

HGEA/AFSCME Basketball League

League Rules effective 10/1/19

amended 9/20/19

GENERAL RULES:

1. **National Federation of High School Basketball rules will be followed and enforced by game referees provided by SAHBO.** The referee(s) will have the power to make decisions on all points not specifically covered in these rules. All decisions by the referees at each game are final. Any rule clarifications or concerns regarding the referees must be written and sent to HGEA, who will in turn assess the situation.
2. Eligible players are HGEA/AFSCME Active, Associate, and Retiree members. You can sign up on-line at www.HGEA.org or if you have any questions regarding membership please call the HGEA office at **543-0000** and ask for the Fiscal department.

Eligible players are Active, Associate, and Retiree Members. Member's spouses are not eligible unless they have also signed up to be a member. Should an ineligible player be discovered, all games in which that player participated in shall be forfeited with the opposing team credited a win by default. No fee will be assessed. The ineligible player will not be allowed to participate further.

The HGEA will be verifying membership. Each team representative/captain will be held accountable in making sure their players have signed up for membership. He/she should communicate to each of their players the consequences that will fall on their fellow teammates if it they are found not to be a member.

Furthermore, participants are expected to know if they are a dues paying member. Proof would be by their union membership card. A statement by a participant that he thought he was a member is unacceptable.

3. Prior to playing, all team members must be up to date on membership payment and must sign the Waiver Release and Membership Certification "roster" form (RC300B) to be eligible for participation. (Can sign waiver at gym) Team representatives (coach/captains) will be held accountable for the conduct of all their players.
4. You may add on players to your roster anytime before the

start of your 2nd scheduled game. After this date, approval from the league coordinator is required. Additions to your roster must be valid dues paying members. Call HGEA at 543-0000 and ask for Member Services, they will inform you if any players are eligible to play. After approval and prior to playing, the new player shall produce their membership card or paid receipt as proof of eligibility to the scorekeeper and sign the waiver at the gym.

5. **All Associate & Retiree members must be on Automatic Payment through Checking (ACH – Automatic Clearing House)** no later than the start of the 2nd scheduled game. All ACH payment authorizations must be completed by the member and submitted to the fiscal department. **General Rule #5 is starting in the 2019 season.**
6. A player can only participate with one team in this league even if it is in another division. Once the player is written in the official scorebook and participates in the game, he/she may not play for another team. All games played with the player will be voided and counted as a loss and the player(s) may be banned from further participation in the league.
7. Please be mindful that HGEA does not condone drinking of alcoholic beverages while at these functions and that is not allowed in the parking lots and surrounding areas.

GYM RULES:

1. No food, beverages, or smoking are allowed in the Gyms. Rules posted in different facilities shall be honored. Bottled water, flasks and thermos must be place on the table near the exist. A table will be supplied by the gym.
2. At the completion of your scheduled game please clean up any rubbish and clear the bench so the next team can set up. Last teams playing at Salt Lake Gym please help stack the folding chairs. For security reasons, HPD may be securing the parking lot at 9pm at Salt Lake Gym.
3. Any breakage, damage or loss must be reported immediately to gym staff on duty. The group or individual responsible will replace or repair the damaged item(s) at their own expense.

UNIFORMS:

1. To be in compliance with this rule, all players shall wear **matching color** uniforms or jerseys with visible numbers. **NO DUPLICATE** numbers will be allowed. For safety

reasons, numbers must be **PERMENTANLY** affixed. **NO TAPE** will be allowed on the uniforms as it comes off due to perspiration.

2. All players who take the court and are **NOT** in compliance at the start of the game will be assessed **five (5) points each**.
3. If a player starts midway into a game and is not in uniform compliance, the scorekeeper will call an official time out, stopping the clock, and the opposing team will be automatically awarded **(six) 6 points**. Play would then resume at the point of interruption. Captains are urged to bring extra uniform or jersey to each game to avoid duplication of numbers.
4. The only exception to this rule is if both teams playing have the same color uniform and no other compromise could be met. Then it would be mutually decided that one team might have to go skins. Please plan accordingly to avoid this.

