

APPLE VALLEY PARKS AND RECREATION  
MEN'S OFFICIATED C (Intermediate) & D (Recreational) BASKETBALL  
LEAGUE RULES

9-19-16

### ELIGIBILITY

To be eligible to play, all players must live or work full-time (35-40 hours per week) within the State of Minnesota. If a team is suspended from an Apple Valley athletic league, that team is subject to forfeiture of their league entry fees.

### TEAM ROSTERS

Completed team rosters must be turned in prior to the first game. *(Returning teams must submit a new roster for the current league)*. Additions to the team roster will be allowed throughout the regular season. All roster additions must be made in person at the Apple Valley Community Center (AVCC). Players' names, signatures, eligible address, and home phone number must be on the **original** team roster in order for the team to be eligible to play. Players may play for only one team in the officiated leagues. Teams may have up to seventeen players on their league roster; **however, teams advancing to the state tournament may only have a maximum of twelve players on their MRPA state tournament roster. Random roster checks can be done at any time by the Gym Supervisor. All players must carry ID's with info matching their team roster. Teams utilizing players not on their roster will forfeit the game. Once the regular league season is complete your teams roster is frozen, players may not be added for the play-offs.**

### LEAGUE FORMAT

League play will consist of eight games for regular season. The 1st and 2nd place teams from each class will be awarded gift certificates. The 1st place team also receives league t-shirts.

### PLAYOFFS

Following the completion of the regular season, each class will have their own separate playoffs. A gift certificate will be awarded to the champion of each playoff division.

### PLAYERS

All players must be at least 18 years of age. Use of underage players will mean suspension of the underage player, forfeiture of the game and possible suspension of the team from the league.

### STATE TOURNAMENTS

Teams wanting to play in the Minnesota Recreation & Park Association (MRPA) state tournament must post the entry fee as a deposit and indicator of interest. The top team from each league that has paid the registration fee (\$190) by the deadline will receive \$100.00 towards the State Tournament entries. The \$100.00 will be awarded after the tournament, provided the team showed up for all its games and was not disqualified for any reason. Also, if a team needs to withdraw from the tournament before it starts they will receive the registration fee back only if another Apple Valley team can take their spot.

### RULES

MRPA Basketball Rules shall be the rules that this league follows, unless listed otherwise. Listed below are general rules:

- A. Two 20-minute running time halves will be used with a four-minute halftime. (Minimum three-minute warm-up). During running time, the clock will only stop for a team or official's time out. During the final two minutes of THE 2<sup>ND</sup> HALF, the clock will stop anytime the ball becomes dead. *(During the second half, if the difference in score becomes twenty points or more, the final two minutes will be*

played using running time. Stop time will be resumed if the difference in score becomes less than fifteen points).

- B. A bonus free throw is awarded beginning with a team's seventh foul. Automatic two shots with a team's 10th foul (*personal and team technical fouls count in these totals*).
- C. Each team will be allowed 3 timeouts per game (but never allowed more than 2 time outs in any one half. Unused timeouts MAY NOT be carried over to the second half or overtime. Each team is entitled to one timeout during each extra period. Game time outs DO NOT carry over to Overtime play.
- D. If the score is tied at the end of the 2<sup>nd</sup> half, play shall continue without a change of baskets for one or more overtime periods with a one-minute intermission between each overtime period. The length of the overtime period shall be two minutes (*last minute stop-time*). A jump ball will start each overtime period. During the season, if the teams are still tied at the end of the first overtime period, the second overtime period will be sudden death. During the playoffs, the regular MRPA rule will apply.
- E. Officials may take time outs in case of injury or if additional time is needed for retrieving the ball.
- F. Players must wear similar colored uniforms with permanently affixed (not taped) single or double digit numbers at least 6" high on the front and/or back. Teams or players who do not have similarly colored numbered jerseys will be required to wear pull-over jerseys before they will be allowed to play. If both teams have the same colored jerseys, the team listed second on the schedule shall wear the pull-overs. **Be aware that a strict jersey rule is enforced at the state tournaments.**
- G. Dunking during pre-game or half-time warm up shall result in a technical foul, and if repeated, player disqualification. If a rim or backboard is damaged due to a player attempting to dunk a ball during warm ups, the player will be held financially accountable for any damage to the rim or backboard.
- H. A player will foul out of the game upon committing his 5<sup>th</sup> personal foul (technical fouls count toward the total) or upon committing his second technical foul.
- I. If a foul occurs while a player attempts a three point shot, one free throw will be awarded if the shot was good. If the fouled player misses the three point shot, the player will be awarded three free throws.
- J. The officials are no longer required to handle the ball in the back court after backcourt violations; however the officials may handle the ball at any time they deem it necessary.
- K. If it's the last 2 minutes of the **game** (not the half) or during overtime, technical fouls are shot instead of points automatically awarded.

