

# Adult Basketball League Rulebook

The following rules and regulations, as well as those listed in the Southern California Municipal Athletic Federation (SCMAF) Rule Book, will govern all teams and games in the Santa Fe Springs Basketball League. A copy of the SCMAF rulebook is available upon request to the Adult Sports League Director.

**IMPORTANT:** Any rule or situation not covered in this rulebook or the SCMAF rulebook will be handled at the discretion of the referee and/or the league director.

**CONTACT:** For more information or questions regarding Adult Basketball Leagues, please contact Program Leader III Raylene Cosio at (562) 948-1986 raylenecosio@santafesprings.org

**WEBSITE:** [www.santafesprings.org/sports](http://www.santafesprings.org/sports)

Topic	Rule	No.
<b>Add/Drop Players</b>	After a roster has been submitted, you must use an <b>official add/drop form</b> to edit your roster. <b><u>The last game to add/drop players is the sixth (6) game of the season.</u></b> Names must be submitted via the sports website at <a href="http://www.santafesprings.org/sports">www.santafesprings.org/sports</a> or on the add/drop form no later than 5:00 p.m. the day before the next game. Add/drop forms can be picked up from the Activity Center, located at 11155 Charlesworth Rd. A team can fax an add/drop form to (562) 801-0391, scan and email it to <a href="mailto:raylenecosio@santafesprings.org">raylenecosio@santafesprings.org</a> , or drop it off in-person at the Activity Center. <b>NO EXCEPTIONS WILL BE MADE.</b>	102
<b>Administration</b>	The administrative duties and final authority shall be vested in the Parks and Recreation Services Division of the City of Santa Fe Springs, whose responsibility is to set forth and maintain such rules and regulations as are necessary to govern the competitive recreation league. The duties shall include, but are not limited to: To settle disputes and define rules as set forth in these articles and in the SCMAF Basketball Rule Book, rule on protests, and take appropriate action on all problems that may arise from competition among members of the league.	103
<b>Age Requirements</b>	All players must be 18 years of age. <b>NO EXCEPTIONS.</b>	104

Topic	Rule	No.
<b>Alcohol</b>	<b>NO ALCOHOLIC BEVERAGES ALLOWED!</b> § 130.04.B.16 prohibits anyone to possess, exhibit, transport or drink any alcoholic or intoxicating beverage on any Santa Fe Springs public park or in any city facility without a permit. If a team or team spectator is in violation of this rule, the team may have their game(s) forfeited and may be subject to expulsion from the League with no refund. Teams/individuals may also be referred to law enforcement. Players may not arrive to any game under the influence of alcohol.	105
<b>Altercations</b>	The Parks and Recreation Services Division will not tolerate anyone instigating or participating in any hostile acts (physical, verbal, or otherwise) towards players, officials or recreation staff. The length of suspension will be determined by the league director based on the official's recollection of the events. There will be no protests accepted for a game in which a fight has occurred. Officials may end any game in which an altercation or unsportsmanlike conduct occurs by either players or spectators early and declare it to be forfeited by either or both teams.	122
<b>Attendance</b>	<b>Attendance is tracked through sign in sheets only.</b> A player must sign in to be considered present. Scorebooks will not be used to track attendance, signature must be present on the sign in sheet. Players must be signed into the official sign in sheet prior to any game activity. In the event of a forfeit, no attendance will be given to the forfeiting team. However, the opposing team will have each rostered player counted as being present for the sake of attendance tracking. <b>Each player must sign in for themselves.</b>	106
<b>Ball</b>	The Parks and Recreation Services Division will provide the game ball for each game. An official game ball is 29.5 inches in diameter and shall be inflated to the proper PSI as listed on the ball. The city issued ball will be used unless a substitute ball is agreed upon by both team managers, referee, and city staff. There shall be no protests regarding the use of a substitute game ball so long as all parties listed above agreed to the use of said ball at the start of play. The City reserves the right to change the type of ball used at any time.	107
<b>Blood/Bodily Fluids</b>	A player, coach, or official who is (1) bleeding, (2) who has an open wound, or (3) has blood on his/her body or clothing shall be prohibited from participating further in the game, until appropriate treatment has been administered. If first aid is required for a player, the player must be removed from the game, unless treatment can be administered in a reasonable amount of time.	112

