



PORT WASHINGTON PARKS AND RECREATION DEPARTMENT 2019-2020 BASKETBALL RULES

GENERAL INFORMATION

A. ENTRY FEES

- All entry fees must be submitted to the Parks and Recreation office prior to first night of games.
- *There is no refund or credit for dropped players*

B. ELIGIBILITY

- League play is open to any adult 18 years and older

C. ROSTERS

- Player limit is 12 per team
- **A final roster with all listed players' names, addresses, telephone numbers and signatures must be completed and submitted with team fee to the Parks & Rec Department prior to the first week of games (November 7, 2019)**
- Any individual who participates prior to signing an official roster form shall be declared ineligible.
- **Changes will only be allowed for injury and must be approved by the Recreation Director before the participant is eligible to play after first game in January**

D. LEAGUE STANDINGS

- If two or more teams are tied for any position at the end of the regular season, the following criteria, in order as stated, determine final league standings and post-season seedings:
 - Any team with a forfeit during the regular season automatically loses all ties
 - Head-to-head record against all other teams involved in the tie
 - Highest total points in head-to-head competition

E. PLAYOFFS

- A single elimination post-season tournament is played immediately following the regular season schedule
- **The top four teams are eligible to participate in the post-season tournament**
 - Playoffs
 - Seeds # 1 vs. # 4 play at 7:30 pm
 - Seeds # 2 vs. # 3 play at 8:20 pm
 - Winner of 7:15 vs. winner of 8:20 will play the following week at 7:30 pm

F. FORFEITS

- Forfeit time is ten minutes after the scheduled game time for the first game. Forfeit time is game time for all remaining games
- The forfeit team must submit a \$50.00 check, in the name of the opposing team's captain, to the Port Washington Park & Recreation office 48 hours prior to their next game or face league disqualification

G. AWARDS

- T-shirts are awarded to the first-place finishers of the post-season tournament

H. PROTESTS

- None allowed

PLAYING RULES AND OTHER REGULATIONS

(WIAA rules will be used with the following modifications and changes)

A. TIME

- The game will consist of two 18-minute halves and a 3-minute half time
 - During the last 1-minute of each half, the game clock will stop on all dead balls

B. OVERTIME

- If the score is tied at the end of regulation, teams will play a two-minute overtime period with a stop clock situation in the final minute. If tied after overtime, the teams will play a sudden death situation with the first team to score winning the game. Each team will receive one time out for overtime and none for sudden death
- Playoffs – If the score is tied at the end of regulation, teams will play a two-minute overtime period with a stop clock situation in the final minute. If tied after overtime, teams will continue to play a two-minute overtime period with a stop clock situation in the final minute until a winner is decided with no time remaining. Each team will receive one time out for the first overtime and none for any consecutive overtime periods

C. STARTING TIME

- As scheduled – 5 minutes grace period, first game only
- No pre-game warm-ups
- Game will start with one official, if necessary

D. Player Eligibility

- Player eligibility must be challenged before the start or prior to the end of the game and may be made by the opposing team captain or a Park & Rec staff person
- The offending captain must then prove eligibility to the satisfaction of the opposing captain or staff person, remove the player from the game before play proceeds or play with the knowledge that if the challenge is upheld, the game will be forfeited
- If the player proves to be eligible, the game stands as played; if ineligible, the game is forfeited. **All games played with ineligible players shall be declared forfeits**
- Any player whose eligibility has been challenged and does not have possession of his driver's license at the game site will be declared ineligible for that game

E. JUMP BALLS

- To start game and/or overtime
- Use an alternate possession arrow to determine the team that receives the ball during a tie-up

F. TIME OUTS

- 1 per team/half. No carry-overs
- 1 per overtime
- 30 seconds per time out

G. FOULS

- A player will foul out of the game after they receive their fifth personal foul
- Technical fouls count as personal and team fouls
- On the seventh team foul, a "bonus" is in effect (one and one)
- At ten team fouls, a "super bonus" will be in effect (two shots)
- All intentional fouls will automatically be two free throws and the shooting team receives the ball out of bounds
- All technical fouls will also carry a two (2) shot penalty and the shooting team receives the ball out of bounds

H. DUNK RULE

- Dunking is not allowed before, during, or after the game
- Violators will be ejected from the present game plus suspended from the following scheduled game
- If dunking occurs during the game, violators will automatically receive two technical fouls and ejection from that game and suspended from the following game. NO EXCEPTIONS
- Any player damaging any equipment as a result of dunking will be required to pay repair and/or replacement costs

I. UNIFORMS

- **Each team must have uniformly colored and numbered jerseys, with affixed numbers on both sides of the jersey**
- **Taped numbers are not permitted**
- Team members without their own uniformly colored or numbered jersey will be declared ineligible for the particular evening's game
- **Numbers must be from 0 to 5 only**

J. MINIMUM NUMBER OF PLAYERS

- TO START A GAME – 4
- TO FINISH A GAME – 3

K. PLAYER CONDUCT

- Team Captains are responsible for the conduct of their respective team members. The Team Captain (or Assistant Captain if the Captain is not present) is the only team member who may address or confer with the official or score keeper
- FLAGRANT FOUL – AUTOMATIC EJECTION AND 2 GAME SUSPENSION.
- TECHNICAL FOULS: (CUMULATIVE)
 - 1st technical – player sits out for remainder of half in which foul is received
 - 2nd technical – ejection from game and 1 game suspension
 - 3rd technical – suspended for remainder of the season
- **All ejected individuals must leave the grounds immediately.** Any player receiving three technical fouls in one night or having been ejected twice during the season will be suspended from league play for the remainder of the season
- The Park & Rec Department reserves the right to increase or decrease any suspensions from league play at their discretion

L. SPECTATORS

- Spectators must sit in bleacher area or portable seats provided
- No spectators allowed at or behind scoring table or in player bench area
- No unsupervised children under 16 years of age are allowed in the gym

M. GYMNASIUM RULES

- Drinks are not allowed in the gymnasium
- Only athletic shoes with non-marking soles are allowed

N. SUBSTITUTIONS

- Substitute player must report to scorer and remain at scoring table. Referee must wave player in
- Clock runs as stated in rule C
- Substitution must be complete within 10 seconds (in and out)
- Penalty – if delay occurs, referee will award a two shot technical (charged to the bench) and shooting team keeps the ball