



## Adult Basketball League Registration Form

2023 Team Name: \_\_\_\_\_

Please circle one:                      Division 1                      Division 2

**\*\*\*League will only be split if there are enough teams for each division\*\*\***

Manager's Name: \_\_\_\_\_

Manager's Address: \_\_\_\_\_

Manager's Contact Phone: \_\_\_\_\_

Email Address: \_\_\_\_\_

**Registration Deadline: Wednesday, January 4 by 9pm**

**League Fee: \$150 / Team- Due upon registration or by January 4**

Games are played on Sunday nights at the Rec. Center beginning Sunday, January 15, no games Feb. 12.

### BASKETBALL ROSTER

Player's Name	Address	Phone Number
1)		
2)		
3)		
4)		
5)		
6)		
7)		
8)		
9)		
10)		
11)		
12)		
13)		
14)		

Return to the Recreation Center, 122 S. Garden St. New Ulm with registration fee.

Contact Liz Malloy, Program Supervisor with questions: 507-233-2121, ext. 203

### Rules for 5-Man Un-officiated Basketball League

This is an un-officiated league which means that there is a responsibility placed on players to call their own fouls. This goes both ways. If you foul a player while you're playing defense, you should call your own foul just as much as you would if you are on offense and someone fouls you.

1. Standard high school rules will apply with the following exceptions:
2. Home team gets the ball to start the game; visitors at the half.
3. Games will consist of two 22-minute running time halves. **Last minute of the 1st half and last 2-minutes of 2<sup>nd</sup> half will be stoppage time**; with a 5-minute half-time. 2(30 Second) timeouts each half.
4. There will be free substitution (only on a dead ball).
5. All halves begin and end on the time-clocks horn.
6. **Fouls may be called by either team (no referees). Only players who foul or are fouled may call it. Other players, on or off the court, shouldn't call a foul.**
7. Players should not intentionally hack players to prevent baskets. All fouls committed in the act of shooting will result in 1 free throw (**worth 2 points**) for the player fouled. All fouls committed in the last **2 minutes of the game** will result in 1 free throw (**worth 2 points**) for the player fouled. If a player is fouled while not in the act of shooting and not in the last 2 minutes of the game play should be stopped and checked by the offensive team at the top of the key.
8. All tie-ups go to the defensive team, out of bounds.
9. Ball must be checked at the top of the free throw circle on any violation.
10. No stalling the clock. This league is for fun and exercise; don't abuse the rules.
11. Tie games will have a 2-minute overtime— home team gets ball first. If still tied after 2-minute overtime – each team gets a possession chance with the ball. If one team scores and the other does not – game over. This one possession chance will continue until there is a winner. ***Gym Attendant will have to hold up the start of the next games in order to add the extra time.***
12. No Spectators.
13. The facility will be closed during the game times, no fitness equipment shall be used during league.

13. Teams should have 5 players to play (unless the other team agrees to play with 4). Teams are penalized a 2 point basket for every minute the game is delayed. After 10 minutes, the game is a forfeit. Lost time is not made up.

**Forfeit rule interpretation:** All teams should have 5 players to start. If not, there are 2 options which teams can go by:

If the team that has at least 5 players does not want to play with less than 5, the minute/basket rule applies until at the 10-minute mark the game is declared a forfeit.

OR

Both teams agree to start the game and play with 4 players. When/if the 5th player arrives for the shorted team – both teams switch to 5 x 5. If the 5th player never shows, the game is played 4 x 4 for the full contest.

Every team should be having at least 5 players showing up every week. On the occasion where only 4 players were to show, the option is there to play the game and have it count in the standings. If your team is in this situation, you need to decide which of the above rules will apply to your particular game. Most teams will opt for starting with 4 x 4 and switch to 5 x 5 when both teams have at least 5 players. If however, you do not want to play with less than 5 players, you have the option to wait 10 minutes and get the forfeit win. The captains should decide this at game time. You cannot start the game 4 x 4 and then change your decision and take the forfeit win.

- 14. Any players involved in any below disruptive behaviors listed below or at the discretion of Park & Rec. will be fined \$25 and suspended 1 week or longer. Player will continue to be suspended until fee is paid.***

**Disruptive Behavior**

- **Fighting**
  - **Excessive Swearing after being warned**
  - **Disrespecting Scorekeeper and Staff**
  - **Excessive Force**
  - **Other disruptive behaviors can result in suspension upon review.**
- \*Scorekeeper will stop play if any of these occur and the player will be removed from the game\***

15. Park and Recreation supplies a timekeeper for the games. All teams should report scores to him/her before leaving each week. *The timekeeper does not settle disputes but will remove player(s) for disruptive behaviors.*

16. All teams should have both a light and dark colored jersey/shirt each week and captains will then decide who wears what color.

17. Players can only be rostered and play on one team during league and must play in 3 regular season games to be eligible for playoffs.