## Lake Mills Men's Basketball League

\* Games will be Monday nights \* Players must be on the roster or on a sub list in order to participate in the league. \* This is an adult league but High School students are eligible as long as they are at least 16 year of age or older and not currently in a High School sport. \*\*Parent signature required if under 18 \* C P Hu illu

\* Game Balls will be provided for games only. Players are responsible for warm up. \* Games are played full court

\* 5 minute warm up and halftime, Ref's or teams may request a shorter time.
\* Two 18-minute halves, 36-minute games
\* Running clock, last 2 min of each half the clock stops. Exception: If a team is ahead by 40 points with 2 minutes left in the second half the clock will not stop
\* 5 minute half time

\* Each team is allowed two 30 second time outs per half

\* Technical fouls are automatic 2 points and possession of the ball

\* If a player is fouled in the act of shooting, the player will shoot free throws

\*During a Free Throw, players may enter the lane after the ball is released from the shooters hand

\* Teams must begin with at least 4 players \* Substitutions may only be made during a dead ball (a made shot is not a dead ball)

\* Scoring is 2 points for a regular basket and

3 points for a shot beyond the 3-point line

\* One to two referees per game

\* First possession determined by a jump ball \* Each team must have both a light and dark colored shirts. Each set must be uniform in color. Shirts should have numbers on the front or back.

\* Referees decisions final - arguing will not be tolerated

\* Any player receiving two technical fouls during one game will result in league expulsion for the following 2 weeks \* No refunds after schedules emailed out unless a substitute team is found

\* Team Foul Rule: On the 7<sup>th</sup> team foul the opposing team will receive 1-1 free throws, and double bonus @ 10 team fouls.

\* Overtime will be 2 minutes, running clock, each team is allowed one 30 second time out during overtime

\* WIAA rules will be enforced unless otherwise noted

\* It is the responsibility of the manager to check their players in each week.

\* Schedules will be mailed to team manager prior to first game; managers are responsible for contacting their players

\*Teams may add players to their roster until the 2<sup>nd</sup> week of play, after the 2<sup>nd</sup> week rosters are set.

\*If subs are needed to make 4 or more players, teams may borrow players from other LMRD league teams. A non-roster sub can play but must gain approval from the opposing team. The manager must announce any subs to the other team before starting \* If the opposing team protests the nonroster sub then the game will count as a forfeit and be recorded as a 20-0 game. Any protests must be made prior to the start of the game. After the game starts it is considered official and no protests can be made.

\*Cancelations due to teams not able to field enough players will be counted as a forfeit. Games canceled due to a forfeit will not be replayed.

\*No unsupervised children are allowed in the building at any time. All children must be accompanied by an adult not playing, and must remain on the gym during play.

Tie breakers, W/L, H2H, PA, PF, Coin Flip