



## **Basketball League Rulebook and General Information**

## Purpose and Scope of This Document

This Rulebook and Registration Information booklet is intended to give all participants a broad overview of how the league operates and explain most rules and procedures that govern the league. This document is not intended to cover every last detail, such as dates and times of Postseason parties, schedules for each team, and various other procedural and administrative items. Many additional details for the league will be disseminated via e-mail and on the Club website, so please check both frequently. If you have a SPAM filter on your e-mail, please add [patrick@madisonssc.com](mailto:patrick@madisonssc.com) and [Madison Sports Social Club@mail.vresp.com](mailto:Madison_Sports_Social_Club@mail.vresp.com) to your list of safe senders to ensure you receive all e-mails pertaining to the league. These are the only e-mail addresses from which e-mails regarding the league will come.

## Code of Conduct

The Madison Sports and Social Club does not tolerate discrimination, racism, sexual harassment, unwelcome sexual advances, violence, threats, or any other type of behavior that may in any way make any member feel uncomfortable or threaten his or her health and well-being. We expect all members to treat each other with respect and abide by common rules of decency and good sportsmanship.

Team names must not be offensive toward any race, nationality, gender, or any other group of individuals. They must also not contain profanity. Please use tact and common sense when choosing a team name. MSSC reserves the right to reject any team name it finds offensive. You will be asked to supply a new name in the event your team name is deemed inappropriate.

During play, all participants must refrain from taunting, name-calling, put-downs, intimidation, and violence toward teammates and opponents. Everyone makes mistakes, and we will not tolerate criticism or intimidation of any of our members due to differences in skill level or any other factor. Coaching, tips, and helpful hints are welcome, provided they are relayed in a constructive and friendly manner.

All members are encouraged to report offensive behavior to the Club President, Patrick Fosdick, via e-mail at [patrick@madisonssc.com](mailto:patrick@madisonssc.com). All reports will be kept anonymous and taken seriously, and appropriate action will be taken if deemed necessary, including, but not limited to warnings, suspension and removal of the offending individual from the league.

## Registration Information

- Registration is only available on our website, <http://www.madisonssc.com>. All teams and Free Agents (Individuals) must be registered and paid online in order to play in the league.
- Individuals are not charged when they register, but must enter valid payment information. If there is room for Individuals, they will be assigned to teams in the order they signed up after payment has gone through.
- Full teams will be enrolled in the league before Free Agents. In the event that the league sells out, Individuals will unfortunately not be able to participate, unless any teams are looking for additional players.
- Captains should rank their top three choices for jersey colors when registering online. Please note that basketball jerseys come in very limited colors – see the [Shirt Policies](#) page of the MSSC website for available colors. The last few teams to register may be assigned a color at MSSC's discretion, as all other colors have most likely already been chosen.
- Captains must provide a list of jersey sizes and numbers by the date jerseys are ordered. If the captain does not provide any or all numbers, MSSC will order numbered jerseys for the team at its discretion.

## Prizes

Prizes will be awarded as follows:

- First place: Championship t-shirts and \$75 gift card or cash prize
- Second place: \$25 cash prize

MSSC reserves the right to alter the prize structure at any time based on the number of teams registered.

## Rules and Regulations

### 1. General Rules

- A. All games in the League shall be governed by the rules outlined herein. Rules follow standard basketball rules unless otherwise noted in this document.
- B. All MSSC leagues are meant to be fun and social in nature, but since play may become intense at times, please try to remember that we are here to have fun. Please refrain from any action that could be considered poor sportsmanship.
- C. Players must respect the authority of the referees to regulate the game and abide by their decisions. Refs have the authority to eject players from the game for detrimental conduct. All decisions of the referees are final. **Any situations not specifically covered in the Rulebook are up to the discretion of the refs and/or MSSC staff on site.**
- D. **Alcoholic beverages are prohibited at all basketball games – this includes both players and spectators.**
- E. For all league purposes, a “male” player is considered to be anyone who does not specifically identify as a female

## 2. Format

- A. Games will last for 40 minutes, separated into 20 minute halves. There will be a 2:00 halftime break.
- B. Games will start promptly at the scheduled time due to tight scheduling in the evening. Teams will play shorthanded if they do not have a full team when the game is scheduled to begin.
- C. The clock does not stop during the first 18 minutes of play in both halves with the exception of a serious injury or timeout. The clock will not stop in the last two minutes in the second half if one team is up by 15 or more points.

