



Shoreview Parks and Recreation
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2013-2014 Men's 5-on-5 Basketball Rules

This manual is a supplement to the Minnesota Recreation and Parks Association (MRPA) Rule Book. The Manual explains how Shoreview Parks and Recreation will operate its basketball league and local modifications to MRPA rules and policies.

ROSTERS / ELIGIBILITY

1. A legible and complete roster is due in the Parks and Recreation office before your team's first scheduled game.
2. Final rosters are due to the League Director by January 13th. No roster changes allowed after this date.
3. Team roster is limited to 12 players.
4. Players must be 18 years of age or older to participate.
5. Players are only eligible to play on one team.
6. Players must be listed on the roster to be eligible to play.
7. **Players must bring picture I.D. (driver's license, etc...) to each game. If necessary, an official or scorekeeper may request I.D. from a player to verify eligibility. If a player is unable to produce picture I.D. when requested, that player is automatically ineligible for that game.**

GAME OFFICIALS

1. Games are scheduled to be officiated by two basketball officials and a scorekeeper.
2. The officials have sole authority and control of the game. The official shall enforce all MRPA and local rules and rule on situations not specifically addressed by the MRPA rule book or local rules.
3. Only team managers have the privilege to address an official for clarification of a call or of a rule. **Managers must approach the official in an appropriate manner and may only ask for clarification, they may not argue a subjective call.** Officials decisions are final, no appeals.
4. When they deem it necessary, league officials and staff have the right to ask any player, manager, or fan to leave the premises immediately.
5. An official can end a game at any point they feel a team's unsportsmanlike actions are not in line with the purpose and intent of city league play.

TEAM CONDUCT / UNSPORTSMANLIKE BEHAVIOR / PENALTIES

1. Unsportsmanlike behavior will not be tolerated. Players are responsible for their conduct along with their families, friends and other fans. Shoreview Parks and Recreation views good sportsmanship as a concrete measure of the understanding and commitment to fair play, ethical behavior and integrity. The conduct of teams playing in this recreation league must be above reproach. Managers must set examples to their players of fair play and sportsmanship.
2. Players, managers, and fans do not have the right to verbally harass, insult, or threaten opponents, scorekeepers or game officials.
3. Officials have the right to eject players, managers, and fans for inappropriate behavior. Ejected persons must leave the game and premises immediately. If persons are uncooperative in leaving, the remainder of the game will be forfeited to the opposing team.
4. Any person ejected from a game can face additional punishment ranging from multiple games suspended to league expulsion. The severity of the incident or any previous altercations will factor into deciding what punishment will be assessed.
5. To help ensure a high quality basketball league that provides a desirable playing experience, Shoreview will handle any unsportsmanlike acts (i.e. swearing, arguing calls, verbal sparring, cutting remarks, threats, intentional contact) using the steps below.
 - a. **First Violation** – Team warning (unless deemed too severe for the player to continue)
 - b. **Second Violation** – Technical foul
 - c. **Third Violation** – Technical foul, ejection from game, suspend next scheduled game
6. Player's who receive 2 technical fouls for unsportsmanlike conduct in a single game or 1 flagrant foul in a single game are automatically ejected from that game and suspended for the teams next scheduled game. ***Dunking is included!***
7. Technical fouls result in the opposing team being awarded two points and possession of the ball at mid-court. Technical fouls can be awarded for conduct before, during, or after a game. Points are not awarded to the opposing team for technical fouls given after the game is over.
8. Any player, manager, or fan is subject to league suspension, at the discretion of the League Director, for the following infractions:
 - a. Verbal abuse of any league official, employee, or player
 - b. Threatening a league official, employee, or player
 - c. Fighting before, during or after a league game
 - d. Possession of alcohol or illegal drugs on school property
 - e. Abuse of equipment
 - f. Giving false information to league officials
 - g. Failure to follow the direction of a league official

FORFIETS

1. If you must forfeit, notify the opposing team manager and the league director ASAP.
2. If a team has three or fewer players at the scheduled start time, the game will be a forfeit.
3. Forfeits will be record in the standings as 100-50 score.
4. Forfeiting two or more league games may result in the team being removed from further league play with no refund.

UNIFORMS / EQUIPMENT

1. Each team should supply a ball. Teams will agree on which ball to use before play begins. If teams cannot agree on a ball the referee will decide.
2. It is highly recommended that teams wear similar colored jerseys or shirts with visible numbers on the back.

