

## Winter Park Community Center

### Adult Basketball League

- 1: All participants must have a signed roster/waiver. If a player participates without signing the roster/waiver, he will be considered an illegal player and will be considered ineligible and the team forfeits the game.
- 2: Each player must verify age eligibility by providing proper identification (driver's license) prior to the first game in which the player participates. I.D. can be verified by the scorekeepers. A physical I.D. needs to be presented when requested or game will be a forfeit.
- 3: Team roster is frozen after 4<sup>th</sup> game; players cannot be added during the season after 4<sup>th</sup> game. League director may make a roster exception. Opposing teams may challenge a particular player's eligibility by communicating with scorekeepers (when the player enters or before).
- 4: Coaches are allowed to have a team in multiple divisions, however the teams must be at least 80% different.
- 5: Teams must have at least 4 players present to start the game.
- 6: Any team playing with an illegal player will forfeit the game.
- 7: Playoff seeding tie breaker is as follows: 1) Overall Record 2) head to head competition (if applicable) 3) Total points against.
  - A. At the end of the season any forfeit during the season will be scored at the end of the season. The forfeiting team will lose by their average points against + 20 points to 0.
8. Team must wear same color shirts with numbers on the back.

### **GAME TIMES, GRACE PERIOD, & OVERTIME**

- 1: Game time is determined by the Official Game Schedule.
- 2: **FIRST GAME OF THE NIGHT GETS A 3 MINUTE GRACE PERIOD.** There is no grace period for any other game time
- 3: **FORFEITS**
  - A. A \$50 cash forfeit fee will be assessed to any team that forfeits a game for any reason. Captains who contact the league director 24 hours prior to the game will not be assessed a fine. Forfeit fees must be paid at the Parks and Recreation office and must be paid no less than 24 hours before your team's scheduled game or else next game is a forfeit.
  - B. After a 3<sup>rd</sup> forfeit your team will be removed from the league for the rest of the season. Your team will not be allowed back the following season.
- 4: Teams may start and play with four (4) players during the regular season and playoffs.
- 5: Games are played in 2 twenty-minute halves with a running clock. The clock will stop on timeouts, injuries, and the **last 1 minute of the 2<sup>nd</sup> half for all whistles only.** In the second half, the clock will only be stopped on whistles if the game is within 15 points (14 or less). If one team leads by 15 points or more in the final minute, the game is called. (See Mercy Rule Below).
- 6: Teams will be issued three 30 second timeouts per game. Halftime will be three minutes and warm up time will depend on game times.

7: Overtime will be two (2) minutes with one timeout. The clock will stop in the last 1 minute. The second overtime will be sudden death first to score (except for playoffs).

8: Playoff Game Overtime: All overtimes are two (2) minutes. The clock will stop the last minute of all overtime periods.

9: 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.

### **WPCC IN-HOUSE RULES**

1: Players may only sign and play with one team per division.

2: No “DUNKING” is allowed before or after games. Offending teams will be given a technical foul.

3: Any player ejected from a game AUTOMATICALLY sits out the next scheduled game and may be subject to additional penalties depending on the severity of the action. (2 technical, 2 flagrant, or 1 of each result in automatic ejection). This is non-contestable!

- Two player ejections = player removal from the league
- Three team ejections = team removed from the league

4: In the last minute of the game, a team may advance the ball after a time out- if requested.

5: 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.

6: Technical fouls will be 2 free throws awarded to the offended team and play will resume at the point of interruption.

7: 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.

8: Seven team fouls result in a one and one situation. Ten team fouls result in double bonus. Any player receiving six personal fouls will be fouled out of a game.

10: Backcourt Rule: Will be in effect based on the line marking of half court, even though it is a small backcourt.

11: \*\*Players playing in playoff game must play in at least 2 regular season games to be eligible for playoffs.