

City of
Winter Park



ADULT BASKETBALL LEAGUE

Spring 2026

WINTER PARK COMMUNITY CENTER
721 W. NEW ENGLAND AVE WINTER PARK FL 32789

❖ **Entry Fee:**

- \$500 – Checks must be made payable to the City of Winter Park. Visa, Mastercard, and AmEx are also accepted. The entry fee pays for the officials, trophies and t-shirts. The City of Winter Park pays for court maintenance, necessary equipment, and league administration.

❖ **League Schedule:**

- Play is scheduled to begin February 4th, 2026.
- **Website:** <https://www.teamsideline.com/sites/WinterPark/home>
- Schedules will be posted as they become available. Standings will be updated by each day following games. Please check schedules weekly for any changes.

❖ **Game Time and Location:**

- Games are played on Wednesday and Thursday Nights at the Winter Park Community Center
- Game times can start as early 6pm or as late as 11 pm.

❖ **Roster and Waivers:**

- All waivers/team rosters must be turned in (and filled out completely) by game time week one. If a player has not signed in, he/she will be considered an illegal player and the team will forfeit the game and captain could face suspension.
- Every player needs to sign the Waiver/Roster. **NO ROSTERS/WAIVERS = NO PLAY.** All additions after week 1 must be fill out the roster/waiver.
- Rosters lock after Game #4, meaning no player may be added to the team at this point. The league director may make roster exceptions.
- Players must be 18 or older to play.
- Opposing team may challenge a player's eligibility by communicating with scorekeepers (before or during game... not after!)
- Coaches/captains are allowed to have a team in multiple divisions, however the teams must be **at least 80% different.**
- Players must play at least 2 regular season games to be eligible for the playoffs. It is the player's responsibility to make sure they sign the roster and check in on the scoresheet for 2 separate games.
- A player may be asked to verify their identity at any time during the season. If they are unable to provide proper physical identification (Ex- driver's license, passport, student ID, state ID, etc.) the team will be forced to forfeit game.

❖ **Forfeits:**

- A \$50 forfeit fee will be assessed to any team that forfeits a game for any reason unless the league director is notified at least 12 hours prior to the game time.
- Forfeit fees must be paid at the Parks and Recreation office and must be paid no less than 24 hours before your team's next scheduled game.
- Three forfeits and a team will be dropped from the league and will not be invited back the following season.
- First game of season there will be a 5 minute grace period for the first game of the night.
 - After the first game of the season, there is no grace period. Game time is determined by the official game schedule and league coordinators.

❖ **Teams may start and play with 4 players during regular season and playoffs.**

❖ **Game Play:**

- Games are played in two 20-minute halves with a running clock.
- The clock will stop on timeouts, injuries, and on any whistle during the last minute of the game. If one team leads by 15 points or more in the final minute, the game is called. (See Mercy Rule Below).
- Teams will be issued three 30-second timeouts per game (may be used in either half).
- Halftime will be three minutes and warm up time will depend on game schedule.

Mercy Rule: If a team leads by 15 points or more at any time under one minute in the second half, the game will be called. If a team is losing by 25 points with 5 minutes left in second half, the game will be called.

❖ **Overtime:**

- Overtime will be two (2) minutes with one timeout. The clock will stop in the last 1 minute. The second overtime, if necessary, will be sudden death first to score (except for playoffs).
- Playoff Game Overtime: All overtimes are two (2) minutes. The clock will stop during the last minute of all overtime periods.

❖ **Ejections:**

- Any player ejected from a game is AUTOMATICALLY suspended from all City of Winter Park Basketball Leagues for one week plus a day and may be subject to additional penalties depending on the severity of the action.
- 2 technical fouls, 2 flagrant fouls, or 1 of each results in an automatic ejection and therefore suspension from the next game. This is non-contestable!
- **If a player is ejected 2 times throughout the season, that player will be removed from the league.**
- **If a team has 3 or more ejections throughout the season, that team will be removed from the league.**
- Any player ejected from a game for other reasons will have an automatic next game suspension. Ejections may result in longer suspensions after further investigation.

❖ **Uniforms and Equipment:**

- Each team MUST provide their own jerseys with a large and legible number on the back. Taping a number onto the shirt is not permitted.
- **The community center does not provide a game ball.** Teams should bring their own 29.5in. indoor basketball to be used.
- Non-marking athletic tennis shoes must be worn at all times.
- Jewelry or other accessories are at the discretion of the game officials.

❖ **Tied Division Standings:**

- Standings determined by overall record, then head-to-head, then points against, then coin toss.
- Forfeits are penalized at the end of the season by a score of (average point against + 20 to 0)
- In the case of a tie of more than two teams where head-to-head outcomes cannot break the tie, total points allowed among the tied teams will determine the higher place.

❖ **Unforeseen Reasons for Game Cancellations:**

- Games cancelled for these reasons will be made up at the end of the season.
- ONLY MANAGERS of the teams affected will be notified of cancellation and regarding make up games; players should contact the team manager for information regarding date, time, and location of makeup games.

❖ **Winter Park Community Center – In-House Rules:**

- Players may only sign in and play with one team per division.
- NO DUNKING is allowed before or after games. Offending team will be given a technical foul
- In the last minute of the game, a team may advance the ball after a timeout (if requested).
- Coaches, players and spectators will not be allowed to enter the designated staff and referee area unless granted approval from the league director or staff. Any team, player, or spectator found in violating this rule will be issued a warning as a first offense; second violations will result in a 6-month probationary period.
- Backcourt Rule: Will be in effect based on the line marking of half court, even though it is a small backcourt.
- Seven team fouls result in a one and one situation. Ten team fouls result in double bonus.
- Any player receiving their 6th personal foul will be fouled out of a game.
- Technical fouls will be 2 free throws awarded to the offended team and play will resume at the point of interruption.
- Any foul deemed flagrant will result in 2 free throws awarded to the offended player and play will resume with the ball awarded to the offended team nearest to where the foul occurred.

❖ **Contacts:**

- Allen Graham – agraham@cityofwinterpark.org – 407-599-3309
- Cassidy Davis – cndavis@cityofwinterpark.org – 407-599-3387

****ALL INJURIES MUST BE REPORTED AND AN INCIDENT REPORT FILLED OUT ON THE DAY THE INJURY OCCURRED.****