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WMFC Adult Basketball League Information, Rules and Policies

(Revised 10-26-15)

1. TEAM REGISTRATION AND PLAYERS FEES

Teams can register for the league starting **November 2015** for the 2016 Winter League. Winter League will begin on **January 12, 2016** at **6:15 PM.** The **deadline** for team registration is **January 8, 2016**.

The league will play on Tuesday nights. If there are enough teams to warrant a second league it would play on Thursday night. Priority for which night a team is assigned to play on will be given to teams that have played in previous years and to the overall ability level of the team.

Player fee is $55 per player. Fees are non-refundable. Players may play on more than one league provided the leagues do not play each other. This will not be known until after all the teams have registered and schedules have been finalized.
New players, who are added to a team's roster after the season has begun, will pay the same amount as the other players on the same team. Any player that is added to a team's roster AFTER February 9, 2016 will pay half of their team's registration fee.

Players may not play in games until they have registered and paid. Failure to adhere to this rule may result in forfeiture of your team's game. Players may pay their fee anytime after their team registration fee has been paid.

2. PLAYER RELEASES

Players may elect to be released from their team and join another. They may not play for more than one team in one week. They must first initial the release on their team's official roster before signing up on another team's roster. If their new team's player fee is more than the team they are leaving they will have to make up the difference.

3. GAME TIMES

Games will begin at 6:15, 7:15, and 8:15 PM. Teams are expected to be ready 15 minutes **BEFORE** their game begins. Players may take the court 15 minutes before game time to warm-up.

4. PRESEASON PRACTICE

Monday nights from 6:00-8:00 PM Gym B is always set aside for drop in basketball. It is a great time to get your team into the gym and get some extra practice in. Cost is $2.00. The gym may also be rented during the week or on the weekends at the rate of $30.00 per hour, depending on availability.

5. LEAGUE STRUCTURE AND GAME CANCELLATION

Games called due to weather, or "Acts of God", will NOT be made up. Additional games over and above the promised 10 game season have already been worked into the game schedule to account for any cancellation that might become necessary. All team managers will be emailed a copy of the game schedule if we have the managers email address on file. Team managers are responsible for supplying an email address to the WMFC Recreation Director that can be used for all league communications. Players can pick up additional copies of schedules at the Center. League standings and player scoring will be posted weekly throughout the season.

6. LEAGUE POLICIES

Managers are responsible for making sure that team players are aware of and follow WMFC policies regarding use of the center and league play. The purpose of the basketball league is to provide fun, competition and recreation for ALL players. Inappropriate, abusive, or disrespectful behavior will NOT be tolerated. Those persons who display such behavior will be suspended from league play and use of the Center.

A. WMFC is not responsible for any valuables in the building. You may check valuables at the front desk if desired.

B. A dirty or wet gym floor poses a safety hazard and takes away from the enjoyment of the game. Please wipe your feet carefully on the floor mats outside the gym. Change your shoes in the lobby or locker room rather than in the gym. Please wear clean, non-marking soles. **NO FOOD, GUM OR DRINKS, (WITH THE EXCEPTION OF A WATER BOTTLE) IS ALLOWED IN THE GYM AT ANY TIME!**

C. There is no dunking or hanging on rims or nets at any time, including warm ups, during the games, practices, or other times. Violators will be suspended from the gym.

D. Smoking is prohibited inside the building or within 50 feet of any building entrance.

E. All spectators must remain in the stands during league play. In an effort to limit distractions and insure the correct stats for each game, spectators will be prohibited from communicating with game officials or statisticians during the game. Spectators that do not abide by this rule will be removed from the facility. **An adult, not involved in a basketball game, must supervise any young children that come as a part of the team.** Children cannot be on the court at any time during league play, including half times and time outs.

F. Spectators who are verbally abusive to players, referees, or other persons will be removed from the Center The referee has the right to delay or forfeit a game due to inappropriate actions of the spectators and/or players.

West Midland Family Center
Adult Basketball League Rules

National Federation of High School Association Rules will be used, with the following exceptions. All league concerns must be addressed to the WMFC League Commissioner.

1. Timing Regulations

a. Games will consist of two 18-minute halves, running time. Overtime periods will be 3 minutes.
b. The clock will be stopped only during shooting fouls (not bonus shots).
c. During the final two minutes of the second half (and the final one minute of overtime) the clock will stop for all fouls, infractions, etc. There will be a four-minute half time.
d. In the event that a team is ever behind more than 20 points during a game, the clock will not stop *unless* there is a shooting foul (not bonus shots). Once this rule is put into affect, it will apply even if the deficit is reduced to less than 20 points.

2. Game Time

Teams must have 5 registered players in order to begin a game. If a team does NOT have 5 registered players present within 10 minutes after scheduled game time, it will constitute a forfeit. In the event of an inevitable forfeit due to a team only having 4 players in attendance at game time, instead of forfeiting, a team may choose to recruit a substitute player who may pay an $8.00 sub fee to play in that night's game.

3. Substitute Players

- Substitute players must register at the WMFC front desk, pay the $8.00 fee, get a sub pass and present that sub pass to the head scorekeeper before they can be admitted into the game. In the event that a team has roster players that arrive late, the substitute player may continue to play for the entire evening. A sub pass is only good for the night that it is purchased for.
- In order for a player to join a team during the play-off games the player must have played on the team they wish to join for at least two non play-off games with that same team under the same name and number.

