

**APPLE VALLEY PARKS AND RECREATION
MEN'S FULL COURT SELF-OFFICIATED BASKETBALL
LEAGUE RULES 2016-2017**

Look for us at cityofapplevalley.org

ELIGIBILITY

To be eligible to play in the Apple Valley League, all players on the team roster must live or work full-time (35-40 hours per week) within the State of Minnesota.

TEAM ROSTERS-

Note: Random roster checks can be done at any time, at the discretion of the Gym Supervisor. All players must bring a picture ID that matches the info provided on the team roster in order to be eligible to play. Completed team rosters must be turned in prior to the first game. Teams who do not turn in a team roster will forfeit the first game and may be suspended from the league. Additions to the team roster will be allowed throughout the regular season (no roster additions allowed for the play-offs). All roster additions must be made in person at the Apple Valley Community Center. Each player's information must be completed for the player to be eligible for play. Teams may have a maximum of twenty players on their roster.

LEAGUE FORMAT/PLAYOFFS

Men's Divisions D (Recreational) and Over 35 Leagues will play on Wednesdays. Play-offs will utilize a single elimination format for each Division. The home team for play-off games will be decided by a coin flip.

RULES

High School Basketball Rules apply for these leagues with the following exceptions:

- A. Two 20 minute running time halves will be used with a five minute half time. Minimum 3 minute warm-up to start the game. Stop time will be used for the last two minutes of the second half. Running time will continue if the point differential is 20 points or more in the second half. If the teams are tied at the end of the second half, one two minute overtime period will be played. Stop time will be used for the overtime period.
- B. Games will be self-officiated. Players (either offensive or defensive) should call their own fouls and violations, either when he commits a foul or when a foul is committed against him. If there is a question, the Gym Supervisor will make a quick ruling to keep the game going. The ruling will be arbitrary since **the Supervisor is not acting as a referee.**
- C. Teams will be allowed two time outs per half, with no carry over to the second half. A time out will also be called in the event of a serious injury. A coin flip will be held to determine which team will inbound the ball to start the overtime period. The team listed first on the schedule will make the call on the coin flip. When a team is in possession of the ball and a time out is called the team will inbound the ball at half court. The length of the time out is 1 minute.
- D. Dunking during pre-game warm up will 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 pre-game warm up, that player will be held financially accountable for any damage that he may do to the rim or backboard.
- E. In the event the score is tied after regulation play, play shall continue without a change of baskets for one overtime period with a one minute intermission before the overtime period. The length of the overtime period shall be two minutes stop time, with the same rules applying as the last two minutes of the second half. In the event that the tie persists at the end of the overtime period, the game will be declared a tie.

- F. Team players are encouraged to wear similar colored jerseys. Teams that do not have similar colored jerseys will be required to wear pull-over jerseys. If both teams do not have similar colored jerseys, or if both teams have the same colored jerseys, the team listed second on the schedule shall wear the pull-overs.
- G. The team listed first on the schedule is the home team and will inbound the ball to start the first half. In all jump ball situations, the alternating possession arrow will be utilized. Therefore, the possession arrow will determine who inbounds the ball to start the second half.
- H. The three point shot will be allowed - any shot made from beyond the 19' 9" line shall count as three points. It is the responsibility of the team making the three point shot to inform the scorekeeper that a three point shot was made. Any disagreements regarding the validity of a three point shot shall be handled in the same manner as calling fouls or violations.
- I. When a foul occurs in the act of shooting, if the shot goes in there will be no penalty. If the shot is missed, the fouled player will shoot one free throw. If the shooter was fouled while attempting a two point shot, **the free throw will be for two points**. If the shooter was fouled while attempting a three point shot, **the free throw will be for three points**. If the shooter makes the free throw, the points (two or three) will be counted and play will continue. If the shooter misses the free throw, the shooter's team will inbound the ball from half court.
- J. During the last two minutes of the game and overtime periods, if a player is fouled (shooting or non-shooting) he will be awarded two attempts to make one free throw. If he makes the first free throw it will count as two points and play will continue. If he misses the first free throw he will get a second free throw. If he makes the second free throw it will count as two points and play will continue. If he misses the second free throw, the non-shooting team will inbound the ball from under their opponent's basket. If a shooter is fouled while attempting a three point shot, he will be awarded two attempts to make one free throw (following the same procedures as described above). However, if the shooter makes one of his free throw attempts, it will count as three points.
- K. There are no player or team foul limits. Players do not foul out of the game.
- L. There is free substitution when your team is not at an advantage (offensive or defensive). Substitutions should occur near the center court area. Please inform the scorekeeper and the other team when a substitution is being made.
- M. If a technical foul occurs, 2 points will be automatically awarded to non-offending team and possession of the ball at half court

