

GAMEPLAY, RULES, AND PENALTIES FOR HAC ADULT BASKETBALL

League Coordinator: Dave Mulvena

Locations:

Hockessin Athletic Club (enter through the doors by the outdoor pool – south entrance)

100 Fitness Way

Hockessin, DE 19707

Sanford School

6900 Lancaster Pike

Hockessin, DE 19707

General Information:

The game will be governed by NCAA rules outside of league rules.

Season Starts: January 26th (8 regular season games)

Teams that owe any fees are not eligible for playoffs.

Games will start between 4pm and 9:30pm (only exceptions are the first 2 rounds of playoffs)

Team Coach

The team coach must be on the roster form listed as the coach. Each team is allowed to have 1 coach. The coach is the only person, other than the players, that is eligible to be on the team's bench.

Team Captains

Team captains will be determined by their team prior to the start of the game. Team captains will meet w/ officials to receive any information prior to the start of the game and pay the \$45 referee fee at the scorers table. If a captain is ejected from the game at any time; the team may choose another player to take over as captain.

Forfeits:

If a team does not have enough players to play (at least 4) they will forfeit. If a team does not have the \$45 referee fee they must forfeit. Any team that forfeits is responsible for their referee fees and the other teams referee fees which must be paid within 72 hours of the game \$90 total. Any team that forfeits 2 consecutive games will be ejected from the league with no refund.

**If you know you will not have enough players for a game and you let the league coordinator know before 12noon the Thursday before the scheduled game; no forfeit fee will be accessed.

Mercy Rule:

If a team a team is up by 30 pts with 5 minutes or less to go, either team can decide to end the game at that point. The game will continue if both teams want to continue playing.

Grace Period:

If a team has 4 players or more they must start at their scheduled time. If a team only has 3 players there will be a 5 min grace period. After that grace period the clock will begin to run until a fourth player arrives. The team that has at least 4 players will be awarded 2 points for every minute that the other team is late. This will go on until the end of the first half. If a 4th player does not arrive by half time then the game will end in a forfeit.

Officials

A. Officials shall be in complete charge of all games and shall have the authority to eject any player(s), or spectator(s) from the facility for abusive language or unsportsmanlike conduct on or off the playing court. **(OUT OF SIGHT AND SOUND) THE CAPTAIN/COACH WILL VOICE TEAM OPINIONS ONLY.**

B. Any bodily contact or threatening gestures against any official will result in automatic dismissal from further league play. NO EXCEPTIONS. Officials have the power to forfeit any game they feel their safety is threatened. Players engaging in any fight shall be suspended from the game and may be suspended for the season.

C. In the event that regular scheduled officials do not appear, the two captains have the privilege of agreeing upon officials selected at random; those officials selected shall be considered official and game results will stand as played. In the event officials cannot be obtained or agreed to by both managers, the game shall be postponed.

Player/Team Conduct: (ALL PLAYERS NEED TO KNOW THESE)

A. Any player ejected from the game for unsportsmanlike conduct may be automatically suspended for two games. Should any player or spectator swing at another player, spectator or official during or after a game, the guilty party shall be suspended from the League.

C. Players under the influence of alcohol or an illegal substance will not be permitted to participate in league play.

D. Players who stay in the surrounding area before and after a game and subject the officials to ridicule or verbal abuse will be suspended for two (2) games.

E. No player shall be guilty of any abusive verbal attack, use of profane, obscene or vulgar language or objectionable demonstration of dissent or any unnecessary rough tactics in the play of the game against the body and the person of an opposing player, officials, or scorekeepers. Players will be suspended for two (2) games.

F. No player shall discuss with an official in any manner, the decision reached by such official with the exception of the team captain. The team captain may ask for clarification of rule interpretations and information on technical foul infractions and ejection only. The information will be limited to who committed the infraction and what the infraction was (ex. unsportsmanlike conduct, slapping the backboard, etc.) No further dialogue or explanation will be required by the officials and, again, this only to the captain on request. Team members are reminded to remain on the team's sideline to insure safety and non-interference with play. Officials shall give one team warning. Should players or captains not adhere to warning, the player or manager will be suspended from further play.

- G. Any player who throws a ball in a flagrant manner will be automatically ejected from the game.
- H. Anyone who receives two conduct technical fouls in one game will face ejection for the remainder of the game and subject to the following league game
- I. Teams with spectators under 10 years of age must have a designated adult to supervise them. All spectators are to remain outside of the gymnasium. No part of the building is available for children of any age to play during adult basketball league play.
- D. Game shall be forfeited if order for removal of a player is not carried out within two minutes.
(Out of sight, out of sound)

Equipment

- A. Game ball can be provided by the teams or league. This is any ball agreed to by both captains.
 - B. Every player must wear a jersey with a number on the back approved by the league coordinator. Teammates can not have duplicate numbers. Team technical fouls will be assessed for each violation after week 1.
- Each team is responsible for maintaining its own bench area.

Special Rules

- A. All League games shall consist of two (2) twenty (20) minute halves and a continuous running clock, except for time outs, injuries, and the last two (2) minutes of the game, if the losing team is within fifteen (15) points. Three (3) minutes between halves. .
- B. Each team may have two, 30-second time outs per half only. If both timeouts are not used in the first half one (1) will transfer over to the second half.
- C. Team Fouls: On the seventh (7) team foul in each half, the Bonus Rule will be in effect, and on the tenth (10) team foul, the Double Bonus Rule will be in effect.
- D. If the game is tied after regulation play, there will be a two (2) minute overtime period. The overtime period will be played like the last two (2) minutes of the second half. Each team receives one time out. If the game is still tied we will have an additional 1 minute overtime and continue that until we have a winner.
- E. *Hanging on the rim is not allowed before, during, or after the game. Penalty is*

unsportsmanlike technical foul, that night or at the next game. Players who hang on the rim before, during, or after the game after receiving a technical foul will be ejected from the game. If damage to the goal results, the responsible player must reimburse the Hockessin Athletic Club or Tatnall School.

Technical Fouls The opposing team will automatically receive 2 foul shots, and the team that has possession of the ball will keep possession (point interruption). 1 game suspension for 3 technical fouls. (see notes from captains meeting email for additional information).

Protest a game:

Only a team captain can protest a game. A protest to stop an illegal player from playing in the game must be made before half time. If the player arrives after halftime the captain must make the table aware of it immediately. Protests can be made after the game, but there is a \$25 administrative fee. A protest that is upheld could result in the game being replayed or forfeited.

Play-offs/Standings

- A. The league coordinator holds the right to move teams up or down in divisions for playoffs.
- B. ***Play-offs will begin at the conclusion of the regular season w/ all teams making the playoffs that are in good standing with the league.
- C. Standings will be determined by:
 - 1. Overall record
 - 2. Head to Head record
 - 3. Points differential

Awards:

Division winner receives championship rings

Playoff Champions receive individual Championship Rings

League MVP

Playoffs MVP

Notes:

Spectators can only watch. They cannot play on the equipment at the Hockessin Athletic Club or other sites.

Cleanup all trash after your game.

Watch language. There are women and children present for games.

Players must check in at the scorers table before the game in order to be eligible to play.

Must have ID present

Cannot play for 2 teams (unless given permission by the league commissioner)

Contact Information

Dave Mulvena

Cell: 302-750-8442 (emergencies only)

Office: 302-239-6688 ext. 160

Email: dmulvena@hachealthclub.com