Topic	Rule	No.
<b>Cancellations</b> (also postponements)	Any game postponed will be made up at date and time set by the league director. While every attempt will be made to accommodate teams, rescheduled games may take place on any day of the week, and at any time due to the needs of the league. The league director reserves the right to cancel any game in the event that rescheduling said game is not conducive to league or facility scheduling. Games may be cancelled at any time, including up to and during the game. Cancellations are also noted on the sports website. There are NO REFUNDS for games that have been cancelled and are not rescheduled.	113
<b>Child</b> (Supervision)	Children must be supervised at all times. Children may NOT be on the player benches at any time. Children in the facility or seated on the bleachers must be supervised by an adult who is not participating in the game at all times.	114
<b>Code of Conduct</b>	<p>The Players' Code of Conduct is governed by SCMAF and the City of Santa Fe Springs Basketball League. Procedures covering its use and implementation and any penalties necessary are the responsibility of SCMAF and the City of Santa Fe Springs. Player's Code of Conduct applies before, during, and after games.</p> <p><b>1. Violation of the following provisions of the Player's Code of Conduct</b> shall warrant a minimum of a warning, and a maximum of disqualification from further play, at the discretion of the game official.</p> <ul style="list-style-type: none"> <li>a. The manager of each team is responsible for the conduct of his/her team, and may be held accountable for such. Any penalty assessed to any player will also apply to the team manager at the discretion of the league director.</li> <li>b. NO PARTICIPANT shall disrespectfully address any game official, or gesture to a game official in any way, which indicates resentment.</li> <li>c. NO PARTICIPANT shall heap personal, verbal abuse upon any game official for any reason.</li> <li>d. NO PARTICIPANT shall use profane or obscene language at any time. Agencies may set specific guidelines for the tolerance level of profane language, however the game official is authorized to curb the use of any such language as he/she deems inappropriate.</li> <li>e. NO PARTICIPANT shall "bait" or "taunt" an opponent, or engage in "trash talk" meant to embarrass, demean, or ridicule an opponent.</li> <li>f. NO PARTICIPANT shall be guilty of excessively rough tactics during play upon the person of another player.</li> <li>g. NO PARTICIPANT shall be guilty of excessively swinging their arms and/or elbows, regardless of whether or not contact with an opponent occurs.</li> <li>h. NO PARTICIPANT shall, while not actively involved in the game, address a game official regarding any matter associated with the game. All players and</li> </ul>	116

Topic	Rule	No.
	<p>game official regarding any matter associated with the game. All players and coaches not actively involved in the game shall be seated on their team bench.</p> <p>i. Only rostered players should remain on the team bench. All others should view the game from the spectator area.</p> <p>j. Coaching rule- The SCMAF Coaching Rule is subject to enforcement upon officials discretion or when coach receives first technical foul. The coaches' box shall be limited to the length of the bench except to substitute a player; to signal players to request a time out; to react to an outstanding play, to replace a disqualified or injured player; to attend to an injured player when beckoned onto the court by an official; or to rise during a time out or intermission between quarters and extra periods. If ejected from the game with two direct technical fouls the coach must sit out the next scheduled game. Only two coaches are allowed on the team bench.</p> <p>k. Only the head coach should confer with any game official regarding any decision made. Any other player may be ejected for doing so. This conference may be requested at the first dead ball period following the decision in question.</p> <p><b>2. Violation of the following provisions of the Player's Code of Conduct</b> shall warrant a minimum of a technical foul, and a maximum of disqualification from further play, at the discretion of the game official.</p> <p>a. NO PARTICIPANT shall lift another teammate or climb onto another teammate for the purpose of gaining a height advantage.</p> <p>b. NO PARTICIPANT shall forcibly throw the ball to the floor in response to any perceived wrong call, decision, error, or misplay.</p> <p>c. NO PARTICIPANT shall intentionally and/or flagrantly initiate contact with an opponent when the ball is dead.</p> <p>d. NO PARTICIPANT shall incite, or attempt tpincite, spectators, or other players to</p>	