## 3. Team Size, Rosters, Subs, Forfeits, etc.

- A. A full team will consist of five players on the court. In co-ed leagues, at least two players must be female. A minimum of four players (including two females in co-ed leagues) is needed to begin a game to avoid a forfeit. Teams may play with fewer than four players only with the opposing team's consent.
- B. Any forfeits must be decided upon prior to the game starting, and captains must sign the scorecard attesting to the forfeit.
- C. If a player fouls out or leaves the game for any reason and no substitute is available, the game may proceed as long as there are still at least 3 players present (including at least one female).
- D. A team must furnish at least four of its own players to avoid a forfeit situation. A team's "own player" is defined as someone not on the roster of another team.

## 4. Equipment and Uniforms

- A. All players will wear numbered jerseys provided by MSSC. If any players are not wearing team jerseys, MSSC reserves the right to require them to wear a numbered warm-up jersey provided by MSSC. **It is highly recommended that teams have extra jerseys that are brought to each game in the event a team is using subs or has players that forget jerseys.**
- B. No jewelry with sharp edges or points is allowed to be worn due to the risk of injury or damage to the balls.
- D. The league will have balls available. A ball brought by either team may be used if both teams agree.
- E. Players must wear appropriate indoor footwear – ideally basketball shoes. No sandals or open-toed shoes, boots, or any other type of footwear determined to be inappropriate by the referees or MSSC will be allowed. **Shoes must be clean** – any player wearing shoes that track dirt, mud, snow, grass, sand, or anything else onto the court will be removed from the game until the shoes are clean and dry.

## 5. The Court

- A. The playing area is one standard basketball court.
- B. MSSC leagues use the college three point line.
- C. Players on the sideline must remain far enough from the court to avoid interfering with play.

## **6. Officials, Scores, and Timekeeping**

- A. All games will be officiated by two referees supplied by MSSC. A scorekeeper/timekeeper is also provided. This individual will keep game time and track fouls and timeouts.
- B. There is no shot clock.
- C. Games ending in a tie will result in a two-minute overtime. The overtime period will begin with a jump ball. The clock will only stop on foul shots in overtime. If the score is tied after the two minute overtime, an untimed, sudden death overtime will be played.

## **7. Beginning of the Game**

- A. The game will begin with a jump ball. If either referee determines that the toss was unfair to either team, the jump may be restarted.

## **8. Rules During Play**

- A. All normal rules of basketball apply: carrying, double-dribbling, traveling, charging, three seconds in the lane, etc. Players should be familiar with general basketball rules to play in the league.
- B. Substitutions may only occur at dead ball situations.

## **9. Fouls and Ejections**

- A. The bonus takes place at seven team fouls; the double bonus at ten team fouls (per half). Foul counts in the second half will carry over to any overtime period(s).
- B. Flagrant fouls result in two free throws without defenders and the team keeping the ball.
- C. Technical fouls result in two free throws shot by a player of the team's choice. The shooting team keeps the ball as well.
- D. Players accumulating any combination of two flagrant/intentional or technical fouls in one game will be ejected.
- E. Players foul out when they have accumulated five personal fouls. Technical fouls count as personal fouls.
- F. Any players engaged in fighting (referee's discretion) will be ejected from the game regardless of the number of fouls accumulated to that point
- G. If a team has more than one game in a night and a player is ejected due to technical fouls or fighting, he or she will not be allowed to play in any subsequent games that evening

