



ADULT MEN'S BASKETBALL LEAGUES RULES & GENERAL INFORMATION

GENERAL INFORMATION

1. **Regular Season Structure:**
 - a. 10-week regular season split into two separate 5-week seasons
 - b. Teams that win the first 5-week portion of the regular season will get a team gift card to a local restaurant
 - c. After the first 5 weeks, W-L records will reset + new competition levels will be assigned for the second 5-week portion of the regular season
 - d. Teams that win the second 5-week portion of the regular season will get championship t-shirts
2. **Late Fees:** A registration deadline is established for each season. If there are still remaining spots in our leagues after that registration deadline, we will re-open registration, along with an additional \$50 fee
3. **Cancellation Fee & Refunds:** Due to game schedules having to be re-made if a team backs out of the league within three weeks of the season, a \$100 cancellation fee will be charged if a team requests to be removed from the league within three weeks of the start of the season. Once the league schedule begins, no refunds will be provided
4. **Team Managers Expectations:** The team manager is responsible for the behavior of its team members/spectators, communicating league rules to team members, submitting team fees, submitting rosters, and responding promptly to Rec staff. Communication with the Rec office must be handled through the team manager only
5. **Weather Cancellations:** If cancelled, team managers will receive an email. Participants can also get cancellation information via our "Weather Cancellation Line" (616-748-3235), website (www.zeelandrecreation.org), or social media pages (@ZeelandRecreation)
6. **Reversible Team Uniforms or T-Shirts:**
 - a. Reversible numbered shirts/jerseys must be worn by each team for every game
 - b. Having two color options is required to ensure we don't have two teams with the same colored shirts/jerseys in a game (reversible jerseys or two different colored shirts)
 - c. If a team does not provide multiple colored shirts at game, they will be assessed a 5-point penalty and will start the game with a 5-0 score deficit
 - d. Each player without a number on their shirt/jersey will be assessed a technical foul and the opponents will then shoot two free throws per technical prior to the start of the game
7. **Competition Levels:** During registration, please indicate what level fits your team best. Your request, along with a review of previous season's results will be used to determine the competition level you are placed in.
8. **Preseason Practices:** Due to gym space limitations, no preseason practices or gym time can be provided
9. **Game Protests:**
 - a. A rules protest must be verbalized to the office before the ball is thrown back into play.
 - b. Roster protests may be verbalized to the officials. The officials will then approach that player and ask for his name and then pass that name onto the league director for verification. If that player is not on that team's



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roster, that team forfeits that game. If that player refuses to give a name or gives a false name, that game will be forfeited and that player will be suspended for two games.

10. **Roster Guidelines:** The below guidelines must be followed. If a team violates any of these guidelines, that game is automatically forfeited. Players who violate these rules will be suspended for two games.
 - a. To submit your roster, fill out the "Roster Form" on our adult sports website
 - b. To add players to your roster mid-season, fill out the "Roster Change" form on our adult sports website
 - c. There is no limit to how many players you have on your roster
 - d. Players must be on your roster in order to play for your team
 - e. No players may be on your roster if they are on another roster in your same competition level
 - f. Roster Additions: You can add players to your roster at any point during the regular season (no "roster addition" deadline)
 - g. Tournament Eligibility: In order for a player to play for a team in the tournament, that player must be on your roster and have played in at least **one** regular season match for your team
11. **Rosters in Scorebooks Pre-Game:** Team Managers must write in their team's roster in the scorebook at least five (5) minutes before game time (first name, last name, jersey number)
12. **Minimum Players and Start of Game:** Teams not ready to play with five (5) players at their start time will be given a 5-minute grace period. If a team has four (4) or less players after that five-minute grace period automatically, the officials must ask the opposing team manager whether or not they want to play the game and accept the result of the game, or if they want to accept the forfeit victory and not play the game
13. **Ejections:**
 - a. Ejections:
 - i. Players are automatically ejected if they receive two (2) technical fouls in one game
 - ii. Players can be immediately ejected at any time based on the official's discretion.
 - iii. If ejected, that player will be suspended for at least the next playable game (possibly more, depending on severity of the offense)
 - iv. If ejected, that player must leave ZPS property immediately
 - b. Physical Contact: Any player, coach or fan who makes physical contact with and/or throws or kicks an object at an official, opponent, fan, or teammate will be automatically ejected from the game and suspended from the league for a minimum of one (1) game and a maximum of a permanent ban (decisions are made on a case-case basis by the League Director)
 - c. Suspension Protocol: During a suspension, suspended players may not be on site at that facility
 - d. Appeals: All suspensions are subject to a written appeal by the team manager within 24 hours
14. **Cumulative Technical Guidelines:**
 - a. One Technical: No suspension
 - b. Two Technicals: Warning from league director
 - c. Three Technicals: One-game suspension
 - d. Four Technicals: Two-game suspension
 - e. Five Technicals: Suspended for the remainder of the season



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15. Regular Season Championship Tie-Breakers:

- Two Team Ties: If there are two teams tied with the same record at the end of a regular season, head-head record will determine the champion. If the head-head record doesn't clearly determine champion, co-champions will be named.
- Three + Team Ties: If there are three or more teams tied, head-head record will determine the champion. If one of the teams wins the head-head compared to the other teams they are tied with, they are the champions. If that isn't the case, then all teams will be named "co-champions"
- If All Teams Haven't Played the Same Amount of Games: No team will be withheld a regular season championship or co-championship due to having played less games than another team. For example, if one team finishes with a 9-1 regular season record and another team finishes with a 8-1 regular season record, those two teams will be named "co-champions" (unless head-head tie-breaker breaks that "tie")
- Score differential does not factor into a championship decision

16. Spectator Guidelines:

- Although limited and/or no seating is provided, spectators are welcome to attend games to sit on the floor or limited bleachers to watch
- All spectators must remain in the gym at all times (not allowed to walk through hallways, etc.)

17. Forfeit / No-Show Rule: 1st: Warning | 2nd: \$50 fee | 3rd: League suspension (no refund)

RULES:

Michigan High School Athletic Association (MHSAA) rules will be followed, with exception of the following:

1. Clock Rules: 20-minute running clock halves. The clock stops for:

- Time-outs
- Dead balls in the last 30 seconds of the first half
- Dead balls in the last two minutes of the second half

2. Overtime Rules:

- First OT: three (3) minute overtime period
- Second OT: two (2) minute second overtime period
- Third OT: one (1) minute third overtime period
- Fourth OT: Sudden death. The game is completed when the first shot or single free throw is made

3. Subbing: Subbing is only allowed on dead balls when the official signals the player(s) in

4. Jump Balls: After the opening tip, alternate possession determines possession of a jump ball

5. Team and Personal Fouls:

- 7th team foul = 1 + 1 bonus
- 10th team foul = Double Bonus
- Five (5) personal fouls = Fouling Out

6. Running Clock: A running clock occurs when there is a 20-point lead or more with two minutes left or less in the second half. The running clock is no longer in effect if the score differential gets to within 10 points



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7. Free Throw Rules:

- a. Players lined up on the free throw lane lines may enter the lane upon release of the ball
- b. Both the shooter and players behind the three-point line cannot enter inside the three-point until the ball touches the rim

8. Time Outs & Halftime:

- a. Two (2) time outs are allowed per half with a five (5) minute half-time break
- b. Leftover timeouts from the 1st half do not carry over to the 2nd half
- c. Each team is awarded one (1) time out in each overtime period. Time outs do not carry over from regulation or from any other overtime period