Topic	Rule	No.
	<p>actively dispute or negatively respond to the decision of any game official.</p> <p><b>3. Violation of the following provisions of the Player's Code of Conduct</b> shall warrant a minimum of player disqualification from further play, and a maximum of a game forfeit by the offending team, at the discretion of the game official.</p> <p>a. NO PARTICIPANT shall at any time lay a hand upon, push, shove, strike, or threaten to strike an official.</p> <p>b. NO PARTICIPANT shall be guilty of fighting, or physical attack as an aggressor, with another player.</p> <p>c. NO PARTICIPANT not actively involved in the game shall leave the bench to engage in fighting or physical confrontation.</p> <p>d. NO PARTICIPANT shall appear for any game in an intoxicated condition, or under the influence of illegal drugs.</p> <p>NOTE - THE PENALTIES LISTED ABOVE APPLY BEFORE, DURING, AND IMMEDIATELY AFTER THE GAME, AND DO NOT INCLUDE ANY ADDITIONAL PENALTIES, AS MAY BE ASSESSED BY THE HOSTING AGENCY, ACCORDING TO THEIR LAWS, RULES, REGULATIONS OR BY-LAWS.</p> <p>ii. <i>Example: If a player is ejected from a game he will be suspended from the next game. Therefore, the manager will be suspended that game also.)</i></p> <p>iii. There will be ZERO TOLERANCE for the use of VULGAR LANGUAGE in any way.</p>	

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**Compensation (Player)** No player may be compensated for play.

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Topic	Rule	No.
Ejection (also Suspension)	<p>An ejected player will be suspended for the remainder of that game and must leave the facility (park grounds, sidewalks, parking lots, etc.). In addition, the player will be suspended for a minimum of seven (7) days from participation in any other adult sport league provided by the City of Santa Fe Springs. <i>For example, if a player gets ejected from a game on Tuesday, he/she may not play on another team on Thursday.</i> (Depending on the player's actions, suspensions for additional games/seasons may result). A player may be suspended for actions before/during/after a game by the league director even if not ejected.</p> <p><b>MANAGER RESPONSIBILITY:</b> If a player is ejected or suspended, the manager shall suffer the same consequence at the discretion of the league director. <i>Example:</i> If a player is ejected and suspended the following week, the manager will also be suspended for the following week.</p>	120

Fees & Payments	<p>The current league fee is \$560.00 and includes all costs associated with the league, including playoffs and umpire fees.</p> <ol style="list-style-type: none"> <li>a. The full deposit amount of \$280.00 required for the league must be fully paid prior to the commencement of Game 1. The remaining balance must be fully paid prior to the commencement of Game 3.</li> <li>b. Failure to pay league fees by these deadlines will result in an automatic forfeit.</li> <li>c. Checks should be made payable to the "City of Santa Fe Springs".</li> <li>d. Entry fees are non-refundable except in the event that the league is canceled by action of the City of Santa Fe Springs Parks and Recreation Services Division.</li> <li>e. <b>Any late registration or payment will incur a \$25 late payment fee.</b></li> </ol>	121
	<p><u><i>In the event any fees are unpaid by the due date, the following procedure will go into effect:</i></u></p> <ol style="list-style-type: none"> <li>a. The team will incur a \$25.00 late charge. The remaining balance and the late charge must be paid off before the team's next game.</li> <li>b. If the above fees are not paid off by the next game, the team will not be permitted on the field and will be charged a \$25.00 forfeit fee, if applicable.</li> <li>c. If by the start of the 2nd game following the due date the fees have still not been paid, the team will be removed from the schedule, assessed a \$25.00 forfeit fee for each remaining game.</li> <li>d. Managers who become delinquent on payments will not be permitted to register for any other program with the City until all fees have been paid in full. Late or missed payments may be sent to a licensed collections agency at any time.</li> </ol>	

Topic	Rule	No.
<b>Forfeits</b>	Any team who forfeits a game will incur a \$25 forfeit fee after the second forfeited game. This fee will either be charged automatically to the credit card on file or must be paid prior to the following week's game. Any teams who does not pay this fee by this fee by the following week will be automatically removed from the schedule and be charged a forfeit fee for any remaining games.	
<b>Footwear</b>	Players must wear appropriate closed toed athletic shoes. What constitutes as appropriate game footwear will be up to the discretion of the referee and Parks and Recreation staff.	115
<b>Free Throw Rebound</b>	Players may enter the key as soon as the ball is released from the player's hands.	
<b>Identification (Player)</b>	Any player questioned to his/her age or identity (playing underage or under an assumed or inaccurate name) must show a picture identification to city staff member supervising the game at the time of questioning. Game time will not stop during the checking of identification. No exceptions will be made for lack of possessing proper identification. Any team using an ineligible player will have that said player removed from the game. If this were to occur during a playoff game, the playoff game will be forfeited. All players must have photo identification at each game. Any players not furnishing photo identification acceptable to City staff will not be able to play. Acceptable identification is driver's license, College I.D. (if birthdate is provided), California I.D. or an employment I.D. with photo. <b>Any team found guilty of using an ineligible player during playoffs will forfeit their playoff game.</b>	123
<b>Illegal Substances</b>	The use of illegal substances is prohibited on park grounds or in city facilities. If a team or team spectator is in violation of this rule, the team may have their game(s) forfeited and may be subject to expulsion from the league with no refund. Teams/individuals may also be referred to law enforcement. Players may not arrive to any game under the influence of an illegal substance. City staff may determine if one is under the influence.	124

