

## **Belchertown Men's & Women's Basketball League Rules**

### **Player/Team Eligibility:**

1. Players must be 18 years of age at the start by the registration deadline. Current High School students are **NOT** eligible. Any team who violates this rule will forfeit any game(s) played with the illegal player.
2. Players who are members of a current college basketball team are **NOT** eligible. Any team who violates this rule will forfeit any game(s) played with the illegal player.
3. The link for the player agreement is: <https://forms.gle/DwzKiKL2PyzaRXdU9>
4. All fees must be paid by the deadline set by the league director.
5. Players may be added up to the mid-point of the regular season. Players who are added must be registered with the director and proper forms completed before able to play in any games. Players must participate in half of the regular season games to be eligible to play in the playoffs.

### **Rules:**

1. All games will be played using NFHS/MIAA rules.
2. Teams will be given five (5) minutes to warm up after the previous game has concluded. Games will begin at the scheduled start time of the next game if there is more than five minutes between the end of the previous game and the scheduled start time of the next.
3. Teams will be allowed five (5) minutes from the scheduled start time to field a team.
  - a) If a team does not have enough players at the expiration of the five minutes then the game will be considered a forfeit.
  - b) Teams cannot use players from other leagues teams.
  - c) Teams must have four (4) players to start a game or it will be an automatic forfeit.

### **Fouls:**

- a) Players will be allowed six (6) personal fouls. Players will be removed from the game on the sixth personal foul. Teams may play with less than five (5) players.
- b) Technical fouls, flagrant fouls and intentional fouls will result in two (2) shots and loss of the ball
- c) Two (2) technical fouls in one game will result in a one game minimum suspension. Additional penalties will be reviewed and possibly assessed by the league director.
  - o Players who receive four (4) technical fouls in one season = one game suspension
  - o Players who receive five (5) technical fouls in one season = two game suspension
  - o Players who receive six (6) technical fouls in one season = suspended for one year from basketball programs.
- d) Fighting will result in a player's immediate disqualification from the league for a minimum of one year and subject to additional disciplinary action.
- e) Any player who wishes to appeal a suspension may notify the director in writing and it will be forwarded onto the Recreation Committee conduct board.
- f) Appropriate language used should be appropriate at all times. Any player using foul language will be issued a technical foul by the officials.

### **Timing:**

1. (2) - 20 minute halves. Halftime is three (3) minutes.
2. Running time for the first 18 minutes of each half. The clock will stop for injuries, timeouts and shooting fouls. The clock will start when the shooter has received the ball for the last free throw attempt or the second shot of a bonus free throw during the first 18 minutes of each half.
3. The last two (2) minutes of each half will be regulation stop time unless a team is up by 20 or more points in the second half, if so the last two minutes (2) will be running time.
4. The clock will stop on a made basket in the last 59.9 seconds of regulation play and/or overtime unless the score is ten points or more.
5. Overtime will be three minutes long (the last 1 minute will be stop time).
6. A thirty five (35) second shot clock will be used.
  - a) Kicked ball goes to 20 when it happens at 19 seconds or less on the shot clock. If the kicked ball occurs over 20 seconds the clock stays wherever it was at.
  - b) If both shot clocks are not available, the shot clock will not be used in that game. If one is working we will use it.
  - c) If there is no shot clock, then we will use the closely guarded rule while dribbling in the front court.
7. Each team will get three (3) timeouts per game. Each team will be awarded 1 timeout per overtime. Timeouts will NOT carry over overtime periods.
8. The scheduled start time is the time you are supposed to be dressed and ready to play. If the game is at 8:30 am and the previous game runs late, that doesn't give you extra time to field a team. When the game is over, five (5) minutes will be placed on the clock for warm-ups and then we start. If you have less than five (5) players, you play with that number or you can forfeit. If players arrive late, they can play. Teams must have (4) players to start a game or it will be an automatic forfeit.
9. If teams are late, the game can be shortened at the discretion of the table and referee staff.

### **Playoffs:**

1. Playoffs will be held at the end of the regular season and will be single elimination.
2. Players must have played in half of the regular season games to be eligible.
3. Regular season standings will determine the seeding of the teams.
4. Tie Breakers used to determine playoff seeding in the case of teams with the same record.
  - a) Head to Head Matchups between teams involved.
  - b) Point differential in games played.
  - c) If a tie still exists, a coin toss will be used.

### **Uniforms:**

1. Players must have numbered jerseys.
2. Team shirts should be a similar color. (Pennies will be provided if needed)
3. Jewelry is not permitted.

**Cancellations:**

1. Cancellations will posted on the league website as well as an e-mail notification being sent out to team managers.
2. League website: [www.leaguelineup.com/belchertownbasketball](http://www.leaguelineup.com/belchertownbasketball)

**Chestnut Hill Basketball Area & Jabish Brook School Policies:**

1. Alcohol and Tobacco are **NOT** allowed on the premises including the parking lot.
2. Teams are asked to clean up their team bench after each game and leave the court area the way it was found.
3. The facilities must be respected, including restrooms and common areas.
4. Children must be supervised always. Please do not let children play on or go on top of closed bleachers.
5. Sneakers must be worn on the floor. These should be clean and different sneakers from the ones worn into the gym.