



Rules

Elk River Parks and Recreation Men's 5 on 5 Self-Officiated Basketball League

I. LEAGUE INFORMATION

- A. The league will start on Thursday, January 25th and run through April 18th. Single elimination playoffs will tentatively start March 31st. (As of now, there will be 2 bye weeks due to conflicts. Should we be able to avoid the conflicts, everything moves up 2 weeks.)
- B. The game times will be 6:05, 7:05, 8:05, 9:05pm. Please arrive 10-15 minutes early for your games to change and stretch, etc. Teams will play 1 game per night.
- C. All games will be played at either the YMCA/Salk Middle School in Elk River. Once schedules are made, you will see your nightly location and game time.
- D. As we look to grow this league, at this time, there is no differentiation between an "upper tier" team and a "lower tier" team. This league is recreational and should be treated as such.

II. FEES

- A. The fee for the Winter 2024 Season is **\$225.00 + tax**.

III. ELIGIBILITY

- A. Players may only play on one team within the league.
- B. Minimum age for players is 18.
- C. Players must be on the official roster for the team they are playing for.
- D. Player ID's may be checked to ensure proper age and verify the individual is on the roster.

IV. ROSTER

- A. The maximum number of players that may be on the roster is 12.
- B. Your team roster **must** be on file at Elk River Parks and Recreation Department prior to your first game. **Failure to do so will result in a forfeit until your roster is turned in and a \$25.00 fee.**
- C. Players may not play or be on another team's roster in the league.
- D. The last time in which roster changes can be made is the night of the fourth game of the season.
- E. Random roster checks may be done at any time, at the discretion of Staff. All players must bring a picture ID that matches the info provided on the team roster in order to be eligible to play. No ID, means you must leave the court if you are in question for that night until information is verified.
- F. Ineligible/non-rostered players results in a \$25.00 fee per violation. Games are forfeited until fee is paid.
- G. Player Add Policy and Procedure
 1. All players **MUST** be officially added to the team roster by completing a roster add form 15 minutes prior to the start of the scheduled game. An ID may be required.
 2. Players may be added via email by contacting wellingworth@ElkRiverMN.gov. Please submit the participants first and last name, address, team name, and date of birth.
 3. The added player than must sign the team roster before the start of play.
 4. Managers are responsible to ensure the eligibility of all players added. This includes insuring that all added players are NOT on another team's roster.

V. SCHEDULES

- A. It is solely the responsibility of the manager to let their team know when their games are.
- B. Schedules are posted online at <https://www.quickscores.com/elkrivernm>.
- C. Team manager listed on the entry form once the schedule has been completed will be notified of that posting via email.
- D. Updates on any game changes or cancellations will be posted on our quickscores page, email to team manager, and by calling our weather hotline at 763-635-1160.

VI. GAME CANCELLATIONS

- A. Team managers can call the league line if there is any questions on whether games are cancelled. The league line number is 763-635-1160.
- B. Emails/texts will be sent out to those who provide email address and cell phone to also notify of any game changes or cancellations.

VII. PLAYING RULES

State High School League rules will be played with the following exceptions:

- A. A player assessed a 5th foul is disqualified unless he is the only available player.
 - 1. Additional fouls by that player will result in the foul plus a technical.
- B. Two 20 minute halves will be played.
- C. Half time will be 5 minutes in length.
- D. Each team is allowed 2 –30 second time outs per half. They do not carry over.
- E. If a game is tied at the end of regulation play, one, 2 –minute overtime will be played. No Timeouts allowed. The home team will inbound the ball to start OT.
 - 1. If still tied, each team will get 1 possession of 10 seconds each to attempt to declare a winner.
 - 2. If it is still tied, the game will officially end in a tie.
 - 3. Should a foul occur as time expires in regulation or OT, 10 seconds will be placed back on the clock as the games **cannot** end with a defensive foul.
- F. There are no free-throws in this league.
- G. A team must begin a game with 5 players. If during the game a player is injured, a team may elect to continue with 4 players.
- H. **No dunking, slamming or hanging on the rims or nets. If this occurs, the players will be assessed a technical foul. Should any damage occur to the rim or backboard, that person will be held financially responsible for the damage.**
- I. The team listed on the schedule as the home team and will inbound the ball to start the first half.
- K. The three point shot will be allowed. Any disagreements regarding the validity of a three point shot shall be handled in the same manner as calling fouls or violations.
- 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 announce when a substitution is being made.
- M. **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 is covered and a bandage is visibly free of blood.
- N. Out of Bounds– We will use the black court lines on the full court for boundaries. When using the smaller courts, within reason, there shall be no turnover for being out bounds in the corners of each court. This rule only applies when using the 1/2 gym court.

