



Men's Basketball League Guidelines WHITING YMCA

FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

GENERAL INFO

NON-MEMBER'S:

- **Non-Members of the YMCA must complete a Non-Member form at the Membership desk located in the YMCA.**
- **You will be required to show identification and take a picture.**
- **Once completed, the staff will provide you with a print out that you will bring to the League Official. This is a one-time process.**
- **Players will not be allowed to participate until this has been completed.**
- **Players who have already completed this form must take a picture and provide the print out.**
 - *Non-Members may enter the facility 15 minutes prior to game, in order to warm-up. However, 15 minutes is the maximum time allowed.
- **Game Ball:** Each team will be responsible for bringing a game ball. Before the game, captains will decide which ball will be used for the game. The YMCA does not provide a game ball.
- **Payment:** Teams must submit their team roster by the league meeting date. At least half (\$200) is due before a team can participate in game #1. The league fee must be paid in full by week #3. Failure to pay will result in immediate team suspension, until the matter is resolved.
- **Uniform:** All players must have matching team colored shirts with numbers on the back. Shirts are not included in the team fee.
- **Forfeits:** Please arrive 10 minutes before scheduled game. If your team (5 players) is late five minutes or more, it could result in a forfeit and the game will count as a loss.

GAME

- **Game Time:** 20:00 halves with running clock.
- **1st Half Clock:** Clock stops in first half at 2:00 mark regardless of score.
- **2nd Half Clock:** Clock stops in second half at 2:00 mark if game is **less than** 10 points (9 points or less).
 - If a team comes within 9 under the 2:00 mark, the clock stoppage rule will be honored.
- **Time Outs:** Each team gets (2) :30 sec T.O.'s per half. They do not carry over. The clock will stop on ANY referee T.O.'s
- **Overtime:** 3:00 on clock with running clock for 1 minute. Clock stops final 2 minutes of OT on dead ball. Each team receives (1) :30 sec timeout.
- **In-Game Substitutions:** Substitutions must kneel in front of table and be let in by the referee or scorekeeper. No hockey substituting allowed.
- **Home/Guests:** Home team is listed second on the schedule and gets the advantage of the scoreboard in the second half. The home team's bench is located nearest the scoreboard court.

PLAYOFFS

- **Playoff Roster:** Only rostered players (10 max) who have played in **two** games, will be able to participate in the playoffs. The roster must be finalized before the start of your team's first game.
"Call-Up Player": A team may add 1 substitution to their playoff roster if done before week 6.



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The player must play **(2)** regular season games to be eligible for the playoffs. The roster may not exceed 10 players.

- **Rankings:** Each team will earn a playoff seed based on their regular season record. If teams have identical records, the team who won the regular season matchup will earn the higher seed. If the regular season matchup is a split, the team with a highest aggregate point total will earn the higher seed.
 - If more than one teams are tied, highest total points will be tie-breaker.
 - The higher seed earns home court advantage in each matchup during the playoffs.

PLAYER/TEAM CONDUCT

- **The YMCA is a family place.** *We encourage you to invite your family and friends to attend the games.*
- **Zero Tolerance Policy:** The YMCA has a zero tolerance policy in regards to tobacco, alcohol, or illegal drug use. Players are not allowed to participate under the influence of alcohol or drugs. Tobacco use is not allowed inside the building.
- **Game Ejections:** Cursing, vulgar language, trash-talking, and aggressive behavior towards another player or league official is not allowed. A player can either be warned and/or served with a technical foul. 2 technical fouls will result in the player being ejected from the game and they **must leave the building immediately**. Failure to leave will result in further action. A referee can eject a player on a first technical foul if deemed necessary.
- **Technical Fouls:** There is a Technical Foul limit in this league. #2 is a Warning and player must talk with League Official before playing in next game. #3 is a one-game suspension. #4 is a three-game suspension. #5 is a suspension from the league for the season. If a player receives #3-5 towards the end of a season, they must serve the suspension in the following season. (Example: *Tech #4 in last game of season, must serve 3 game suspension in following season*).
 - Once a new season begins, the Technical Fouls will reset to a clean-slate. However, a player receiving 2 season suspensions (5 T's) in one calendar year will be suspended for a year and not allowed to participate in the Men's league.
- **Suspensions:** Players/Teams can be suspended for an incident. These suspensions can range from 1 game to the entire season, depending on severity. A player/team can be suspended from the league and/or the YMCA indefinitely.
 - Any player/team, in the judgement of a League Official, Program Director, or Executive Director who is detrimental to the league can be suspended or removed permanently.
 - Any suspension or permanent removal carries over to other Crossroads YMCA Adult Sports Leagues. These guidelines apply before, during, and after any Crossroads YMCA Adult Sports League event. No refund will be awarded to any player/team suspended for any amount of time.
- **Fighting:** Physical fighting will result in immediate ejection from the game and the YMCA building. Further action will result. ANY player initiating or retaliating with any physical force will be permanently removed from the league. They will not be allowed to maintain a YMCA membership or allowed to be on the YMCA property.