

ATTENTION MANAGERS

Please read these rules and regulations carefully and share them with your players. Ignorance of the rules will not excuse you. Take this copy of the Rules and Regulations with you to all games.

2023-2024

WEST ALLIS – WEST MILWAUKEE BASKETBALL PROGRAM

ESSENTIAL RULES AND REGULATIONS

1. LEAGUE RULES & REGULATIONS:

In order to function smoothly, it is important that rules and regulations be established. Managers, coaches and players must understand league rules. **Violations** of league rules may bring serious results to a player, coach, sponsor or manager and the team. **For instance:**

- A. A PLAYER, SPONSOR OR COACH who violates the league eligibility or registration rules or is guilty of unsportsmanlike conduct is liable to be suspended.
- B. A MANAGER is held responsible for the conduct of his/her players and coaches at all times and for playing only eligible players. A manager must be sure that each player and coach fill out the registration card before they, as manager, affix their signature to it, thereby completing the contract. **A manager found guilty of playing an ineligible player, or for unsportsmanlike conduct is liable for suspension.**
- C. A TEAM found guilty of having an ineligible player in the lineup will have all games in which the **ineligible player** participated **forfeited to its opponents**. They will also forfeit the right to any league awards for that sport season regardless of their record.
- D. **SUSPENSIONS** are determined by the West Allis - West Milwaukee Recreation Department.
- F. **ZERO TOLERANCE SUSPENSION RULE:** A manager, coach, sponsor or player ejected from a game or the field by officials for unsportsmanlike conduct will be suspended from all activities conducted by West Allis - West Milwaukee. There is a ZERO TOLERANCE POLICY in place and it will be followed. The final disposition of the case will be made after the office reviews the case.
- G. **SUSPENDED PLAYER RULE:** A suspended player cannot be registered until tenure of suspension is completed. If already registered, said player cannot be an active participant nor can he/she be on the team bench or have any voice in the running of the team until such suspension is lifted.

2. **ROSTER LIMIT:** 12 player cards allotted per team.

3. PLAYER PARTICIPATION: (Local Rule-West Allis - West Milwaukee-READ CAREFULLY)

- A. A player may register and **play on only one MEN'S team** each night in the West Allis - West Milwaukee Basketball Program unless officially released.
- B. A player may register and play on only one team per day.
- C. EXCEPTION: The WAWM Recreation Dept. reserves the right to schedule games on alternate days if necessary for make-up games, play-offs and tournaments.

4. PLAYER ELIGIBILITY:

- A. All players and subs must be listed on the roster form within the first 3 weeks of play.
- B. Max of 12 players total per team.
- C. Players can play on only one team per league night.

D. Players must have a valid ID that matches the name on the roster form. IDs must be turned in at the beginning of each game.

a. If a player does not have a valid ID, they will not be permitted to play.

5. **GRACE PERIOD:**

A TEAM MAY START A GAME WITH FOUR (4) PLAYERS. A 5 minute grace period will be given if a team with less than 4 players knows that additional player(s) are arriving shortly. A team cannot be credited with a forfeited game unless the minimum number of players sign the sign-up sheet. If both teams have insufficient number of players, the referee will declare a double forfeit.

6. **BORROWING RULE:**

Upon signed mutual agreement, a team may borrow a player or players as necessary to avoid a forfeit. Borrowing can only be done from the opponent for that game. If more players from borrowing team arrive later, players borrowed may return and play for their own team. The final score will count for league standings.

7. **FORFEITS:**

A team forfeiting a game for any of the reasons listed below must pay the forfeit fee immediately or face possible exclusion from the league. A team with an unpaid forfeit fee at the end of the season will lose its contract renewal privileges for the following season unless the forfeit fee is paid before the renewal deadline.

- ✓ Failure to have three (3) players at the beginning of the game.
- ✓ Leaving the court in defiance of an official's decision
- ✓ Playing an ineligible player
- ✓ Failure to have team uniformed as prescribed by League Rules
- ✓ Failure to supply a game ball as prescribed by league rules
- ✓ Game forfeited by official due to conduct of player(s)
- ✓ Failure to leave the court/gym in a timely fashion as directed by an official
- ✓ Unsportsmanlike behavior, by either one or both teams or players, with game rising to a level of being travesty, in the opinion of the games officials.

8. **TEAM DISBANDMENT:**

In the event that a team disbands before the schedule is completed, all remaining games will be credited to the scheduled opponents.

9. **POSTPONEMENTS:**

The WAWM Recreation Dept. positively does not permit postponement of any game, nor any schedule adjustments after the official schedule has been printed.

10. **LEAGUE CHAMPIONS:**

A league winner will be determined by the overall record, unless an end of season tournament is scheduled.

11. **LEAGUE STANDINGS:**

Standings will be posted on the internet www.wawmrec.com. Managers are required to keep their own standings, as it will be helpful in the event that questions arise concerning the accuracy of the official standings. If you do not have access to our website you are encouraged to call or stop at the office to obtain a copy.