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!!**

Please note: Swearing and abusive language in a public park 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 scheduled game. 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. If that same player or manager is ejected from another game during the season, that player or manager will be suspended for at least the remainder of the season. Any player that is ejected from a game will be required to leave the facility immediately that player will also be required to miss his team's next scheduled game and pay a \$25.00 misconduct fee prior to being allowed to play in any other games. This is the **minimum fine**, if warranted a player may be suspended for a longer period of time at the league director's discretion. If the player refuses to leave the facility within 3 minutes of expulsion his team manager must get him to leave if not the team will be penalized an additional team technical foul (the other team will be awarded two points plus the ball. If the player still refuses to leave the game will be forfeited.
- E. All suspensions will be upheld, even if it means that the suspension must carry into another season's play.

FORFEITS

Teams must have at least four players ready to play at the scheduled game time or a forfeit will be called. Play may start and continue with four players. If a team cannot be fielded on a given night, that team's manager is responsible for notifying the Recreation Department and their opponent before 12 noon on game day. If a team forfeits a game without contacting the Recreation Department and their opponent by 12 noon, 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 same 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 may use players off of this list.

PROTESTS

Protests must be done before or during the game which you are protesting. You must make the scorekeeper and other team 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 Apple Valley Community Center no later than 4:00 p.m. the following day. Along 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 protests to only those which team 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.

STANDINGS

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

Head-to-head competition between the tied teams (wins vs. losses).

If tied in head-to-head competition, total points scored vs. total points given up (point differential) in the games played between the teams tied shall break the tie.

If there is still a tie after considering the first two tie breakers, total points scored vs. total points given up (point differential) for all league games shall break the tie.

If there is still a tie after the first three tie breakers, a coin flip will be held to break the tie.

PLAYERS

All players for Men's Open Basketball League must be at least 18 years of age. For the Men's Over 35 Basketball League, all players must be at least 35 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.

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!

INCLEMENT WEATHER

In the event of inclement weather (tornado warning, snow storm, etc.) contact the Apple Valley Parks and Recreation Information/Weather Phone Line at **952-953-2399, option 4**. 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 at the end of the regular season, prior to play-offs.

PLAYING SITE

All games will be played on the Apple Valley Community Center, 14603 Hayes Road in Apple Valley. On the schedules "N" is the north court and "S" is the south court. Locker room facilities will be available before the first scheduled game and until fifteen minutes after the last game is completed.

LOST VALUABLES

The City of Apple Valley is not responsible for lost or stolen valuables. Please do not bring valuables to league games. If you do bring valuables, bring a lock and secure them in the locker room. Please note that locks may not be left on the lockers overnight.

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 or bench, etc. Be aware that **the City of Apple Valley does not provide insurance for the participants of our leagues**. All liability and risk of injury is assumed by each player as a result of participation in our leagues. It is strongly suggested that each player obtain medical and liability insurance prior to participating in our leagues.

BLOOD RULE

A player who is bleeding or has an open wound shall be prohibited from participating 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 judgment of the league scorekeeper/supervisor, the uniform/bandage must be changed before the individual may participate.

LEAGUE SUPERVISION

The league scorekeeper/supervisor has the authority to enforce league rules before, during and after games. If there is a no show by the scorekeeper/supervisor, games will still be played. If a substitute scorekeeper cannot be found, each team will be asked to provide a player or spectator to keep score for the game. **Please direct questions or suggestions concerning the league to the supervisor/scorekeeper or to Lyndell Frey, League Director, weekdays at Lfrey@cityofapplevalley.org or 953-953-2316. Enjoy your 2016-17 season.**