GAME RULES

1. Players and managers are expected to know the league rules
2. 10-minutes before the scheduled starting time each team manager is responsible for supplying the scorekeeper with the names & numbers for each player. If the player listed as manager on your roster is absent, another player must be designated in the scorebook as acting game manager.
3. Games will begin promptly at the scheduled start time. The game time is firm; if a team has 4 players present at game time the game will start 5-on-4. If a 5th player shows up they may enter at a dead ball whistle. If a team has **less than** 4 players at the scheduled start time, the game will be a forfeit.
4. The game will start with a jump ball then alternating possession thereafter.
5. Games will consist of two 20-minute halves with a 5-minute half time. The first 18-minutes of each half will be running time with the clock stopping only by a team or an official's time-out. The final 2-minutes of each half, the clock will be stopped every time the officials blow their whistles.
6. During the second half if the difference in score becomes 20 points or more, the final 2-minutes will be played using running time. Stop time will be resumed if the difference in score becomes less than 20 points.
7. **Overtime:** If a game ends tied, there will be a 2-minute overtime using stop time. If the game remains tied, the game will be decided by sudden-death overtime, with the game ending when one team scores. All overtime periods begin with a jump ball. During playoffs games, we will play a 2-minute stop clock instead of a sudden death for extra overtime periods.
8. Substitutes must report to the scorekeeper before entering the game.
9. Games will not be played with less than 4 players. A team playing with only 4 players cannot have a player foul out of the game. In this situation, on the 6th and all successive personal fouls by that individual will be treated as a double bonus foul situation followed by possession of the ball at mid-court for the opposing team. If a team drops below 4 players for any reason (ejection, injury, etc...), the game will be considered a forfeit, regardless of the score.

GAME RULES (continued)

10. Bonus free throws (1 & 1) will be awarded on each team foul beginning with the 7th team foul. Double bonus (2) begins on the 10th team foul. Players may enter the lane upon the release of the ball.
11. A player is disqualified from a game if he commits 5 personal and/or 2 technical fouls or if he commits 1 flagrant foul. A technical foul will be applied toward a personal and team fouls. Players disqualified for receiving 2 technical fouls or 1 flagrant foul will be suspended for the next scheduled game (could be more based on severity of conduct).
12. Technical, flagrant and intentional fouls result in the opposing team receiving an automatic 2 points and possession of the ball at mid-court. Technical fouls can be given for conduct before, during, or after a game.
13. Each team is allowed two 1-minute time-outs per half. Unused time-outs cannot be carried over to the second half or overtime. During overtime periods, each team receives one time-out per extra period. Players need to notify referees when they want time-outs (not the scorekeeper). If a time-out is taken prior to shooting free throws the time will restart after the final free throw shot has been taken.
14. **DUNKING IS NOT ALLOWED PERIOD!** Players attempting to, or dunking the ball will result in no basket, a technical foul, the player being ejected from the current game and next scheduled game. Liability for any damage done will fall on the team as well as the individual. **This rule will also be enforced during any pre-game warm-up or post game activity.**

CHILDREN AT GAMES

1. For the benefit of all teams, please find care for your children at a site other than the school, children should not be present during game play. If a situation occurs when a child must be present they should be supervised by a non-playing adult at all times. Our use of the gyms is dependent on keeping kids (and players!) in the gym and out of the rest of the building. In the event damages are a result of a player's child, the player will be held responsible. Thanks for your cooperation.

STANDINGS / AWARDS:

1. Standings are posted on the City's Adult Sports website (<http://sports.shoreviewmn.gov>). The game results are updated by 4:30 p.m. the following day after games have been played.
2. In case of a tie between teams after the final league standings, the tie will be broken by:
 - a. Head-to-head record between tied teams
 - b. Most points scored between tied teams
 - c. Most points scored entire season
 - d. Fewest points allowed entire season
 - e. If still tied, a coin toss will be held
3. The playoff champion gets to choose one award from the following list:
 - a. Paid MRPA state tournament berth
 - b. \$100 refund
 - c. Championship shirts

LEAGUE PLAYOFF / STATE TOURNAMENT

1. Top eight teams in the final league standings will be rewarded a season ending single elimination playoff.
2. **All players participating in the season ending playoff will be required to verify eligibility by showing a picture I.D. to the scorekeeper before each game. If a player is not on the league roster or unable to produce picture I.D., that player is automatically ineligible for the game.**
3. Teams that are interested in participating in a MRPA State Tournament should contact the league director. Teams may register up to 10 days prior to tournament date. The entry fee is \$180 if paid by February 15 (\$10 late fee after this date). The team that wins our season ending playoff will have the option of receiving a paid MRPA tournament berth.
 - **Class AA-C** March 22-23 at the Lindbergh Center in Minnetonka
 - **Class D** March 29-30 at the Lindbergh Center in Minnetonka

ELIGIBILITY PROTEST PROCEDURE

1. If you feel the opposing team is playing with non-rostered player; you may ask an official to verify eligibility of said player by matching a picture I.D. with the team's league roster at the scores tables. Any player refusing to show picture I.D. will be assumed to be ineligible.
2. All eligibility protest needs to be made on-site with an official prior to the player in question leaving the premises.
3. If the protest is upheld, the official will notify the league director of the violation. The penalty for using an ineligible player during a game is a forfeit.