

GaREAT Men's Basketball League



General Information Manual

League Manager

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League Director

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Age Limit

- All Participants must be 18 years of age or older.
- No former college basketball players under the age of 30 are permitted to play in the Rec. Division of this league.

Fees

- An entry fee of \$400.00 is required for each team. There is a \$100.00 deposit due at the time of registration. All fees must be paid and team roster's handed to the league director by the 2nd week of the season. Fees that are not paid by the second week of the season results in the removal of your team from the league.

Referee Fees

- Regular season and playoff referee fees are \$20.00 per team per game.
- There will be 2 referees designated for each game.
- Each team is responsible for paying their referee fee before each game. Failure to pay the referee before the game results in forfeit for your team and will be treated as such. (Refer to forfeit section)

Scorekeeper

- There will be no scorekeeper fee. The scorekeeping will be completed by the League Manager and/or League Director.

Medical Waiver

- Each team is responsible for turning in a roster form. Each individual must sign their name on the roster form which also serves as the medical waiver. The captain/coach must then give the roster form signed and completed to the League Manager before the games start. Individual(s) that sign up must sign an actual medical waiver and give it to the League Manager before he is placed on a random team.
- If a person has not signed either the roster form (medical waiver) or the individual medical waiver they are not permitted to play in the league.

Rosters

Players/team rosters

- The roster of each team is allowed to have as many as 10 players at one time.
- All rosters must be turned in prior to the first league game. Failure to do so will result in automatic forfeit. Additions can be made up to the starting whistle of the second game of the session, by adding them to the turned in roster. A completed roster is defined as all parts of the roster/waiver Form being filled out "IN FULL" including the signature of each individual

participant of the team. Just writing in a person's name without his or her signature and information does not constitute a position on the team.

-New rosters must be completed and filed each session.

-A player is not permitted to play on more than one team per division during a session.

-Once a player's name appears on the team roster, that player can only change teams during the season of play if it is before the second week of the season. Special Circumstances will be considered by the League Manager on an individual basis.

-All rules are subject to change based on the discretion of GaREAT's staff.

Uniforms

-All teams must have matching jerseys with numbers by the first week of the season. If teams do not have matching jersey and numbers that game will result in a forfeit.

-Team uniform colors must be registered with the League Manager prior to the first game, to avoid teams wearing the same colors. If for some reason teams playing each other have the same color jerseys, the home team will wear a different colored vest (provided for the game by GaREAT).

League

GaREAT will offer basketball leagues for adult and youth players. Recreational and competitive divisions will be available.

-All divisions will play 5v5.

-All games are played indoors on our multi-sport court surface.

-All games are played in the evening hours. Exact times are based on the total number of teams per division.

-Friday evenings will be used as overflow for all divisions.

Forfeits

-If a team forfeits a game for any of the reason discussed in this manual the game results in a loss for that team.

-All forfeits will result in a score of 25-0. The team who forfeits will receive 0 points, while the other team will receive 25 points. These points will be used to calculate point differential for league standings.

Rules

-All games will be played under official basketball rules

Procedures

-Team Captains are responsible for checking the score book, making sure the referees are paid before each game, and ensure all rosters are filled out properly and turned in on time.

- All communication within the league will be orchestrated between the League Manager and the team captains. These captains are then responsible for relating all of the information to the members of their team. This includes but is not limited to game schedules, game cancellations, team standings, etc.

- No chains, necklaces large rings, hats, etc are permitted to be worn during the game. Coaches are required to make sure that their players follow this rule for the safety of the players.

Playing Periods

-Each game will consist of two 20 minute halves with a running clock.

-The clock will stop during the last two minutes of the second half and for time outs as per regular rules. During the last two minutes of the second half, should a team be winning by more than ten points, the clock will not stop except for time outs.

-There shall be five minutes between halves.

-Overtime periods shall be three minutes in length. (Maximum of two)

If game remains a tie after the two O.T. periods the game will be decided with a free-throw 5v5 shootout.