VIII. EQUIPMENT AND APPAREL

- A. Each team is to possess a game quality basketball. However, the league will also provide a ball.
- B. The league will provide a Supervisor, whom will also manage the game time/score.
 - 1. In the event staff does not show up, notify league director and proceed with the game and alternate half's to keep score until the staff arrives.
- C. Similar color shirts/jerseys are required.
- D. Black-soled running shoes that mark the floor may not be worn.
- E. All-purpose shoes with black nubby sole may be worn.
- F. A shirt/jersey must be worn at all times. Teams will forfeit their game if this is not followed!

IX. BEHAVIOR

Our purpose is to provide a friendly and orderly league, and any physical or verbal harassment of any player or spectator will not be tolerated.

- A. Unsportsmanlike behavior will not be tolerated. Each team member is responsible for his conduct. Respect yourself and others.
- B. Casual profanity is prohibited. When a player does use profanity, the entire team is warned. Any further occurrence by any other player will result in game ejection. The Supervisor may choose to eject someone without warning depending on the situation.
- C. Fighting or physical contact 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.
- D. Any player or manager ejected from a game will be automatically suspended from playing their team's next schedule game. If the ejected player does not follow through with game suspension, the team will forfeit their games played until that ejected player follows through the suspension.
- E. **Staff have the right to eject players who are violating any of the above rules at any time at their discretion.**

X. LATE ARRIVAL AND FORFEITS

- A. A team must have five players; no team shall start short.
- B. A team not ready to play at game time will be given a five minute grace period.
- C. At five minutes, the game is forfeited.
- D. A team which forfeits two games during the season, will forfeit the rest of the season or pay a \$50 fine.
- E. A team must notify Elk River Parks and Recreation by **noon on game day** if they need to forfeit. They can call 763.635.1150 or email at wellingworth@ElkRiverMN.gov. Unannounced forfeit results \$25 fee.
- F. Forfeits will be marked down as a 20-0 score.
- G. Teams will have to pay for the following violations before their scheduled game. If fees are not paid before the next game, that team will forfeit the game:

Alcohol Consumption	\$50 per incident	Suspension is included
Fighting	\$50 per incident	Suspension is included
Player Ejection	\$25 per ejection	Suspension is included
Ineligible Player	\$25 per violation	
Unannounced forfeit	\$25 per game	

XII. PROTESTS

Protest must be done before the next game that you are protesting. You must make the Supervisor 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 City Hall no later than 4:30 pm 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 protest to only those which team managers are sure of legitimacy. 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 refuses to sign his name, a forfeit will be called on his team and that player will be suspended for one game.

XIII. CHILDREN

A. Do not bring children unless a non-playing adult actively supervises the child while you are playing.

XIV. LOST VALUABLES

A. The City of Elk River/YMCA/ISD 728 is not responsible for lost or stolen valuables. Please do not bring valuables to league games.

XV. 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 Elk River 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 league. It is strongly suggested that each player obtain medical and liability insurance prior to participating in our league.

XVI. STANDINGS AND AWARDS

- A. Final standings are based on:
- a. Points earned. (Win=2 points, Tie=1 point, Loss=0 points)
 - b. If tied, head-to-head record
 - c. If tied, overall point differential
- B. Winning team of each league will receive t-shirts!