12. **SCHEDULES:**

Schedules and standings will be posted on the leagues designated website.

13. **PLAYING RULES:**

All games will be played according to official National Federation H.S. Basketball Rules along with exceptions and interpretations as supplied by the West Allis - West Milwaukee Recreation Department.

14. **SIGN-UP SHEET:**

All players present at the start of the game should sign the sign-up sheet. Only those individuals who are officially registered, having a card on file at the Office are eligible to play. Substitutes that arrive late may sign the sheet upon arrival. ***Nobody is allowed to sign in after the game is completed.*** Managers are responsible for this procedure and for seeing that only eligible players sign the sign-up sheet. Thus, each individual must sign in – **NO ONE MAY SIGN IN FOR ANOTHER PLAYER!**

15. **OFFICIALS:**

Two referees will be assigned to each game. In the event only 1 official is able to work, the game will go on with 1 official.

16. **INJURY:**

The WA-WM Recreation Department shall not be responsible for any injury, which may be incurred by players during official games. The Recreation Department recommends that players be covered by some type of their own insurance.

17. **RELEASES:**

- A. No player can join another team unless officially released by the manager of the first team signing them. Official release cards must be used for this purpose. Release cards must be filed at the Office.
- B. Players who are released are not eligible to play in any league games until a new registration card is filed.

**** POSITIVELY NO ONE CAN BE RELEASED OVER THE PHONE ****

18. **UNIFORMS/NUMBERS:**

Each team is responsible for providing team jerseys. Jerseys must also be numbered according to Official National Federation of High Schools Basketball Rules on front or back. Numbers must be at least six (6) inches high on the back and at least four (4) inches high on the front of the jersey. Tape on jersey/shirt is not acceptable. If teams do not bring their own numbered jerseys, the game will be considered a forfeit. If two teams have the same color of uniform, pinneys may be provided at the discretion of the referees and site supervisor.

19. **GAME BALL:**

Both teams are responsible for bringing a game ball with them to each game. The Recreation Dept. may have balls on site that can be used if needed. Warm up balls will not be provided and teams may bring their own balls to warm up if they so choose.

20. **AWARDS:**

The first place team in each league will receive a t-shirt or \$50 credit.

21. **GAME LENGTH and Timeouts**

All games will be two (2) eighteen minute halves. Each team will have two (2) thirty second timeouts per half. They shall not be carried over between halves. Clock stops on whistles during the final 2 minutes of each half. The clock will not stop in the final 2 minutes of the 2nd half if a team is

ahead by 20+ points. If overtime is required, the first overtime period will be 5 minutes with the clock stopping on whistles during the final 1 minute. Each team will receive 1 timeout in overtime and timeouts do not carry over from the 2nd half. If any other overtime periods are required, they will each be 3 minutes with the clock stopping on whistles during the final 1 minute. Each team will receive 1 timeout in additional overtime periods and timeouts do not carry over.

22. **TIE-BREAKER PROCEDURES:**

There will be a three-pronged system to determine league winners:

- Head to Head Competition
- If there are ties, least amount of points allowed will be used as tie-breaker
- If all things still remain equal, then a coin toss will be administered by the Office – to determine league winner.

23. **TEAM CONDUCT**

A team member, coach, team attendant, or team follower who is assessed two (2) technical fouls for unsportsmanlike conduct is automatically ejected from the game, gym and league. The player must leave the gym immediately upon ejection. If the ejected player does not leave the gym in a reasonable amount of time, further action, as deemed appropriate by the referee may result, and could result in forfeiture of the game. (The second such foul is automatically classified as a flagrant technical foul.) This applies to unsportsmanlike fouls only. A technical foul issued for an illegal number, delay of game, etc. would not be counted as an unsportsmanlike foul. For the purpose of this rule, dunking or stuffing is considered as a flagrant unsportsmanlike technical foul (2 free throws, ball out of bounds to offended team and ejection of the player committing the dunk). Any technical fouls assessed against a disqualified player shall also be charged to the offender(s), but NOT to the coach or manager unless they are also guilty of the infraction committed.

24. **ZERO TOLERANCE**

This year, as noted above, the office will be instilling a zero tolerance policy for unsportsmanlike conduct. Any team member, coach, team attendant, or team follower who is assessed two (2) technical fouls for unsportsmanlike conduct will be automatically suspended from the league. There is no excuse for exhibiting unsportsmanlike conduct and **IT WILL NOT BE TOLERATED** in play!

25. **Dunking/Technical Fouls**

NO dunking is allowed before, during or after games. If a player grabs the rim during play, a technical foul will be assessed. The opposing team will receive 2 points and possession. This rule applies to all technical fouls. If a player grabs the rim before the game or in the first half, they will be ejected for the remainder of the game. If a player grabs the rim in the second half of the game, they will be ejected for the remainder of the game and the first half of the next game. If that player receives 2 technicals for grabbing the rim, they will be suspended for the remainder of the season.