

MidAmerica Sports Center
Basketball League Rules
Men's Open & Men's "B"

I. Age Requirements/Eligibility

- A. Leagues will be organized by age and gender.
 - 1. Men's Open - Must be 19 or older
 - 2. Men's "B" – Must be 19 or older. Teams CANNOT have any ex-college players.
- B. Players must be on the original team roster submitted before league play begins in order to participate on a team. Players cannot be added once league play has started without prior approval of the League Administrator.
- C. "B" League Teams must consist of players that have NOT played College Basketball, Semi-Pro, Professional Basketball, etc. If it is determined that such players have played on "B" League teams, games they have participated in will be forfeits. The team may continue in the league without disqualified players.
- D. Players may only play on one team within the league.
- E. Any protest concerning player eligibility must be directed to the League Administrator **before the start of a game**. If the player is found to be ineligible, that player will not be allowed to play in the game or any future games in the league. Results from games that the player has played in without protest will remain intact.

II. Required Documentation

- A. The following must be submitted to League Administrator before beginning league play:
 - 1. Registration Form
 - 2. Complete Roster information with signatures. Players may not be added to the roster after league play begins without approval of the League Administrator.
 - 3. Entry fee paid in full.

III. Game Rules

- 1. Ball Size – Regulation
- 2. Goals will be set at 10 ft.
- 3. Free-throws will be shot from 15 ft. regulation distance.
- 4. Players will line up in the block on free-throws and may enter the lane on release of the ball.
- 5. 8 Minute Quarters – No Running Clock
- 6. 5 Minute Halftime
- 7. 3 Minute Overtime
- 8. 2 – 60 Second Timeouts per half – No Carryover
- 9. 1 Additional 60 Second Timeout for overtime. Unused timeouts from second half may be carried over to overtime period.
- 10. Pressing allowed at all times.
- 11. No Mercy Rule unless agreed upon by both coaches. If agreed upon, clock will run continuous except during timeouts.
- 12. Coaches or Team Representative should have roster information entered on official score sheet two minutes prior to scheduled start time.
- 13. Teams must supply their own jerseys/t-shirts. Must be of the same color with number on one side at a minimum.
- 14. Teams must have their own balls for warm-up. Game ball will be provided.
- 15. **Teams should be ready to begin play at the scheduled game time. A five-minute grace period will be allowed before the 6:30pm game only. When the five-minute grace period has expired, the game is considered a forfeit. Teams may begin a game with 4 players and play the first quarter with 4**

players. If the team does not have 4 players to begin the second quarter, the game will be a forfeit. NO EXCEPTIONS

16. In the case that a game runs past the next games scheduled start time, teams will be given a minimum of 5 minutes warm-up before their game.

IV. Coach / Player and Fan Behavior

- A. Coaches are responsible for their behavior, player's behavior and fan's behavior.
- B. Any coach or player receiving two technical fouls in a game, MUST leave the facility. The coach/player will not be permitted to participate in the next scheduled league game.
- C. Any coach or player ejected from two games during league play will not be allowed to continue in league play or be allowed in the facility.
- D. The League Administrator or Game Official has authority to escort unruly fans out of the facility.
- E. The League Administrator will at no time over rule the call of an official.

V. Uniforms, Balls, Game Administration

- A. Teams must have uniform tops with numbers on the back at a minimum. T-shirts with numbers will do.
- B. Teams must supply their own balls for warm-up. Game ball will be provided.
- C. Clock Keepers, Score Keepers and Officials are provided.

VI. League Standings

- A. League standings will be determined by Won/Loss record.
- B. Tie-Breakers
 - 1. In the case of a two-way tie, the first tie-breaker is head-to-head competition.
 - 2. If teams have not played during league play, the team with the total highest accumulated winning margin will be the higher seed. The most points credited for a win is +20, and for a loss -20.
 - 3. In the case of a three-way tie or more, the point system will be used to determine seeding.
 - 4. If there is still a tie using the established point system, seeding will be determined by a coin flip between the teams tied.
 - 5. Forfeits will result with a -20 point margin given to the forfeiting team and a +20 given to the winning team.

VII. Scheduling

- A. League Administration will, to the best of their ability, try to accommodate scheduling request. Any time or date request should be communicated before league play begins.
- B. Please realize that request made to change scheduling after it is published has an impact on many individuals. Changes requested after a schedule is posted cannot always be made.
- C. It is the responsibility of each team to know their schedule. Each team should appoint a designated individual to communicate with coaches and players. Schedules are posted within the facility and should be viewed each week. Schedules will also be posted on the MidAmerica Sports Center website at <http://www.midamericasportscenter.com>
- D. The primary method of communication is e-mail. Please make sure that your team's designated individual responsible for communicating to the team has submitted an e-mail address.
- E. Phone calls from each team's designated communicator are welcome. Please realize that communicating with multiple individuals within the league is impossible.