

Flawless Hoops

5 on 5 Adult Men's Basketball League

Rules, Regulation and Guidelines

GAME RULES

- All games will be played under NCAA rules. Any exceptions to those rules are listed below.
- Players are not allowed to wear jewelry of any kind during league play.
- Due to the potential for damage to property and risk of injury, when dunking DO NOT hang on the rim. A technical foul will be called against any player that hangs on the rim.
- Any player who aggressively approaches referee will be penalized a 3 game suspension.
- Any player who uses profanity towards referee will be penalized a 2 game suspension.
- Any player or coach who use profanity during game play will get a technical foul.

TIMES

- Score sheets must be filled in with names and numbers by team captains before game time.
- Games will start at the time shown on the schedule or five minutes after the prior game if games are running behind. Game times will begin at 12pm and end by 6pm.
- Please be available at least 15 minutes before your scheduled time. Games will be forfeited 15 minutes after your scheduled starting time.
- We will play games consisting of two 20-minute halves with a running clock. The only time the clock will stop on whistles is during the last two minute of play in the second half.
- There is no shot clock in this league. Each team will receive one 60 second and one 30 second timeouts in each half. Halftime is a five-minute maximum.
- Overtime will be 5 minutes with the running clock stopping at 1 minute. Any additional overtimes will be 2 minutes in length with the running clock stopping at 1 minute.
- Teams will have one 1-minute timeout in the overtime. Timeouts do not carryover from regulation time or to additional overtimes. Overtimes will begin with a jump ball.

TEAM REQUIREMENTS

- Team players must be wearing their full uniforms. Players playing with incomplete uniform will receive a technical foul. Team player missing uniform must wear the same color shirt as their team uniforms.
- Players must be at least 18 years of age, with exception one player between 16 to 17 years old. This player requires parental consent with ID verification from both the player & parent along with an additional waiver form. If any misleading or falsifying information is discovered on form, the team will automatically be disqualified & suspended.
- League administration reserves the right to reclassify teams in order to promote equal competition. Teams that finish in the top 3 of the league standings may be re-classified the following year. A team with 3 or more returning players is considered to be the same team as the previous year.
- Additional players added after the first game will be required to pay a \$50 re-enter fee
- All players must be listed on the team roster. Players are allowed to be traded to another team before the 6th game of the season. After 6th game of the season no players are allowed to be traded. If the Captain of the team release a player, he must pay back the player's registration fee. The last day to make roster changes is the 6th game of the season, change requests require a new registration form.
- A player may only be on one roster. Teams playing with non-register players will forfeit their game.
- Teams may play with four players. Teams with less than four players must forfeit.
- Teams must start play on time if they have four players available. Players may enter the game late as long as they are on the roster.
- Teams who forfeit without at least 1 week notice the team captain & team players will be required to pay referee fees for the game of **\$70.**
- Teams are allowed to have a coach on their bench.

- Players must participate in a minimum of 5 games to be eligible for the All Star game & to receive Championship rings with their team.
- Uniforms will be given after all forms have been received & registration fee paid in full.
- Deposit used to hold a team **cannot** be refunded.
- Uniforms will need to be return after the season.

FOULS

- When playing shorthanded with four or five players only, players **will not** be permitted to stay in the game after their 5th foul. If you are shorthanded and you foul out, your team will become even more shorthanded. Games are allowed to finish no matter how many players are left on the floor. If four players are on the court and one fouls out, then that team continues play with its three remaining players.
- A player who receives two technical fouls in one game, will get ejected from the game. If a player uses any profanity will result in an automatic technical foul.
- No form of fighting will be tolerated, any types of fighting will result in an automatic suspension of the season for the players involved. Players will have to pay an additional \$50 fee with next season registration. Any players making unwanted and unwarranted contact and/or threatening to a player or official will be suspended from league indefinitely.
- If a player gets two ejections will result in an automatic two game suspension.
- **Players ejected from a game must leave the building immediately. Failure to do so will result in suspension from the league and a forfeit will be assessed to the team.**
- Technical fouls will be reviewed by the league director to determine if a player should be suspended from the league.
- Person keeping score during game play will act as 3rd referee & can technical foul a player for the use of profanity during game play.

CONDUCT AND INTERACTION WITH OFFICIALS AND SITE SUPERVISORS

- The captain (identified at the start of the game) will be the only team spokesperson on all matters. This privilege is given only for clarification of a call or situation that occurs.
- At no time shall the captain interrupt referee during game play, use unsportsmanlike conduct, use profanity, or badger the officials. (Any other player abusing this rule shall be given a warning and/or technical foul at the discretion of the official).
- Players who have consumed alcoholic beverages and/or smell of marijuana before playing will be required to leave. Failure to do so will result in a forfeit.
- Teams must show respect to all fellow players, referees, and workers in this league. League directors reserve the right to eject any player or team that is disrupting the league. In such case, there will be no refund of fees.

GYM LOCATION(S): 1634 Illinois Ave Sheboygan, WI - Enter in Door 1.

814 Superior Ave Sheboygan, WI – Enter 2

Locker rooms will be available.

To ensure future use of the gym please keep them clean, do not damage property, and treat officials & players with respect.