



Schedule and Standings: www.quickscores.com/cityofwinona
League Contact: rschaar@ci.winona.mn.us / 507-457-8258
Park & Recreation Hours: 8:00am- 4:30pm M-F
After hours drop box located on the 4th Street side of City Hall building

2018-2019 Adult Basketball Policies & Regulations

Role of Managers

- I. Team captains will be held responsible for player conduct. Unsportsmanlike conduct will result in player or team suspension if excessive.
- II. Make sure everyone is on your roster and that rosters are turned in.
- III. Make sure your players know the rules of play, eligibility, conduct, and have a legal uniform.

Roster Eligibility

- IV. **All rosters must be turned in to the Scorekeepers' table or the Park & Recreation Office by December 14, 2018 (after the 3rd game).** Late rosters will result in no further games being played for that team and loss by forfeit, until turned in.
- V. ROSTER LIMIT – 12 players per team. Players must be on a roster in order to play.
- VI. You may only be on **one roster** in the City of Winona Park Rec Basketball Leagues.
- VII. Players must be at least eighteen years old and/or out of high school.
- VIII. No Professional Players or current college players.
 - I. After the initial roster deadline, players may be added or deleted from your roster before the next game they play in. Scorekeepers will keep the rosters at the gym, no need to call our office to make changes. **No additions after January 18, 2019.**
 - II. The penalty for playing unrostered players in a league game is a forfeit, if requested by the offended team or brought to the attention of the Recreation Director, within 24 hours.

Equipment

- I. All teams must have similar colored tops *with numbers*.
- II. **Teams/ players without appropriate jerseys must wear pinnies provided by Park & Rec.**
- III. All braces/ protective padding must be a soft, pliable nature. Any kind of jewelry is illegal and must be removed (wedding rings may be taped)

Game Cancellations

- I. If it seems like games could be cancelled due to weather, check our Cancellation line: 507-457-8220 after 4pm. If there is an outdated message, that means games are still on.
- II. **Rescheduled games:** The schedule allows for **one** makeup night in the event that games are cancelled due to inclement weather. Any additional cancelled games may not be able to be rescheduled due to staff and court availability.
- III. **Games will not be rescheduled if a team can't make it or doesn't have enough players. As a courtesy, if your team has to forfeit call our office so we can notify the other team.**

WSU Facility Use:

- I. You are allowed to bring **WATER ONLY** into the gym as long as it is in **Plastic Bottles**. You must clean up any spilled water immediately and take what you brought home with you.
- II. **NO SMOKING OR DRINKING AT WSU FACILITIES**
- III. Please be respectful of the facility so we do not lose the privilege of playing there.

Self-Officiated Rules of Play

The purpose of the league is to provide a fun, recreational, yet competitive experience. Keep in mind the etiquette of self-officiated play. Don't be overly aggressive- there is a limit to acceptable physical contact. Remember, we play running clock- don't eat up time by calling every ticky-tack foul or arguing every play. With the exception of the below rule modifications, play will be governed by the Minnesota Sports Federation (MSF) and Minnesota State High School League (MSHSL) rules.

- I. Players (either offensive or defensive) should call their own fouls and violations, either when they commit a foul or a foul is committed against them.
 - a. **Offensive call prevails if there is a dispute on a foul.**
 - b. Possession arrow will be used if there are simultaneous fouls or violations, if it is unclear which team forced the ball out of bounds, etc...
- II. TEN POINT RULE: If a team is 10 points or less behind *and it is within the last 2 minutes of the game*, any foul that is called results in a '**three to make two situation**', meaning the fouled player gets three tries to make two free throws. The fouling team receives the ball after the free throws are shot.
- III. There are no player or team foul limits. Players do not foul out of the game.
- IV. If there is a technical foul, 2 points will automatically be awarded to the non-offending team and possession of the ball back.
- V. **REMEMBER: the scorekeepers are *not* officials, and are not there to provide rulings on plays. They may however, administer technical fouls for unsportsmanlike conduct and have the right to eject any player. Please treat the scorekeepers with respect!**
- VI. NO GRACE PERIOD – Be on time or your team will forfeit! *Other groups use the gym after us.*
 - a. A minimum of 4 players must be present on each team in order to start a game. If a team cannot field at least 4 players by game time, it is a forfeit.
 - b. If during the game, players are reduced to less than 4, it's a forfeit.
- VII. Games will consist of **two** 20-minute halves, running time except:
 - a. During the **final two minutes of each half** (unless a team is ahead by 15 points or more. Stop time will resume if the difference in score becomes less than 15 points.)
 - b. During the first 18 minutes of each half the clock may only be stopped by a timeout, serious injury, or a technical foul.
 - c. There will be a five-minute half time break.
- VIII. Teams will shoot to determine who gets to start the game on offense. Possession arrow at the end of the half determines who gets the ball to start the second half, and any subsequent overtime periods.
- IX. Each team will be awarded (2), one-minute time outs per half. Time outs are not cumulative.
- X. Substitutions may be made only during dead ball situations
- XI. Overtime consists of a two-minute period; the first minute will be running time and the second minute stop time. Each team will get 1 additional time out per overtime period.

Technical Fouls- Unsportsmanlike Conduct

- I. Excessively swinging arms or elbows, whether or not there is contact with an opponent, will result in a technical foul.
- II. Abusive, profane, threatening language or excessive trash talking will not be tolerated and will result in a technical foul, at the discretion of scorekeepers or league directors.

- III. A second technical foul on any player shall be considered flagrant and that player ejected.
- IV. Teams receiving three technicals in a single game shall forfeit the game.
- V. Depending on the severity of the misconduct, the technical foul may be skipped and the player immediately ejected.

Dunking

- I. **Dunking will be allowed only during the actual game.** Anyone caught dunking either before or after the game will be charged with a technical, ejected from that game and the next one.
- II. Payment for damaged equipment is the responsibility of the violating player/team.

Protests

- I. Game protests must be filed with the scorekeeper and opposing team manager before or during the game. Protests regarding eligibility may be made before, during a game or up to 24 hours after the game; the protesting team must call the Recreation Director within the 24 hours. Ruling on the protest will be made after receiving the circumstances and facts pertaining to the protest.

Respect the game. Respect fellow players and league staff.

Team Conduct & Eligibility Policy

Winona Park and Recreation Department has instituted misconduct fees for the Adult Basketball League. The conduct fee must be a credit card, check or cash payable to the "City of Winona" from the team manager... NOT a team sponsor. Teams that are suspended will not receive a refund of fees paid.

Unnecessary roughness, excessive arguing with opposing players or staff, physical contact of any kind with staff, drunkenness, fighting, or disrespect for property, will not be tolerated. Abusive, profane, threatening language or excessive trash talking will result in a technical foul, at the discretion of scorekeepers or league directors. Note that any player receiving two technical fouls in a single game will be ejected.

- Fighting/ physical contact made with official, scorekeeper, or another player: \$50 per incident and expulsion from the league and possibly any Winona Park & Recreation programs indefinitely.
- Player ejection: \$25 per ejection.
Any player who is ejected from a game, for any reason, must also sit out that team's next scheduled game. If it happens again in the same season, suspension the remainder of the year.

The League Director, including officials and scorekeepers will enforce this policy.

All teams will be required to pay the required conduct fee once notified by the League Director that a team and/or player violation has been made. Teams will have 48 hours to pay the fee and will not be able to continue in the league until the fee has been paid. No exceptions.