

NEW HOPE MEN'S BASKETBALL LEAGUE RULES

ELIGIBILITY

1. "Open League" - For those who live or work within the cities of New Hope, Crystal, Robbinsdale, Golden Valley and Maple Grove. Each "Open League" team may roster a maximum of 12 players. Non-residents will be eligible for league and MRPA tournament play.
2. Players must be at least 19 years of age, or have graduated from high school.
3. Players actively playing college or pro ball are not eligible.
4. The caliber of players on your roster should not be over a Class B-D level. Please do not use players that you know are above this level.

ROSTER INFORMATION

1. The deadline for adding players to the roster is January 4, 2018-19
2. The maximum number of players on a roster is 12.
3. Teams must compete with the same roster in play-offs as used in league play. You must also use the same roster if you advance to the State Tournament.
Note players must have the same color jerseys with #'s on the back if playing in the state tournament.

GAME PROCEDURES

1. Managers must have the line-ups in the official scorebook, **first and last names**, before game time. **Nicknames will NOT be allowed**
2. The game will be forfeited if a team does not have four or more players.
3. If a game does not start within 5 minutes of the scheduled starting time, the team causing the delay will forfeit.
4. **Each team must supply a scorekeeper at the scorers table if requested by the officials. This person will be responsible for keeping the scoreboard and book while at the table.**
5. Jump balls will only be used to start games and overtimes. On other jump ball situations, the ball will be awarded out of bounds on an alternating basis.
6. All league games will consist of two 20-minute halves with four time-outs allowed per game. However, not more than three time-outs may be used in one half. The clock will be stopped for team or officials' time-outs only. During the last two minutes of each half, the clock will be stopped for everything unless the score is 20 or more points in favor of one team.
7. The first overtime play will be two minutes long. The first minute will be running time and the second minute will be stopped time. Each team will be allowed one time-out during the first overtime; times-outs may be carried into overtime play. If a second overtime is needed, it will be sudden death. A jump ball and the first point wins.
8. Free throws will be shot on the seventh team foul per half.

9. Players will be removed from the game when they commit their fifth foul in the game. Any player fouling out will be permanently removed from the game, with this exception: ***If a team is down to just 5 players and a player fouls out, that same player (i.e., the player who last fouled out) may remain in the game; however, any additional fouls he commits, including player control fouls for the offended team the opposing team will be awarded 2 points and the ball out of bounds at mid-court.***
10. **No dunking allowed during warm-ups, during or after the game.**
- *** 11. Play-offs will be determined by league size and regular season structure.
12. Win/loss record will be used to determine league standings. In case of a tie, the following method will be used to determine a winner (in the order listed):
 - A. Point system: Win=2; Tie=1; Loss=0; Forfeit=-1
 - B. Win/loss record against team(s) involved in the tie
 - C. Total points in all games with team(s) involved in tie
 - D. Flip-coin with managers
13. **There will be one paid berths awarded for the 2018-19 season. The method to awarding berths will be determined when scheduling is complete.** If you are interested in a paid or unpaid berth, you must have a check for \$195.00 into the Parks & Recreation office by no later than **January 4, 2019**. If there are more teams interested in going to the state tournament then the number of berths that can be secured, it will go to the teams in this order above.
14. After a player receives two technical fouls in one game, that player is out of the current game and the next scheduled game.

PROTESTS

1. Protests on violation of eligibility may be initiated by the teams. A protest must be filed in writing within 24 hours of the day of the game, and accompanied by a \$25.00 deposit.
2. If a player is found ineligible by either the Park and Recreation Department, or by protest, the maximum penalty would include:
 - A. Player and manager suspended from all New Hope athletic programs for a period of one year.
 - B. Team will forfeit all games the ineligible player played prior to date of protest, and if ineligibility is discovered during play-offs, the team will be removed.
3. In case of any question of eligibility, the player will be required to present proof of his employment or residence.
4. Protests on rule interpretation must be lodged at the time the infraction occurs and will be settled on the court before play resumes. **THE REFEREE'S DECISION IS FINAL.**

OFFICIAL'S AUTHORITY

1. Assaults and indignities to players, officials or scorekeepers will result in automatic suspension from participating in Park and Recreation league competition.
2. Officials have authority to remove or ban a player, team fan, and/or manager from the game and gym should the situation warrant it. Swearing or cursing can be grounds for ejection.
3. **No smoking in or around Community Gyms or Cooper High School.**
4. Drinking of alcoholic beverages is forbidden.
5. **ALL GYM RULES MUST BE FOLLOWED.** Gym rules sheet is included.
5. The team manager will represent and be responsible for all actions of the team he represents and spectators during or after the game.
6. Any player fighting or throwing punches will be ejected from the current game, plus the next. Second offense, you are out for the year.

Any player getting into a fight, having to be restrained by his teammates, will be ejected from the current game plus one more game. Any player throwing punches during that fight will be ejected from the current game plus two more games.

OTHER IMPORTANT ITEMS

1. Players from the final game of the night must be out of the gymnasium no later than 15 minutes after the completion of the game.
2. Children are not to be brought to a game and left unattended. Refer to gym rules.
3. In case of inclement weather, call 763-531-5158 after 4:00 p.m. for information pertaining to cancellation of games. **Just because District 281 cancels after school activities does not mean programs will be canceled in the Community Gyms. Decisions for this facility are determined by the Parks & Recreation Staff.**
4. Games will generally be played on the night for which a team registers, between 6:00 and 10:30 p.m., unless gym availability makes it necessary to play some games on different nights.