

**Wells Parks & Recreation  
Men's Basketball League  
Rules**

1. All players are playing at their own risk. Everyone is required to sign the Recreation release form / team roster before playing in the league.
2. All team members must be 18 years of age and out of High school. If a potential player is 18 & still in school, they cannot play until graduation. This player still must play the required number of games to be eligible for the tournament.
3. Rosters are due before the first game of the season. Players may be added to rosters up to ½ way through the regular season, after then the rosters are frozen, and no other players may be added. There is a minimum of 8 players and no maximum per team.
4. If team members are not available to fill out the roster prior to the first game/week of the season (i.e. on vacation) managers can print the player's name on the roster and the player can fill the rest in prior to their first game.
5. A player must have played at least half the season's games to be eligible for tournament play. Based on playing time kept in the game book.
6. Teams may replace an injured player who will not be returning to play for the remainder of the season or playoffs. The replacement player may be added prior to ½ way through the regular season and must play the required regular season number of games to be eligible for the tournament. If replaced, the injured player then forfeits the opportunity to return for that season.
7. All games are played at the Wells Elementary (&/or Jr. High) Gym(s); weather permitting.
8. Game Cancellations: All weather cancellations will try to be determined by 5:30pm by the Rec. Office. The Rec. will call or email the team manager. If no decision is made by 5:30pm then it will be determined on the court by the supervisor or the officials. If school is canceled, the building is closed, No basketball.
9. 5 v 5, teams will need a minimum of 4 players to start a game. The opposing team has a choice to play 5 v 4 or 4 v 4. This decision needs to be made at the start of the game and is final. If a team has less than 4 players at game time, they forfeit the game. A 5-minute grace period will be allowed to wait for late players.
10. Games will consist of two 22-minute halves with continuous running time until the last 2 minutes, this will be stop time. The official may stop the clock for a serious injury and/or time outs. Half time break length is 5 minutes or less - the discretion of the official based on time constraints with the game schedule.

11. Overtime: if a game is tied at the end of regulation there will be a 2-minute overtime (all stop time). If still tied after the overtime and the 2<sup>nd</sup> game is more than 15 minutes delayed, then the game will end in a tie. (Exception: during playoffs)

12. Timeouts: Each team is allowed 4 - 60 second timeouts for the game. Each team will get 1 additional timeout for each overtime period played.

13. Substitutions: All players must check in at the scorer's table before entering the game and can only enter during a dead ball.

14. Foul shots: Rebounders can move into the key when the ball is released from the shooter hands. Players line up at the top 3 spots on each side of the foul line, no one at the bottom box spot.

15. Fouls: After 5 fouls that player will be out of the game. During each half if a team commits 7 -9 fouls, then the opposing team will shoot 1 and 1; If 10 or more fouls then the opposing team will shoot 2 foul shots.

16. Player, managers, coaches, and fans are not allowed to argue with an official. The official's decision regarding play and discipline on the court is final. The official has the discretion to eject any player at any time due to inappropriate behavior or language.

17. **Technical Fouls:** A technical foul will result in the opposing team having 2 foul shots and possession of the ball. Hanging on the rim will result in a technical foul and the individual will be held responsible for any damages to the basket and backboard. A bench technical foul will go to the team captain unless player can be identified.

**1<sup>st</sup> technical foul - \$20.00 fine** to be paid before playing in the next game plus a player foul.

**2<sup>nd</sup> technical foul (in the same game) – \$40.00 fine** to be paid before playing the next game and will result in being ejected from the game plus a 1 game suspension

18. **If ejected** from a game that player must leave the school/park grounds, will be fined \$40.00 (to be paid before playing the next game), and they are suspended from the next game. If a player receives 2 game ejections, then they will not be able to participate in any further games for the remainder of the season. Exceptions will be under review from the supervisor & Rec administration.

19. Any threat or physical contact with an official, league supervisor, or another player will result in immediate dismissal from the league. Re-admittance into the league pending a review.

20. Playoffs: All teams make the playoffs; team record will determine playoff seeding. Games will be the same as regular season games (two 22-minute halves with stop time in the last 2 minutes)

21. If a playoff game is tied at the end of regulation there will be a 2-minute overtime (all stop time). If still tied another 2-minute overtime will be played. This will continue until there is a winner.

22. Teams wearing the same color game jersey: the home team has the option of wearing their team color; the away team needs to wear a different color.