

Adult 5-Player Basketball League 2020 Rules and Regulations

- I. **GAME RULES:** The same playing rules as those used by the Minnesota State High School League will be followed, except as specifically altered herein.
- A. Games must be played in approximately one hour with the time limitation as follows: Game length will be two 20-minute halves, running time except for the last two minutes of each half. There will be a five-minute half-time intermission.
 - B. If a game goes into overtime, a regulation three-minute extra period (stop time) will be played, followed by sudden death if the score is still tied at the end of the first extra period. The first team to lead by two points in the sudden death shall be declared the winner. All overtime period will begin with a jump ball.
 - C. Each team is allowed two time-outs of one-minute duration each half, in a regulation game. Teams are entitled to one time-out during each extra period. Unused time-outs are not carried over to overtime.
 - D. Teams cannot start a game with less than four players. If enough players are not on the floor by the scheduled game time, it is an automatic forfeit. Official time is on the school clock. Officials and game supervisors will determine if a player's condition and proper dress will enable them to participate in the game.
 - E. Players cannot foul out during a game if a team has only five or fewer players. In this situation, on the sixth and all successive personal fouls by that individual, the fouled player will shoot two free throws followed by possession at mid-court. In those cases where a team has six or more players and multiple players foul out to reduce their number to four, one fouled out player may return to give them five players but no substitutes will be allowed.
 - F. Protests are not accepted. This is a recreational league and the goal is to have a good time.
 - G. In the event that a team does not have enough players to start the game, the officials will work a "pickup" game if the players are interested.
 - H. The game official must touch the ball on all pass-ins in the frontcourt except after a basket is made. On backcourt violations, the officials will only touch the ball on a foul. On other turnovers, i.e., traveling, double dribble, etc., the defensive team may simply pick up the ball and pass it in from the nearest out-of-bounds point.
 - I. Team players must have a like colored and unique numbered team uniform. Players having a number, but not a like color, will be assessed a technical foul. Players having neither a number nor a like color will be assessed two technical fouls. The officials will determine if a team may play as "skins."
 - J. The Alternating Possession rule will be used on all jump ball situations except the start of the game and the start of any overtime periods.
 - K. On Free Throws, players will be permitted to enter the lane once the shooter has released the ball.
- II. **ROSTERS**
- A. Complete names, addresses, and phone numbers are needed on your team's OFFICIAL ROSTER FORM. An official team roster must be submitted by your first league game to Recreation Services. Failure to submit an official roster before your second league game will make your team ineligible and will cause you to forfeit the game. Additional names on roster may be added anytime during the season by 4:30 p.m. on game day. Additions to the roster can be made only by the manager or by the player themselves.
 - B. Team roster consists of up to 15 players maximum.
 - C. To participate, players must be 18 years or older, and out of high school.

III. CONDUCT OF TEAMS

- A. The following incidents will be assessed a \$20 per violation fee:
- Unannounced Forfeit – forfeit must be reported to jizquierdo@eminnetonka.com by 3 p.m. the day of game.
 - Player Ejection
 - Unrostered Player
- B. The conduct of teams playing in this program must be above reproach. Managers must set examples to their players of fair play and sportsmanship. Profanity on or off the floor will not be tolerated.
- C. A player disqualified for a flagrant foul, an unsportsmanlike act, or two technical fouls in a game will not be allowed to participate in the next game his team plays. A second ejection from a game will result in the suspension of the player for the remainder of the season.
- D. All technical fouls will count towards an individual's personal foul total.
- E. Players who are disrespectful when addressing the officials or gesture in such a manner as to indicate resentment, or use profanity directed toward the official, will be assessed a technical foul and will be ejected from the game. In these cases, it is not necessary to receive a second technical foul before ejection.
- F. **Players attempting to dunk the ball will cause their team to receive a technical foul and will be expelled from the game. Liability for any damage done will fall on the team as well as the individual. This rule will also be enforced during any pre-game warm-up or post game activity.**
- G. The Hopkins-Minnetonka Player Code of Conduct is as follows: "At no time shall a player or spectator lay a hand upon, shove, strike, use abusive language, or threaten an official of the Hopkins-Minnetonka Recreation in the gym, locker room, hallways, parking lot or other. In case of such incidents, the person in question shall be suspended for a period of time determined by the league manager. The maximum penalty by the league shall be suspension from local play for life."
- H. Teams shall not bounce or pass basketballs in any other part of the building except on the gym floors.
- I. Waiting teams must not shoot at the side baskets or set foot on the playing area of the floor until the game preceding theirs is entirely over.
- J. It is the manager's responsibility to contact his players so that he has the proper number there, on time, for each game. A forfeit is usually caused by poor contact with players.
- K. The Hopkins School District has adopted a smoke-free policy. No tobacco of any kind will be allowed on school property. Players should not bring in bags of food or beverages as it only leads to trouble with the custodians
- L. Participants in the late game are asked to leave the building as soon as possible after the completion of their game since the custodian must clean up after you leave.
- M. The 5-Player basketball program is for adults only. Participants are asked to leave young children at home. The program is not set up to accommodate children.