

## Men's '5 on 5' Basketball League

\*\*Play shall be governed by the 2015-2016 Minnesota Sports Federation Rules.

**-ALL Players, Managers, and fans are expected to demonstrate "exemplary sportsmanship"**

**-Managers are responsible to make sure all players are aware of the league rules and all the team's players and fans are demonstrating "exemplary sportsmanship"**

1. Scheduled time is game time. *There is no grace period.* You must have at least 4 players on the court, ready to go. Any team failing to follow this rule will forfeit the game.  
Note: League participants must be in 10<sup>th</sup> grade or 16 years old by the start of the school year.
2. Each half will be 20 minutes running time. The clock will stop only for an official or a team time out. **The last minute of the first half and the last two minutes of the second half will be stop time if the score is within 15 points** (exception: if there is a 15 point or more lead, running time will be continued until the lead drops below 15 points).
3. The 1 and 1 bonus will be in effect, in both the 1<sup>st</sup> and 2<sup>nd</sup> half of play, on and after the 7<sup>th</sup> foul. On and after the 10<sup>th</sup> foul, there will be a two shot bonus.
4. Each team will be allowed two-30 second time outs per half. The 1<sup>st</sup> half time outs do not carry over into the 2<sup>nd</sup> half nor do the 2<sup>nd</sup> half times outs carry over into overtime periods.
5. Overtimes will be three minutes of stop time. For each overtime, both teams will be allowed one-30 second time out.
6. Half time will be 3 minutes in duration.
7. All teams MUST wear a team uniform. Shirts must have numbers (appropriate for basketball) on the front or back.
8. ABSOLUTELY NO DUNKING/HANGING ON THE RIMS! A technical foul will be issued to anyone hanging on the rim. Additionally, if a person hangs on the rim and it breaks, he will be required to pay for it.
9. If you are unable to field a team for a scheduled game, you will have to forfeit the game. The manager of the forfeiting team must call the manager of the opposing team and the Redwood Area Community Center to inform them both that you are unable to field a team. Notification of a forfeit must be made by 3:30 p.m. of game day.  
\*There will be a \$25 forfeit fee charged for a team failing to show up for a scheduled game without giving notice to the manager of the other team and the recreation coordinator by 3:30 p.m. on game day. All fines must be paid for before a team will be allowed to participate in the upcoming league, playoff, or MSF post-season tournament games.

10. If the whole league is cancelled due to poor weather, the games will be made up at the end of the league schedule, before playoffs. Listen to radio station KLGR 1490 AM for weather related announcements. We will try to have this announcement on by 4:00 p.m. If you do not hear an announcement on KLGR and you are still questioning the status of play due to weather, you may also contact the RACC at 507-644-2333 or Tim's cell phone at 507-380-7381 for information.
11. Children must be closely supervised by an adult not playing in the game. All spectators and players must remain in the gym area ONLY. If children are brought to the game unattended, the player and children may be asked to leave the building. Please honor this request for the safety of the children and the players.
12. It is expected that each player will play the game hard and very clean. SPORTSMANSHIP is the key for the league.
  - a) Flagrant fouls: called by the discretion of the officials, will result in a player being ejected from that game and the following game. A \$50 fine for "Unsportsman-like" behavior will be assessed.
  - b) **Technical Fouls**:
    1. **If a player receives 2 technical fouls in one game, that player will be ejected from that game and fined \$50.**
    2. **If a player receives 2 technical fouls in a season that player will be fined \$25. Each technical foul during the season (after 2) results in an ejection and a \$50 fine.**
    3. **If a team receives 3 technical fouls in one game, that team forfeits the game and fined \$50. After a team has totaled 3 technical fouls on the season, a \$25 fine will be administered, and \$25 for each technical thereafter.**

Notes: a) A team will automatically receive 2 points and the ball for any technical fouls issued—no free throws will be shot

b) All fines must be paid before the player is eligible to play in the following league, playoff, or MSF post-season tournament games.

13. For a player to be eligible to play in the Redwood Falls league post season tournament, or MSF post season tournament(s), they must be listed on a team roster and play in **2** league games.
14. The league champion, runner up, and playoff seeds will be determined by the regular season win/loss records for each team. In the case of a tie, the champion, runner up, and/or higher playoff seed will be determined based on head to head competition between the tied teams. If a tie still exists, the tie will be broke by determining the team who scored the most points during head-to-head competition. If there continues to be a tie, the tie will be broke by using the previous stated criteria with head-to-head competition versus the highest remaining seed. The final step will continue until the tie is broke.

Note: The home team during playoffs is the highest seed.