

WISCASSET REC. MENS WINTER BASKETBALL LEAGUE

RULES & REGULATIONS 2018

1. Games will be conducted according to the National Federation of State High School Associations Rules and Regulations with the following modifications:
2. A game will consist of two, 22 minutes run time halves. Last two minutes of game will be stop time. Over times will be four run time minutes (last minute will be stop time).
3. A team must have at least four players present to start a game. If a team has four players present at game time, the game will begin immediately without any wait. If a team does not have four players at game time, the clock will be set at ten minutes and a forfeit will be declared if the team is not ready to play when the time limit expires.
4. Games will be held Sunday evenings. If a game is unable to be held, the league will look to schedule make-up(s) when gym is available. For games on Sunday, the first game of the evening will start at 4:00 p.m./4:30 p.m. sharp. The second game of the evening will start ten minutes after the first game has ended. 10 minutes will be given to teams to warm up.
5. Half time will be four minutes in length.
6. Each team is entitled to two full and two 30 second timeouts during regulation time. Teams will be entitled to one full additional time out for each extra period. Each will only have one timeout in overtimes.
7. Each player must play a minimum of eighteen minutes per game. **However, if any player attends a game under the influence of drugs or alcohol, that player will not be permitted to participate.** If a player is late for a game, the captain may adjust their playing time. (Example: if a player misses the first quarter, the coach must play him a minimum of 12 minutes.) A coach may not pro rate the playing time if a player only misses the pre-game warm-up. Any violation of this rule will result in an automatic forfeiture of the game in which it takes place.
8. Players will not be permitted to wear equipment that is dangerous to other players. Equipment must conform to National Federation Rules. **All jewelry is prohibited.**
9. The one-and-one bonus situation will be in effect on the seventh, eighth & ninth team fouls of each half. Starting with a team's tenth team foul in a half, the opposing team will shoot two free throws for each foul.
10. Children are not permitted on the court during time outs, quarter breaks or half time. Parents are responsible for their children! The building is closed at this time; all children must remain in the gym with their parents at this time!
11. Teams are responsible for picking up their garbage, beverage containers, etc. Please do not leave the bleachers a mess!
12. Any player who is bleeding, or has blood on his body or clothing, will be removed from the game until the bleeding has been completely stopped and there is no visible blood. A player may not

participate with blood on his body or clothing. Bandages, band aids, ice packs, etc. must be disposed of properly. DO NOT LEAVE THEM ON BLEACHERS!!

13. Profanity, attacks on officials, and altercations in our recreation program will not be tolerated. These actions are absolutely not in line with the philosophy of our program. Therefore, if a player receives two unsportsmanlike technical fouls or is removed from the game by the officials for unsportsmanlike conduct, he will be ineligible to play the remainder of that game and will have to pay a \$20.00 fee to play in his next game.
14. Any player who is thrown out of 2 games or receives 3 technical fouls in the same season will be suspended from league play for the season's remainder. Penalty may be longer depending on the severity of the infraction.
15. Any player ejected from a game must leave the facility immediately and will not be allowed back into the facility during the suspension period. If the player refuses to leave the facility player will be suspended from league play for a minimum of 1 full year.
16. Pick up a player rule: For a team to acquire a player due to injury or misconduct the following procedure will be used: Captains will vote if player will be allowed to join a team. Majority of captain approval or disapproval will determine the addition.
17. WCC Staff reserves the right to remove or expel any individual immediately due to extreme behavioral circumstances as needed.
18. Free throw procedure: players lined up around box (except for shooter), can rebound as soon as ball leaves the shooter's hand. Players outside 3 point arc and shooter need to remain outside of arc and shooting line until ball hits the rim.
18. AWARDS: Championship shirts will be given for the league champions.
19. All rules will remain the same during the playoff season.

TIE BREAKING PROCEDURE:

1. Two team tie:
 - a) Record versus each other
 - b) Head to Head point differential
 - c) Coin Flip
2. Three or more teams tie:
 - a) Record versus each team involved in the tie.
 - b) Best plus-minus statistics for teams involved in the tie.
Plus-minus versus only teams involved in the tie.
 - c) Coin Flip