<b>Topic</b>	<b>Rule</b>	<b>No.</b>
<b>Jewelry</b>	All jewelry must be removed from one's body prior to entering the game. NO EXCEPTIONS.	125
<b>League Director</b>	An assigned City staff member who manages the sports program. "League Director", "Adult Sports Director", "Sports Coordinator", and other similar titles are synonymous for this individual. Contact information for the League Director is listed at the top of this document.	126
<b>League Format</b>	The format of the league will vary depending upon the number of teams registered. The Parks and Recreation Services Division may choose to continue a league with any number of teams and no minimum number of teams is guaranteed. Please download the league format options from <a href="http://www.santafesprings.org/sports">www.santafesprings.org/sports</a> .	127
<b>Liability Waiver</b>	All players release the league from liability per the terms and conditions listed on the sign in sheet.	128
<b>Lineups</b>	Five minutes before game time the official scorekeeper shall be supplied with the entire lineup, including numbers. Note: Starting players should be indicated and all should be eligible players.	
<b>Location</b>	Santa Fe Springs Activity Center, 11155 Charlesworth Road., Santa Fe Springs, CA 90670	129
<b>Loitering</b>	Players must leave the playing area immediately after each game.	130
<b>Manager</b>	Each team is responsible to have a team manager. Should the manager change, the team must report the change to the League Director before the next game. The team manager is responsible for registration, fees, rosters, player conduct, and all other aspects of the individual team. A team manager will be held responsible for the full registration fee, regardless of his team's status or ability to play.	131
<b>Mercy</b>	There is no mercy rule in effect .	132
<b>Minimum Number of Players</b>	A team may play an entire game with four or less players, although to start a game must have at least four players. A team with two or less players is an automatic forfeit.	133
<b>Music</b> (also radios, boombox, tailgaters)	No loud radios or distracting sounds from benches or surrounding areas. Music containing obscene words or phrases is prohibited. City staff reserve the right to reduce volume or turn off any noise making device.	134



Topic	Rule	No.
<b>Penalties</b>	Violation of league rules, code of conduct violations, or other infractions deemed prohibited by the referee or League Director shall be subject to penalties. In the event of violations, the referee may choose to eject any player from the field at his or her discretion. The League Director determines additional penalties, if any, after the ejection has taken place and has the final decision on all protests and/or grievances arising out of ejections, suspensions, and expulsions.	137
<b>Personal &amp; Technical Foul Rules</b>	Upon receipt of six (6) fouls (personal and technical combined (if applicable) during a game, said player shall be disqualified from further play in that game. If a player receives one (1) technical, he will have to sit out for five minutes. If a player is ejected from the game and/or receives two technical fouls, he will be automatically disqualified from the game and must leave the gymnasium. This is considered an ejection and the policies/procedures listed in the "Ejections" section of this rulebook shall apply.	
<b>Player Eligibility</b>	Players may only be rostered on one team per division. Players who are delinquent in payments to the City are not permitted to play in the league. Please see "Identification" for other eligibility requirements. Any game played with an ineligible player, said player will be removed. If this were to occur during a playoff game, the game will be forfeited.	141
<b>Player Protection</b>	Players may wear face masks and/or seeing goggles for protection.	142
<b>Playoff Eligibility</b>	In order to be eligible for playoffs, a player must sign in for a minimum of 3 games. Whether the season consists of 8,9 or 10 games, the minimum requirement for playoffs is 3 games signed in via our sign in sheet. <b>Each player must sign in for themselves.</b>	143
<b>Playoff Format</b>	<i>See league format</i>	