## CHILDREN

Children may not be brought to the games unless they are supervised on at least a one-to-two basis by a non-playing adult. Players who bring unsupervised children to the games will not be allowed to participate in the game. Teams who continually bring unsupervised children to league games may be suspended from the league and their league fees will not be refunded. Children must never be on the court!

## SHOES

Black soled and marring shoes are not allowed in the AVCC gymnasium.

## INCLEMENT WEATHER

In cases of severe weather (snow storm, ice conditions, etc.) contact the Apple Valley Parks and Recreation Information/Weather Phone Line at 952-953-2399. If there is no mention of the games on the recorded message, you should assume the games are on as scheduled. If the games are cancelled, the Recreation Department will reschedule the games. The weather line is updated at 4:30pm on an as needed basis.

## FORFEITS

A team must have **four rostered players ready to play by the scheduled game time** or a forfeit will be called. EXCEPTION: If it is the first game of the night, the game can start with three players at the official's discretion. In this case four players must be playing by the second half.

Teams will not be subject to a forfeit if they lose players because of injury or fouling out. If a team cannot be fielded on a given night, that team's manager is responsible for contacting the Recreation Department and their opponent by 12 noon on game day. If a team forfeits a game without this notice (by 12 noon on game day), this team will be required to post a \$50.00 forfeit bond before their next game or they will be suspended from the league. If this team forfeits another game during the season, they will lose their \$50.00 forfeit bond and they may be suspended from the league. A draft (substitutes) list has been accumulated by the Recreation Department. If a team is in need of additional players for any given night, teams should utilize players from this list.

### OFFICIALS / SCOREKEEPER

Games will be officiated by two sanctioned officials and one scorekeeper. If there is a no show by one of the officials, games will still be played with one official working the game. If there is a no show by both officials, the game will be rescheduled. If there is a no show by a scorekeeper, games will still be played, however, each team will be asked to provide a player or spectator to keep score.

### PROFANITY & VERBAL HARASSMENT

The use of profanity or abusive language by players and managers will not be tolerated. Players or managers who use expletives or verbally harass officials or opposing players will be subject to technical fouls and possible ejection. Players or managers who use expletives not directed at officials or other players may be warned to stop using profanity and/or issued a technical foul. Continued use of profanity following the officials warning/technical foul will be subject to a technical foul and possible ejection from the game.

### TECHNICAL FOULS

- A. If a player receives two technical fouls in one game he shall be ejected from the game. If a player receives four technical fouls in a season he shall be suspended for the remainder of the season.
- B. If a team receives six technical fouls during the season they will no longer be eligible to play in the League Playoffs.
- C. If the team receives a seventh technical foul, they may be suspended from the league.

- Managers are responsible for the actions of all of their players.
- **Any player ejected from a game must sit out the remainder of that game plus the next scheduled game, this includes play-offs. Any ejected player must leave the gym (immediately) and not return until the ejection fee of \$25.00 is paid and the player has also sat out the teams next scheduled game.**
- **Verbal abuse of officials (Yelling/Cursing) is not tolerated!!**
- Any continued yelling or Cursing by a player to an official is an automatic Technical Foul!
- *Penalties are :*
  - 1st Infraction = (Warning)*
  - 2nd Infraction = (Technical Foul 2pts)*
  - 3rd Infraction = (Technical Foul + Player is ejected for remainder of this game plus the next game) & must pay a \$25 Mis-conduct fee***Any player ejected for the 2<sup>nd</sup> time in a season is ejected for the remainder of the season.**
- A Player that threatens or physically harms an official is suspended indefinitely.
- Unannounced Forfeit = \$25 Fine per infraction (New this year) Any team who has two unannounced forfeits in one season may be kicked out of the league for the remainder of the season and possibly the following season as well. **NO FORFEITS!**
- Players are responsible for all the rules listed above!