## **10. Sportsmanship**

- A. Referees will have wide discretion enforce proper sportsmanship. Technical fouls may be assessed to players on the court or the sideline, including players not dressed for play, or anyone serving as a coach or manager. Referees may provide warnings but are not required to do so.
- B. Teams are responsible for the behavior of any fans on hand for their games. Teams will be warned for inappropriate behavior of their fans. Referees or a representative of MSSC may

instruct fans to leave if their behavior is deemed to be aggressive, threatening, or otherwise inappropriate.

## **11. Miscellaneous Rules**

- A. Teams will be awarded two 60 second timeouts per half. Teams forfeit timeouts not used in the first half.
- B. The alternating possession arrow will be used for simultaneous possession plays.
- C. Dunks are legal. Hanging on the rim is not. Any player damaging a rim, backboard, or net on a dunk will be responsible for the cost of repairing or replacing it. If the damage is not paid for by the team's next game, they will forfeit until it is paid.
- D. Players not complying with any rule, arguing with referees, or engaging in unsportsmanlike conduct may be ejected. Serious offenses may result in removal from the league at MSSC's discretion.
- E. Depending on the size of the league, all teams may not make the playoffs, as we may need to shorten the schedule during the playoffs to allow for the possibility of overtime games or to reward teams who finished with better regular season records.
  - a. Sometimes the bottom two teams in any given league may get one final game against each other, but this game will not be part of the playoff bracket

## **Miscellaneous Administrative Rules and Notes**

- All players and subs must complete waivers in order to play in the league. Waivers are completed by accepting a spot on the team via a captain's e-mail invite. Teams in violation of roster and/or waiver policies are subject to forfeiting games at MSSC's discretion
- Spectators are welcome and encouraged at the games, but must refrain from interfering with play and must demonstrate good sportsmanship.
- Club management reserves the right to alter the set up of the league at any time before or during the season. Alterations may include, but are not limited to, rules changes, prize changes, and game format changes.
- Referees are provided by MSSC and should have no affiliation with any particular team in the league.
- Following the regular season, an appropriate playoff structure will be established. In general, all teams make the playoffs with the following exceptions:
  - Any team forfeiting more than two regular season games may be left out of the playoffs at MSSC's discretion
  - If time or space constraints arise, teams may be left out of the playoffs to allow completion of the league in a timely and/or efficient manner. Depending on the reason for the exclusion, a team may be refunded for a missed playoff game
  - Any team determined to have exhibited extremely poor sportsmanship or other conduct detrimental to the league on a regular and consistent basis may be left out of the playoffs at MSSC's discretion. Refunds will NOT be issued to any teams under these circumstances, as this is a violation of our Code of Conduct
  - Any team who does not wish to participate in the playoffs may be excluded at the captain's request. There is no requirement to participate in the playoffs

## **End of the Game**

At the completion of the game, each captain will sign the score card and it will be submitted to MSSC as proof of the game's final score. All players are expected to shake hands and otherwise show good sportsmanship, regardless of the final score or any disagreements or situations that may have arisen during the game.

## **Results and Standings**

Results and standings will be posted on the Basketball page of the MSSC website following receipt of the official scorecard from each game.

## **Good Sportsmanship**

The final section of the rules and regulations of the league will reiterate what was stated at the beginning of this document: The purpose of our Basketball league is first and foremost to have fun. Winning should always come second. All participants must realize that not all players will be on the same skill level, and that there may be vast differences in skill level between members of the same team or between two teams in the league. Boasting, bragging, taunting, verbally abusing, or otherwise putting down other players will not be tolerated. The referees and/or a representative of MSSC reserve the right to issue warnings, penalties, and ejections if any of the above-mentioned behavior becomes too severe. Winning may be important to you, but good sportsmanship must take priority over wins and losses.