Time Outs

-Each team will be given two time outs per half during regular season and one time out during each overtime period.

-Each time out will be one minute in length.

Jump Ball

-There will be a jump ball at center court at the beginning of the first half. For the beginning of the second half we will use the alternate possession rule.

Substitutions

-Substitutions must report to the scorer's table to check into the game. The player will be allowed to enter the game only at the time of a dead ball. If this rule is broken, it will result in a technical foul

Fouls

-Each team will be allotted six fouls per half before being assessed a one- on- one situation. The seventh team foul will result in a one on one situation.

-When a team reaches ten team fouls in one half, they are in the double bonus.

-All technical fouls result in two shot fouls

Conduct

Smoking, alcoholic beverages, and profanity

- No smoking will be allowed anywhere inside the building at any time.
- No alcoholic beverages will be permitted anywhere in the building or on the grounds at any time.
- Any intoxicated players will receive two game suspensions effective immediately at the beginning of the game. Should a player suffer a second intoxication, he will be suspended from league play for the remainder of the season.
- The use of profanity will not be tolerated anywhere in the building at any time

Player or Players receiving one or two technical fouls in a game

-1st technical foul- the player or players may stay in the game unless the officials rule disqualification due to flagrant misconduct. If disqualified the player or players are suspended for the next two games which his team plays.

-2nd technical foul- The player or players will automatically be ejected from the game and suspended for the next two games in which his team plays.

-A player or coach may receive a technical foul for his conduct even after the conclusion of the game. The above rules will apply to situations like this, and will be enforced after the initial jump ball of the next game.

-Any player receiving four or more technical fouls during the season will be suspended for the remainder of the season, including tournament play, and will be not be allowed to play in the next session.

Unsportsmanlike Conduct

-Teach captains are responsible for the conduct of their players before, during, and after each game.

-Unsportsmanlike Conduct includes but is not limited to:

- *heckling of officials or members of the opposing team by players or spectators

- *use of obscene language or gestures

- *failure to follow the directions of an official

- *fighting – For this all of GaREAT’s Adult Leagues follow the zero tolerance policy.

Any player/s in violation of this rule will result in immediate dismissal of that player/s from the game, and/or forfeiture of the game at which point GaREAT management will determine the severity of the acts in question and whether player/s and/or team will be allowed to return.

-Any person who does not follow these rules will be ejected from the game possible from the league if the infraction is considered a flagrant and severe by the officials.

-Any spectator in violation of this rule will be ejected from the game and will be escorted from the building for the durations of the evening's game.

-Any player who physically attacks an official will cause the game to be ended and the game forfeited to the other team. The offending player will also be automatically and immediately expelled from the league. The offending team may also be expelled from the league and should it be considered necessary after investigation by the League Manager.

-Any player or players who physically attack or begin to fight with another player or players will be automatically and immediately suspended for three games. The offending team may also be required to forfeit its next three games if deemed necessary after the situation is reviewed by the League Manager.

- Infractions of this nature occurring within the last three games of the regular season will be treated as above with tournament games being counted as suspensions or forfeits.

-Serious or flagrant violations of this nature may result in ejection from the league if found to be necessary by the League Manager after meeting with other League Officials.

-Any player, players, or team who suffer suspension or forfeits and who again are found in violation with any of these rules will automatically and immediately be ejected from the league.

-Unsportsmanlike conduct violations may occur before, during, or after a game; and may occur either inside or outside the building.

-The team captain is the designated person to discuss controversies with officials on the court. Officials are required to talk to the team coach when controversies occur. If the team captain is not available, an acting captain will be appointed by the team to fill this role before the game begins. However, only one person will be a captain at a time, with substitute captains not being changed during a game.

Cancellations

-It is our goal to play all games on the date and time when they are scheduled. There might be some situations that arise where we cannot play the games. If there is a situation where we cannot play the games when they were scheduled, the League Manager will contact the team captains to notify them. The League Manager will also tell them when the scheduled make-up date will be. It is then the captain's responsibility to call and notify all team members of the cancellation and make-up date.