## **CODE OF CONDUCT**

**Our purpose is to provide a friendly and orderly league, and any physical or verbal harassment of officials or other players will not be tolerated.**

- A. Any player, manager or spectator displaying unsportsmanlike conduct (abusive or profane language, unwarranted physical contact, etc.) toward an official, scorekeeper or another player may be ejected from the game - NO TRASH TALK ALLOWED!! This will apply even after the game has ended (for the formal procedure to lodge a protest, see PROTESTS below).**

**Please note: Swearing and abusive language in a public park, including the Apple Valley Community Center, is a violation of City ordinance and is punishable as a misdemeanor crime.**

- B. Fighting will not be tolerated. Players who fight will be ejected from the game in session and at least their team's next TWO scheduled games. Depending upon the severity of the incident, or in the case of repeated citations for fighting, players involved may be suspended for up to one calendar year.**
- C. Players or managers who mishandle an official, scorekeeper or league director (bump into, shove, hit, etc.) shall be subject to a minimum of a one calendar year suspension from all Apple Valley athletic league play.**
- D. Any player or manager ejected from a game will be automatically suspended from playing in their team's next scheduled game, and must pay a \$25.00 misconduct fee prior to returning to play. If that same player or manager is ejected from another game during the season, or receives a technical foul worthy of ejection (unsportsmanlike conduct, see A. through C. above) even after the game has ended, that player or manager will be suspended for at least the remainder of the season.**
- E. All suspensions will be upheld, even if it means that the suspension must carry into another season's play.**
- F. Suspended players may not enter the building as spectators or for any other reason on the night or nights they are suspended from play. A suspended player present in the building during suspension may be punishable by additional team technical fouls.**

## **TIE BREAKERS**

To break ties in the league standings the following system will be used:

1. Head-to-head record between the tied teams.
2. If the teams are tied in head-to-head record, point differential in head-to-head games will be used. (total points scored vs. total points given up).
3. If there is still a tie after considering the first two tie breakers, fewest points allowed in head-to-head games will be used.
4. If there is still a tie after considering the first three tie breakers, point differential for all league games will be used.
5. *For purposes of tie breakers, no more than 20 point differences will be used when individual game point spreads are calculated and applied.*
6. If there is still a tie after considering the first four tie breakers, a coin flip will be used to break the tie.

## **PROTESTS**

Protests must be done before or during the game which you are protesting. You must make the officials, scorekeeper and other manager aware of the matter under protest. Furthermore, for a protest to be considered, a written letter of protest must be turned in to the Recreation Department at the AVCC no later than 4:00 p.m. the following day. With that letter of protest, a \$25.00 protest fee must be submitted. The protest fee will be refunded only if the protest is upheld. The reason for the protest fee is to limit the protest to only those which managers are sure are legitimate. A player or players involved in an eligibility protest will be required to print and sign their name on the back of the score report form before the completion of the game. If a player under protest refuses to sign his name, a forfeit will be called on his team and that player will be suspended for at least one game. If a protested player is found to be not on his team's roster, that player will be suspended for one game and the team will forfeit the game. If a protested player is found to be a member of another league team, that player will be suspended for two games and the game under protest will be forfeited. If a protested player is found to be underage, that player will be suspended and the game will be forfeited.

## **PLAYING SITE**

All games will be played at the Apple Valley Community Center, 14603 Hayes Road in Apple Valley. The Hardwood Gym Courts will be used typically, but the Sport Court Gym may occasionally be used if need requires. The locker room is available until 9:45 pm. Teams that play the 9:15 games WILL NOT have access to the locker rooms after 9:45 pm. Please plan accordingly.

## **INSURANCE**

Be aware that there are inherent risks to playing the game of basketball. Injuries may occur due to collisions with other players, running into a wall, etc. Be aware that the City of Apple Valley does not provide insurance for the participants of our adult basketball leagues. All liability and risk of injury is assumed by each player as a result of participation in the leagues. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league.

## **BLOOD RULE**

A player, manager/coach or official who is bleeding or has an open wound shall be prohibited from further participation in the game until the bleeding is stopped and the wound covered. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgement of the officials, the uniform/bandage must be changed before the individual may participate.

## **LOST & FOUND**

The City of Apple Valley is not responsible for lost or stolen valuables. Any items left at the AVCC should be turned in to the front desk. Individuals who have lost an item should inquire at the front desk. Claimants will be asked to describe the lost item in detail. Also, the claimants will be required to provide their name, address, and phone number in order to retrieve any item placed in the lost & found. By recording this information, false claims may be reduced. If the claimant refuses to provide this information, the item will not be returned. All items that are not claimed within thirty (30) days will either be used for Parks and Recreation programs or donated to the Community Action Council.

## **MERCY RULE**

If at any time during the second half of the game the difference in score becomes twenty points or more, the leading team will not press their opponents in the back court.

For further information contact Lyndell Frey, Recreation Supervisor at 952-953-2316 or email at [Lfrey@cityofapplevalley.org](mailto:Lfrey@cityofapplevalley.org).

- **THANK YOU FOR ABIDING BY ALL THE ABOVE RULES- ENJOY YOUR SEASON!**

