

Manager's Duties

1. Make sure you have a full team and at least one reserve for every game.
2. Manager must handle any dispute. Do not let one of your players face an ejection by arguing a call.
3. Managers are responsible for taking charge of your team's and your spectator's conduct. Abusive language, improper drinking, litter and other irresponsible acts will not be tolerated.
4. Any schedule information, changes or other league information will be sent to managers via email. Make sure league director has your current email address. It is the manager's responsibility to pass along any league information to your players.
5. Know the rules. Tell your players the rules. This will help the game run smoothly and help your team concentrate on playing.

Eligibility and Rosters

1. Minimum age for players is 18.
2. The maximum number of rostered players is 12.
3. A team roster is required on file with Woodbury Parks and Recreation before your first game. Team rosters are turned in through the league website, www.teamsideline.com/woodburymn. Instructions will be provided to manager in the league welcome email. **Players are ineligible to play in a game until they have been added to your roster.**
4. Players may not play or be rostered on 2 teams in same league.
5. The last time on which roster changes can be made is before the 5th game of the regular season.

Equipment and Apparel

- 1) **Game ball:** Each team is **REQUIRED** to provide an official men's sized (29 inch) basketball for each game. If teams cannot agree on which game ball to use, each team's ball will be used for one half.
- 2) **Jerseys:** Each team member is **REQUIRED** to have same color shirt or jersey with number on it.
 - a) No duplicate numbers.
 - b) Legible printed numbers or handwritten with permanent marker; taped numbers are not allowed.

Late Arrivals and Forfeits

1. Games start at scheduled time (no grace period). Game times need to stay on schedule.
2. Teams can start and finish games with 4 players.
3. A forfeit is declared if a team has 3 or fewer players at game time.
4. A team must notify league director 24 hours in advance to forfeit.
5. A team, which forfeits 2 games during the season, will be removed from the league without a refund.

Scorekeeper and Official Score

- a) The league will provide a scorekeeper.
- b) Managers or a team representative must fill out the scorebook at the score table prior to each game. Players' first and last name along with the jersey number shall be entered into the scorebook.
 - i) Only players who are present shall be listed in the scorebook at the beginning of regulations.
 - ii) Players arriving late may be added to the scorebook without penalty.
 - iii) Players may not enter the game until they've been entered into the scorebook.
- c) The running scorebook (kept at the scorer's table) will be the official score and foul count.
- d) Teams are encouraged to closely monitor the scoreboard and keep their own scorebook.
- e) Teams shall alert the officials immediately if any errors occur.
 - i) If a team alerts the official to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout.
- f) The scorekeeper will not keep track of individual statistics.
- g) In the event of a scorekeeper no show, please have each team supply a player to run the scorebook/scoreboard for each half.

Playing Rules

State High School League rules will be played with the following exceptions:

- 1) **Players:** Games are played 5-on-5. Teams can start and finish games with 4 players. Teams must have at least 4 players on the court to play or a forfeit is declared.
- 2) **Game time:** Games begin promptly at scheduled start time. Two 22-minute running time halves (3-minute halftime).
- 3) **Running clock:** The game clock will be running time except when:
 - a) A timeout is called.
 - b) An injury occurs that requires stoppage of the game for longer than a normal stoppage (this is up to the officials' judgement).
- 4) **Timeouts:** Each team is allowed two 1-minute timeouts per half. Unused timeouts do not carry over between halves or overtime. There are no allotted timeouts in overtime.
- 5) **Overtime:** If a game is tied at the end of regulation, a 2-minute overtime will be played with running time. The first team to score 4 points or is leading after 2-minutes wins. If the score is still tied at the end of overtime, the game will end in a tie for league standings.

Fouls:

- a) **Personal fouls:** If a player is assessed 5 personal fouls they be removed from the game (fouled out).
- b) **Technical foul:** Any infraction of the rules penalized as a foul which does not involve physical contact during the course of play between opposing players on the court or is a foul by a non-player. The most common technical foul is for unsportsmanlike conduct.
 - o A player assessed 2 technical fouls will be removed from the current game and will be suspended a minimum of 1 additional game.
 - o Technical fouls count as personal and team fouls (free throws awarded noted below).
 - o Any player dunking or hanging on net will be assessed a technical foul and ejected from the game.

