may appeal to be re-classified the following year. A team with 3 or more returning players is considered to be the same team as the previous year. League administration will make the final decision on the appeal.
- All players must be listed on the team roster. Substitutes are not permitted.
- Teams are subject to being checked for age and identification. ID's must be available at all times.
- Teams playing with illegal players will forfeit their game.
- **The last day to make roster changes is 5:00 p.m. on January 22. Roster change requests must be made via e-mail to CJ Cano at ccano@choicehf.com or at sports@choicehf.com. Please include the name and info for the player(s) you are adding and the players(s) you are replacing.**
- A player may be on more than one roster, but not in the same division. Schedules may not accommodate players playing on more than one team.

- No ex-college players are allowed in Rec. division(s), unless they are age 45 or over by the 1st day of league.
- Teams may play with four players. Teams with less than four players must forfeit.
- Teams must start play on time if they have four players available. Players may enter the game late as long as they are on the roster.

FOULS

- When playing shorthanded with four or five players only, players **will not** be permitted to stay in the game after their 5th foul. If you are shorthanded and you foul out, your team will become even more shorthanded. Games are allowed to finish no matter how many players are left on the floor. If four players are on the court and one fouls out, then that team continues play with its three remaining players.
- When a technical foul occurs, a player must sit for 10 minutes of the game.
- Players sitting for a technical foul cannot re-enter the game, even if a team is short on players.
- If the player commits a second technical foul in that game, the player is ejected from the game and suspended for the next 3 weeks. **Players ejected from a game must leave the building immediately. Failure to do so will result in suspension from the league and a forfeit will be assessed to the team.**
- If you are suspended at any point (one game/three league weeks/season) you are suspended from play for all teams and divisions for the duration of your suspension.
- Technical fouls will be reviewed by the league supervisor and, if necessary, Choice Health & Fitness administration to determine if a player should be suspended from the league.
- **Any player that receives three technical fouls during the season will be suspended from the league for the remainder of the season.**
- Any players initiating a fight with another player, making unwanted and unwarranted contact with an official, or threatening a player or official will be suspended from league indefinitely.
- Any player suspended from the league must apply for re-instatement for future seasons.

CONDUCT AND INTERACTION WITH OFFICIALS AND SITE SUPERVISORS

- The team captain (identified at the start of the game) will be the only team spokesperson on all matters. This privilege is given only for clarification of a call or situation that occurs.
- At no time shall the team captain interrupt play, use unsportsmanlike conduct, use profanity, or badger the officials. (Any other player abusing this rule shall be given one warning and/or a technical foul at the discretion of the official).
- **Profanity will not be tolerated. Technical fouls will begin to be assessed for any language towards another player, official, or spectator.**
- Players who have consumed alcoholic beverages/illegal substances before playing will be required to leave. Failure to do so will result in a forfeit.
- Teams must show respect to all fellow players, referees, and workers in this league. League supervisors reserve the right to eject any player or team that is disrupting the league. In such case, there will be no refund of fees.

GYM LOCATIONS

<u>Court</u>	<u>School</u>	<u>Address</u>	<u>Note</u>
1	Red River High School (main gym)	17 th Ave. S. & S. 20 th St.	Park in the west parking lot. Use southwest school entrance.
2	Red River High School (main gym)	17 th Ave. S. & S. 20 th St.	Park in the west parking lot. Use southwest school entrance.
3	Red River High School (old gym)	17 th Ave. S. & S. 20 th St.	Park in the west parking lot. Use southwest school entrance.
4 & 5	Central High School (main gym)	115 5 th St. N.	Downtown parking. Please use 5 th St. entrance.
6	Central High School (new gym)	115 5 th St. N.	Downtown parking. Please use 5 th St. entrance.
7	Choice Health & Fitness	4401S. 11 th Street	Please use main entrance.

Locker rooms will not be available.

To ensure future use of the gyms available in Grand Forks, please keep them clean, do not damage property, and treat workers, officials, and players with respect.

Thank you and have fun!