4. Time Outs

a. Each team has a total of four time-outs to use per game, consisting of one minute each. During time outs, the clock stops. One extra time out is granted per overtime period.
b. Any team member may call a time out by signaling the referee.

5. Uniforms

a. Each team MUST HAVE matching, identical, solid colored jerseys or shirts that are numbered front and back in large, legal numbers. Teams need to have their jerseys/shirts by the first game. Failure to have jerseys/shirts by the first game may result in a team having to forfeit each game until the team has the appropriate jerseys. In lieu of having a team forfeit a game for inappropriate jerseys, the scorekeeper may let a team play with inappropriate jerseys and assess a two-point penalty for each jersey that is miss-colored or has difficult to read numbers and/or suspend a player from entering the game.
b. The scorekeeper will have final jurisdiction as to if a player's uniform does or not conform to what is acceptable.
c. Legal numbers are those using digits 0-5 in single or double digits.
d. In the event both teams have the same color uniform the timekeeper will provide one team with WMFC All-star uniforms. This will be decided by a coin toss with the loser having to wear the All-star uniforms.
e. Referees have the right to forfeit a game in the event that the team uniforms make it impossible to conduct proper scoring and foul assessment.

6. Bonus Rule

a. The bonus (one-on-one) shooting rule goes into effect after a team accumulates its 6th personal foul in one half (on the 7th violation).
b. The clock will continue to run during the shooting of bonus free throws except during the last two minutes of the game, or the last minute of overtime.

7. Manager's Responsibilities

a. Managers are responsible for making sure that their team members are aware of, and adhere to league rules, policies, and schedules.
b. Managers are responsible for signing and submitting a proper team roster to the scorekeeper at least 10 minutes prior to the start of the game.
c. **A team's manager is the only person eligible to address an official during a game with a concern**.
d. Managers are responsible for controlling the conduct of their team and their team's spectators. They are held to an even higher standard than other players and are expected to conduct themselves as mature adults. Managers are expected to act in a calming manner during stressful situations. Managers who fail to act in this manner risk their managerial status, playing status and potentially their entire team's eligibility.
e. In the event that a manager is absent from the game, a designated player may be substituted. This player must identify himself to the officials prior to the start of the game, and sign the team roster as the manager.

8. Game Postponement

a. Games will be postponed or delayed only in the event of emergency, such as weather, etc.
b. The WMFC League Commissioner will make decisions of postponements and will notify the team managers by phone or email. Team managers are responsible for contacting their teammates.

9. Technical Fouls and Fighting

a. WMFC will NOT tolerate any obscene, offensive, dangerous, or illegal behavior by any participant. Any player who receives two technical fouls in one game will be immediately ejected from the game, and required to leave the facility.
b. Any individual involved in fighting or other unsportsmanlike conduct will be immediately ejected, and will be disqualified from playing in at least one of their following games.
c. The manager must check with the commissioner after the game to see if the offending player was ejected for unsportsmanlike conduct.
d. We do not shoot technical fouls. In the event of a technical foul, two points will be awarded to the opposing team and possession of the ball will be given to the opposing team.

10. Protest Situations

a. A disagreement with the interpretation of the rules must be brought to the official's attention immediately. Officials have sole control over the game when in session.
b. If disagreements cannot be resolved immediately, the scorekeeper will note any necessary facts at the time, and play will be resumed. If a team wishes to pursue an official protest, managers must provide the WMFC League Commissioner with a written summary of the protest within 24 hours of the game. Protests will be reviewed regarding interpretation of the rule.
c. Judgment calls are not protest able.

11. Referees

a. Referees are scheduled by the WMFC League Commissioner and have full authority over a game. Scorekeepers and timekeepers are also officials and are to be treated with the same respect.
b. The timekeeper has the authority to issue technical fouls on players, managers, spectators, and team benches.

c. In the case of disorderly conduct by a player or fan, officials have the right to remove the offender from the gym. WMFC will not tolerate the behavior of one individual that ruins the program for others.
d. Comments regarding officials should be made only to the WMFC League Commissioner in person.

12. Players and Substitutions

a. A minimum of 5 legal players is needed to begin the game, although a team may legally play with less than five players. (For example, one of five players on the team fouls out or is injured, the game may continue with four players.) **Under no circumstances may a player play until he has registered and paid.** (Refer to new sub pass policy under #2.)
b. **Players must check in with the scorekeeper before they enter the game** except at the start, the half, and after official time-outs.
c. Players who fail to report to the scorekeeper prior to entering the game will be handled by 1) a warning to the entire team, and then 2) a team technical assessed by the timekeeper with two points being awarded to the opposing team and the possession of the ball going to the opposing team.

13. Forfeits

a. Any team not having 5 players ready and able to begin a game within 10 minutes after the scheduled game time will be awarded a "forfeit" with the win going to the opposing team, unless the sub pass is used. Refer to new sub pass policy under #2.
b. Any team forfeiting two games due to not having 5 players at the start of a game may be suspended from further league play. The manager may appeal to the League Commissioner and the commissioner may or may not allow the team to play again, possibly with recruitment conditions.

14. Power of God

a. The referees, cooperatively with the scorekeeper and timekeeper, have the authority to make any decision or ruling that is in the best interest of the game, league, Center or program. No protest will be allowed in this circumstance. This rule is to be used ***judiciously and sparingly.***

IMPORTANT DATES TO REMEMBER:

Registration Deadline	January 8, 2016
First Game Starts	January 12, 2016
League Ends	March 15, 2016
Make Up Game Date	March 22, 2016