- c) **Flagrant foul:** A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves but is not limited to violent contact such as striking, kicking, kneeling or an attempt to injure. (NFHS 4-19-4).
 - o A player assessed 1 flagrant foul will be removed from the current game and will be suspended a minimum of 1 additional game.
 - o A flagrant foul will also count as a technical foul.

Free Throws:

- a) **Single bonus:** A 1-and-1 free throw is awarded on the 7th team foul in a half. The first free throw must be made in order to get a second free throw.
- b) **Double bonus:** Two free throws are awarded on the 10th team foul and any subsequent fouls in a half.
- c) **Technical foul:** Two free throw shots and possession of the ball at mid-court.
- d) **Flagrant foul:** Two free throw shots and possession of the ball at mid-court. Players may enter the lane once the ball leaves the shooter's hand (on the release).

6) **No Dunking:**

- a) Absolutely **NO DUNKING** allowed before, during or after the game; this includes hanging on the net.
- b) Automatic player ejection and team will be assessed a technical foul.
- c) Player is responsible for any damage that occurred and will be suspended until resolved.

7) **Pressing:** Pressing will not be allowed at any time for a team that is ahead by 25 points or more.

Team Conduct

The Woodbury Parks and Recreation adult basketball league is a municipal recreation program that aims to create a welcoming environment for all players. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his conduct. Respect yourself and others.

1) The following actions may result in a technical foul

- a) Use of profanity
- b) Complaining about or questioning an official's call by a non-team captain.
- c) Persistent complaint about judgment calls by any player (including captains).
- d) Abusive or profane language by a spectator (team technical shall be assessed).

2) The following actions shall result in a technical foul, double technical (ejection) or flagrant foul.

- a) Use of profanity toward an official or an opposing player.
- b) Making a comment that is personal in nature to or about an official or opposing player.
- c) Any attempt to "bait," taunt or otherwise instigate an opponent.
- d) Any attempt to physically intimidate an opponent or official.

3) Any physical contact with an official will result in ejection from the league and notification of authorities.

4) The officials' jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul or ejection.

5) Alcohol and tobacco are not permitted to be onsite.

- 6) **Fighting:** Immediate ejected from the game and suspended from the league for the remainder of the season. Entire team removed from the league without league fee refunded (league director discretion).

Blood Rule

A player who is bleeding or has an open wound shall be prohibited from participating until the bleeding is stopped and the wound is covered. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. If excessive time is involved, the re-entry rule would apply. **All teams should carry their own first aid kit with them during each game.**

Children

Children are not allowed unless a *non-playing adult actively supervises* the child while you are playing.

Facility Rules

Alcohol, tobacco or vaping is not permitted to be onsite, including the parking lot.

Inclement Weather

- 1) Call weather hotline number after 4:30 p.m. at 651-714-3569.
- 2) Games will be made up whenever possible and based on the availability of officials and gym space.

Standings and Tiebreakers

- 1) Standings and schedule available on www.teamsideline.com/woodburymn
- 2) Final standings and tiebreakers:
 - a) Points earned (**Win** = 2 points, **Tie** = 1 point, **Loss** = 0 points)
 - b) If tied, head-to-head record
 - c) If tied, total point differential in head-to-head games
 - d) If tied, total point differential in regular season games
 - e) If tied, total points for in regular season games
 - f) If tied, total points against in regular season games
 - g) If tied, coin flip
- 3) Playoff champion and runner-up will receive trophies.

Insurance

Be aware that there are inherent risks to playing the game of basketball. Injuries may occur due to collisions with other players, running into a wall or bench, etc. The City of Woodbury does not provide insurance for the participants of our leagues. Each player as a result of participation in the leagues assumes all liability and risk of injury. It is strongly suggested that each player obtains medical and liability insurance prior to participating in the league.

Woodbury Parks and Recreation reserves the right to change or add rules for the betterment of all.
