

CREC Men's Basketball League Rules

League Commissioner: Chris Rodgers

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1. LEAGUE OVERVIEW

The CREC Men's Basketball League strives to promote sportsmanship, competition, community involvement, and health and wellness in a recreation setting. This document serves to help guide the league to meet these goals and should not be used to gain a competitive advantage. Haverford Township Parks & Recreation reserves the right to modify any rule that is deemed fit to enhance the quality of the league at any point before, during, or after the season.

2. FACILITIES AND EQUIPMENT

- a. Games will be played at the Haverford Community Recreation and Environmental Center (CREC), located at: *9000 Parkview Dr. Haverford, PA 19041.*
 - i. Court A is on the right side of the gym when you walk in
 - ii. Court B is on the left side of the gym when you walk in
- b. **Shirts:** Teams will be provided with t-shirts of the same color with numbers on the back.
 - i. This shirt should be worn every game.
 - ii. If you do not have your shirt:
 1. You must wear a shirt with the same color.
 2. You need to check in with the scorekeeper, officials so he/she is aware of the change.
- c. Gym shoes must be worn for warmups and games. Officials may request the removal of bracelets, earrings, necklaces, and other items.

3. ROSTERS AND PLAYERS

- a. All teams must submit a completed roster prior to the first game to the CREC, as well as team name.
 - i. No profanity allowed in team names.
- b. This roster should include player names (first and last), residency (township resident or not), emails, phone numbers, and a shirt size that corresponds with a number on the roster.
 - i. Rosters must have a minimum of seven (7) players and a maximum of twelve (12) players.
 - ii. You may add a maximum of two players after the season begins. If the additional player puts the roster above 12, you must also drop a player.
 - iii. No players will be added during the last 3 weeks of the regular season.
 - iv. Players must play in at least 3 regular season games, in order to be eligible for the playoffs.
 - v. Only team captains are allowed to make changes to the team roster.
- c. Any player who does not sign the roster will be declared an ineligible player and that team may be subject to forfeit, no nicknames may be used.
- d. Each player must be at least 18 years of age.
- e. Teams must have five players to start a game, but can finish with less. If both captains agree to play with less than five, it will not count as a forfeit.

4. LEAGUE FORMAT

- a. **Regular Season:** Team schedules will be posted on TeamSnap and invitations to the team will be sent to all players on rosters.
 - i. There will be 8 games per team played during the regular season.
- b. **Playoffs:** Playoffs will begin the week following the regular season. We will play single-elimination playoffs.
 - i. Ties at the end of the season will be decided by:

1. Head-to-head games
2. Number of forfeits
3. Point differential
4. Coin flip

5. TEAM CAPTAIN'S ROLE

- a. No smoking, eating or drinking (excluding water bottles) is permitted in the gym. Captains must enforce this rule.
- b. The team captain acts as the coach on the bench.
 - i. Any bench technical fouls will be assessed to the team captain.
 - ii. Team captains are responsible for their players and fans, including any excessive or unwarranted actions between them and the game in progress.
- c. The team captain serves as the liaison between the league commissioner and their team for communication.
- d. Captains need to ensure that the bench areas are policed following each game. Trash should be deposited in their respective containers.

6. GAME TIME

- a. Games will begin promptly at the scheduled start time; 7, 8, or 9pm.
- b. Games will consist of two (2) 20-minute halves.
- c. The clock will be running time except:
 - i. The final 2 minutes of the second half (unless a team is ahead by 25+)
 - ii. An injury occurs that requires stoppage of the game for longer than a normal stoppage
 - iii. A timeout is called
- d. If teams are tied at the end of regulation, a three-minute (3) overtime period will be played. The clock will stop in overtime.
 - i. Games will end in a draw after one overtime period, excluding playoffs.
 1. Three (3) minute overtime periods will commence until a winner is determined.

7. OFFICIAL SCORE AND SCOREKEEPER

- a. Players first and last name along with jersey numbers shall be entered into the scorebook.
 - i. Each player needs to sign off in the scorebook before each game.
- b. The running scorebook (kept at the scorer's table) will be the official score and foul count.
- c. Teams are encouraged to closely monitor the scoreboard.
- d. **Any disrespect to scorekeepers/officials will result in immediate ejection of that game and result in a one (1) game suspension.**

8. TIMEOUTS

- a. Each team will be allowed two (2) 30-second timeouts per half.
- b. Timeouts DO NOT carry over between halves.
- c. If overtime is played, each team shall be awarded one timeout per overtime period.

9. FOULS

- a. Any participant who is assessed SIX (6) personal fouls will be removed from the game.
- b. A technical foul is considered a personal foul.
 - i. **Two (2) technical fouls will result in suspension of further play and the player shall leave the gym immediately.**

- ii. If a player is assessed two (2) technical fouls, they are required to sit the following game (1 game suspension)
- c. Players shoot the bonus (1 and 1) on the seventh (7th) team foul and double bonus (2 shots) on the tenth (10th) team foul.

10. OFFICIALS

- a. The officials for the CREC Adult Basketball League are contracted from an outside officials' organization.
 - i. The officials are expected to treat players in a professional and respectful manner, uphold all of the rules and policies in this manual, and vice versa.
- b. We will have two (2) officials per game.
- c. In the event that one official is unavailable, a game may be officiated by one official and will be considered an official game.

11. RULES NOT LISTED

- a. Any rule not listed in this manual will be governed by NCAA/PIAA rules.

12. FORFEITS

- a. Teams must have five players to start a game, but can finish with less. If both captains agree to play with less than five (minimum 4), it will NOT count as a forfeit.
- b. Games will start no later than 15 minutes after the scheduled start time.
- c. You must give league manager at least 48 hours' notice to avoid forfeit. You should still notify the league manager if you won't be able to field a team after the 48-hour window has passed.
- d. If you won't have enough players, please call the League Commissioner (484-380-2730) at least 48 hours prior to the start of your game. Leave a voicemail if you don't get an answer.
 - i. If you call before that allotted time, it will NOT count as a forfeit.
 - ii. We will attempt to make up any games, but not guaranteed.