

2013 S.C.I.T Men's Winter League Rules

National Federation of High School Association Rules (NFHS) will be the template. Any issues regarding these rules must be addressed by the League Commissioner.

1. Timing Regulations

- a. Games will consist of two 20-minute halves, with running time. The overtime periods will be 2-minutes in length.
- b. There will be a 5-minute half-time.
- c. The clock will only stop during the last 2 minutes of each half.
- d. Each team will receive a total of 4 time-outs per game that are 30 seconds in length. One extra timeout will be granted in the event of overtime.
- e. Any member of the team can call timeout by properly signaling to the referee.

2. Game Time/Grace Period

- a. Teams must have 5 registered players in order to begin a game. If a team does not have 5 players then they will have 10-minutes after their scheduled game-time to try and field a team. If they cannot field a team they will be awarded with a forfeit. (They can still choose to play the game however the outcome is void and the forfeit is awarded accordingly)

3. Uniforms

- a. Each team is required to have matching, identical, and solid colored jerseys/shirts that are numbered on the front or back in large legal numbers. (Using digits 0-5 in single or double digits.)
- b. Teams **MUST** have their Jerseys by the first game.
- c. Failure to provide jerseys/shirts will result in the team having to forfeit. (Referees discretion.)

4. Managers Responsibilities

- a. Managers are responsible for making sure that all members of their team know the league policies, and rules.
- b. Managers are required to submit a proper team roster to the scorekeeper 5 minutes prior to their game-time.
- c. It is also the managers responsibilities to make sure the team picks up their trash from the bench/area where they just played at.
- d. This is not a daycare facility. If a team member is bringing children they must be supervised. This is a family friendly environment so as long as they are supervised they are more than welcome to attend.

- e. Reminder that this is a family friendly environment and Foul Language and fighting will not be accepted. It is the manager's responsibility to remind all of their players as well as fans and coaches that they behave.
- f. Every player is required to sign a waiver for the S.C.I.T Parks & Recreation Department and it is the manager's responsibility to make sure they sign one.
- g. S.C.I.T. Parks & Recreation will also not tolerate any abuse of the facility. If there is anyone caught vandalizing or misusing the facility they will be removed from the building and prohibited from league and tournament play.

5. Rosters

- a. After the 3rd week of the season teams are required to provide a roster with a list of no more than 8 eligible players. This roster will be the final roster and no player can be added on or participate if they are not on that roster for the remainder of the season and the tournament.
- b. For a player to be eligible for Tournament play they are required to play in a minimum of 4 games during regular league play.
- c. Players are only able to play for One Team per night no exceptions. If a player is caught playing on more than one team those teams will receive a forfeit for that night.
- d. In the event a team loses 2 or more players and it is after the Week 3 Roster deadline they will be allowed to add players with approval from the commissioner and a league vote that is unanimous in allowing the roster change.

6. Technical/Flagrant Fouls and Fighting

- a. S.C.I.T Parks & Rec will not tolerate any obscene, offensive, dangerous, or illegal activity by any participant. Any player who receives two technical or one flagrant foul in any one game will be suspended for at least the next weeks contest. The punishment will be handed out by the league commissioner.
- b. Anyone caught kicking the ball will automatically receive two technical fouls and will sit out their team's next game.
- c. Any player involved in a fight will immediately be ejected, and will be disqualified for a minimum of one game. The league commissioner will have the final say on the punishment.
- d. A technical foul will result in one free throw shot, and possession of the ball.
- e. A flagrant foul will result in two free throw shots, and possession of the ball.

7. Referees

- a. S.C.I.T. Parks & Recreation will not tolerate any abuse of the referees.
- b. Technical fouls will be handed out as deemed necessary by the referees.
- c. Referees have the power to eject or throw anyone out who refuses to play by or follow the rules and/or if they continue to harass the referees.

8. Fouls

- a. Every player is allowed 5 fouls during the course of each game.
- b. In the event a team loses players due to fouling out and they have less than 5, a team will be able to continuing playing with their remaining players. It is only required that you have 5 eligible players to start each and every game.