GAME RULES:

1. PLAYING RULES

- a. Starting times of each game is printed on the schedule. Official time will be according to the timekeeper at the respective gyms.
- b. All games **must start with a minimum of four (4)** eligible players listed on the team's roster and can play with **four (4)** or less thereafter.
- c. Players must have gym-approved shoes. **All jewelry must be removed before playing. NO tape covering jewelry is acceptable.** Clothing deemed hazardous or illegal by an official must be removed before playing.
- d. It is the responsibility of each team to submit a line-up or daily roster with the player's names and uniform numbers at least 10 min prior to the start of EACH game, to the scorekeeper.
- e. Eighteen (18) minutes running time per half, except the last two minutes of the game. Prior to that, the clock will only stop when a time out is called.
- f. Half time break is 3min. Two (2) timeouts per half.

No carry over.

- g. Games will start with jump ball at center court. Alternate possessions used thereafter in jump ball situations.
- h. Mercy Rule: will be used in all (including playoffs) games. A running clock shall be used in the last two (2) minutes of the game in which there is at least a 20-point differential score. Once a game reaches this differential and the clock starts running, it will continue running and only stop for one of the following:
 - 1. Team timeout
 - 2. An injury timeout
 - 3. An official's timeout
 - 4. Correctable error situation

2. GRACE TIME & FORFEITS

- a. If a team does not have the required **four (4)** players to start at their scheduled time, 18:00 will be put up on the game clock and the score will reflect 8 to 0. The game clock will then begin counting down the 5min grace period. When time reaches 13:00 the game will be officially called a forfeit and the score of 8 to 0 will be recorded.
- b. If a team now has enough players before the 5min grace time runs down, the clock will stop and game will start with the remaining time left on the game clock, score will be 8 to 0 and possession will be awarded the team with eight (8) points.
- c. For each game a team forfeits, that teams Captain will be responsible to submit a \$25 donation to the Kendall Scholarship Fund. Payment will be given to the scorekeeper before the start of their next scheduled game.

3. OVERTIME

- a. Overtime will start with jump ball at center court.
 - a. First overtime is 2 minutes regulation time with 1 time out. (No carrying over any unused time out).
 - b. Second overtime period will be sudden death with the first team to score any combination of 2 points or more is the winner. No time

outs.

4. FOULS

- a. ~~Free throw bonuses (one & one) on the 7th team foul and double onus (two shots) on the 10th team foul & each subsequent foul thereafter in each half.~~
- b. Same as NFHS

5. UNSPORTSMANLIKE FOULS / TECHNICAL / INTENTIONAL FOULS & PENALTIES

Any un-sportsmanship will not be tolerated in this league. Any technical foul assessed to a team/player, that team captain will be held responsible for submitting a donation of \$25 to the Kendall Scholarship Fund before the start of the their next scheduled game or that game and any other future games will be forfeited.

- a. All Technical/ Intentional fouls will be considered as “non shooting fouls.” The offended team is awarded an automatic 2 points and the ball. If applicable: The game is then restarted at “the point of interruption.”
- b. No dunking allowed at any of the gyms. Dunking will result in a technical foul.
- c. Any loud profanity or unsportsmanlike conduct by a player or coach will result in a technical foul.

~~Two technical fouls ---> the player will be automatically ejected from the game and must leave the premises. The player is also suspended from the next scheduled game and that team captain will be held responsible for submitting a donation of \$50 to the Kendall Scholarship Fund before the start of the their next scheduled game or that game and any other future games will be forfeited.~~

- d. Depending on the severity, the player may be suspended or denied further play in the league.
- e. Any fighting, threatening, or fouling with intent to cause injury will result in a player(s) ejection from the league. Our main concern is for the safety of

all our players participating in this league.

- f. If a player receives two (2) technical fouls in one game, the player is automatically ejected from the game and must leave the premises. The player is also suspended from the next scheduled game.
- g. All technical fouls are cumulative throughout the season. Donations to the Kendall Scholarship for each technical foul will be the following:
 - 1. First (1st) Technical Foul - \$20 donation
 - 2. Second (2nd) Technical Foul - \$40 donation
 - 3. Third (3rd) Technical Foul - \$100 donation
 - 4. Fourth (4th) or more Technical Fouls - \$200 donation
- h. At the fourth (4th) technical foul during the season, the player is suspended for the remaining of the current season AND the next season

6. PLAYOFFS

The following criteria will be used to determine the team seeding for the playoffs:

- 1. 1st criteria - Best won/loss record. If tie, then go to 2nd criteria.
- 2. 2nd criteria - Head to head competition. If tie, then go to 3rd criteria.
- 3. 3rd criteria - Net point spread between games, for tied teams. Each game is limited to a 15 point spread. If Team X beats Team Y by the score of 70 to 20, though the net spread is 50 points, only 15 points will be given.