Topic	Rule	No.
<b>Protests</b>	<p>a. Protests may only be made on an official’s interpretation of the rules. Whenever possible, protest situations should be resolved at the time of the incident. If any official protest is necessary, the protesting team manager must inform the official scorer and officials, who in turn inform everyone involved, that the remainder of the game is being played under protest. This must be done at the time of the alleged infraction or misinterpretation of the rules.</p> <p>b. Protesting an ineligible player should be done at the beginning of the game or when the player enters the game. At that point the manager should report to the official and request the game be played under protested due to an ineligible player. Once the protest is made the official will notify the scorekeeper, the scorekeeper will then note the time, players name and all other information that is necessary in the official game book. The game will continue to be played under protest with all of the players that have signed the sign in sheet.</p> <p>c. A written protest, stating all of the conditions or circumstances concerned must be turned in to Diana Armendariz, Program Coordinator, at the Activity Center Front Desk or Town Center Hall within 48 hours after the game in question was played.</p> <p>d. <b>Any player caught signing in for another player who is not present or signing in and playing for a player who is not present to obtain playoff eligibility will be automatically removed from that said game and no eligibility will be given to either player. If this occurs during a playoff game, the game will be automatically forfeited, no exceptions.</b></p>	144
<b>Referees</b>	Officials shall be assigned by the Parks and Recreation Services Division. All referee assignments are final.	159
<b>Refunds</b>	See <i>Fees and Payments</i>	146
<b>Rims</b>	Absolutely no hanging on the rims! If you bend or break a rim or the backboard, your team will be billed for the cost (approximately \$1,000.00)	
<b>Rosters</b>	Rosters are due to the league prior to Game 1. Attendance is not accrued until a roster has been submitted. Rosters can be downloaded from the SFS sports website.	147

Topic	Rule	No.
<b>Scheduling</b>	Games are typically scheduled at 7:30 p.m., 8:30 p.m., and 9:30 p.m. In the event of a league that requires only 2 games, the League Director may assign any game times during that time period. Teams may be scheduled to play at any time and no minimum or maximum number of games is guaranteed at any specific time. Due to an odd number of time slots, the breakdown of schedule times may vary between teams. All schedules are posted on the SFS Sports website and it is the responsibility of the manger to check this website for up-to-date information.	149
<b>SCMAF (Southern California Municipal Athletic Federation)</b>	All games shall be played under the current Southern California Municipal Athletic Federation (SCMAF) rules except where City of Santa Fe Springs basketball rules and regulations supersede SCMAF Rules.	150
<b>Scorekeeper</b>	Scorekeepers are City of Santa Fe Springs Parks and Recreation employees. These individuals are responsible for enforcing city rules and policies and is in charge of the facility. The official scorekeeper's score is the final score. In the absence of an official scorekeeper, the referee's score is final.	151
<b>Sign In</b>	All players must sign in on the provided sign in sheet and waiver each game.	152
<b>Smoking (also vaping)</b>	Smoking/vaping is prohibited at all facilities.	153
<b>Substitutes (alternate players)</b>	<p>In the event a team does not have the required four (4) players, they may use rostered players from other teams in the league to fill vacancies until the team reaches four (5) players.</p> <ul style="list-style-type: none"> <li>a. This may only be done in the absence of rostered players from that game.</li> <li>b. A stand in player must relinquish his or her spot to a rostered player in the event a rostered player arrives.</li> <li>c. No stand-in player may be used when there are already four (4) or more rostered players present.</li> <li>d. Stand in players may only be used with the consent of the opposing team's manager. The opposing team's manager reserves the right to require the team without enough rostered players present to forfeit.</li> <li>e. No stand in players may be used during any playoff or championship game, regardless of consent from the opposing team.</li> </ul>	155
<b>Substitutes (during play)</b>	A substitute player may enter if (or as soon as) the ball is dead or time-out after the first reporting to the official score. Players must be waved into the game by an official.	

Topic	Rule	No.
Suspensions	See <i>Ejection and Penalties</i>	162
Team Names/Slogans	Please utilize good judgment when selecting team names and/or slogans for uniforms. Questionable team names may be prohibited at the discretion of the League Director.	135
Tie Game	In case of a tie game, a two (2) minute overtime period will be played. If a team does not score during this period, a second overtime period will be played. This overtime period will be “sudden death” and continue until one team scores. (All overtime periods will be stopped clock).	157
Tiebreaker System	<p>If more than the maximum number of teams qualify for the designated playoff format, the Santa Fe Springs’ Tie Breaker System will be used to determine the top teams. The order of precedence in determining ties is as follows:</p> <ol style="list-style-type: none"> <li>1. HEAD TO HEAD COMPETITION <ol style="list-style-type: none"> <li>a. Team A is tied with Team B after season. <ol style="list-style-type: none"> <li>i. Team A defeated Team B twice in the season.</li> <li>ii. Team A is declared the champion.</li> </ol> </li> </ol> </li> <li>2. RUN OR POINT DIFFERENTIAL (Teams involved in the tie) <ol style="list-style-type: none"> <li>a. Use this system if #1 does not break the tie.</li> <li>b. Team-A, Team-B, and Team-C are tied. Scores were as follows: <p style="margin-left: 40px;">Team A-10 vs. Team B-5 Team A has a run differential of: <math>10 + 10 - 5 - 10 = 4</math></p> <p style="margin-left: 40px;">Team C-11 vs. Team A-10 Team B has a run differential of: <math>5 + 10 - 10 - 2 = 2</math></p> <p style="margin-left: 40px;">Team B-10 vs. Team C-2 Team C has a run differential of: <math>2 + 11 - 10 - 10 = -7</math></p> </li> </ol> </li> <li>3. GROSS RUNS OR POINTS SCORED (Teams involved in tie) <ol style="list-style-type: none"> <li>a. Team A has 20 runs, Team B has 15, Team C has 13</li> </ol> </li> <li>4. GROSS RUNS OR POINTS GIVEN UP (Teams involved in tie) <ol style="list-style-type: none"> <li>a. Team A has given up 16 runs, Team B has given up 12 runs, Team C has given up 20 runs</li> </ol> </li> <li>5. COIN FLIP (or computer-generated random assignment)</li> </ol>	156

Topic	Rule	No.
<b>Time</b> ( <i>also Forfeit Time</i> )	The game is comprised of two 20-minute timed halves: The clock will run as a running clock (with exceptions of time-out, injuries and technical fouls). In the first half of the game, regardless of the score, the clock will stop in the last 15 seconds on every whistle. Teams may advance the ball if desired ( <b>in the second half only</b> ) and may choose which side of the court to inbound from. Two minutes will be allowed for half time. Note: if a team is winning by 11 points or more with two minutes or less to play in the second half, the clock will continue to run and the (24) second shot clock will be turned off. If the margin is 10 points or less, the clock will stop on all dead balls including time-outs and the (24) second shot clocks will be in effect. This clock will be visible either on the scorer's table or mounted on a wall where it is visible to both teams. There is a 10 minute grace period for all games, however the game clock will start at the scheduled time. Once the 10 minute grace period has expired, the game will be considered a forfeit.	158
<b>Time-outs</b>	Two per half, non-cumulative and do not carry over. If over time occurs, there will be one (1) time-out per team. Time-outs will not carry over to overtime. There are no timeouts in double-overtime (sudden death).	
<b>Uniforms</b>	Teams must have reversible game jerseys (one dark side, one light side). Must be numbered permanently. Teams must fill this jersey requirement with jerseys by the third game, any other exceptions are at the discretion of the league director. If a player enters the game without a numbered jersey for his team, a maximum of two technical free throws will be assessed, per team. If both teams have a player without a numbered jersey, the free throws will cancel each other out. All jewelry must be removed from one's body prior to entering the game. Vulgar language on shirts, caps, etc. may be subject to review and removal by the league director, City staff, or referee. If a player is unable to remove or cover said language, he or she will be removed from the game until appropriate attire can be worn. Bandanas are not permitted at any time.	109
<b>Website</b>	All sports information is posted on our website at <a href="http://www.santafesprings.org/sports">www.santafesprings.org/sports</a> .	161

Topic	Rule	No.
<b>Division Placement (Seeding)</b>	Divisions, when applicable, are collections of teams that play at approximately the same skill level. Division seeding or placement is at the sole discretion of the League Director based on his or her judgement. A team may be placed in any division. Teams may also be moved from one division to another during the season to create the best playing environment possible. No refunds will be given on the basis of division placement.	162
<b>Forfeits</b>	Any team who forfeits a game will incur a \$25 forfeit fee after the second forfeited game. This fee will either be charged automatically to the credit card on file or must be paid prior to the following week's game. Any teams who does not pay this fee by the following week will be automatically removed from the schedule and be charged a forfeit fee for any remaining games.	163