1. **TEAM ELIGIBILITY & REQUIREMENTS**
   - Each team member must be at least 18 years of age prior to the team's 1st scheduled game.
   - Current professional basketball players (one who receives monetary income or gifts for their play) are ineligible to participate in this league.
   - Each team must have matching colored shirts and a unique jersey number to participate.
   - Players may not play for more than one team in the same league.

2. **TEAM CAPTAIN RESPONSIBILITIES**
   - Attend the mandatory captain's meeting and receive league rules & regulations, building policies, any other information, and pass that information on to team members.
   - Pay team entry fee, completely fills out team roster, and distributes information to team members.
   - Is the only player allowed to discuss or dispute calls to the officials.
   - Is responsible for the sportsmanship of all his/her team members and fans/spectators.
   - Responsible for notifying team members of any schedule changes.
   - Responsible for distributing entry passes to non-members of the SRWC.
   - Informing team players that they must have a Kent State Flashcard or valid Driver’s License when checking in with the scorekeepers for each game.

3. **TEAM ROSTER INFORMATION**
   - A team may have a minimum of 4 players and a maximum of 12 players on their roster at any time.
   - Once a player has played in one regular season game, that spot on the roster is locked and the player may not be replaced—regardless of a player injury.
   - Roster additions and deletions may be made up to the final regular season game—once the game has started, the roster is set and may not be changed for any reason.
   - Players that are ejected from the league may not be replaced on the team roster.
   - Once a player has played for a team, he/she may not move to another team.
   - A player does not have to play in any regular season games to be eligible to participate in the post-season tournament; he/she only needs to be listed on the roster prior to the final regular season game.
4. **Uniforms/Jerseys**
   - Teams are responsible for providing their own jerseys and have contrasting colors available in the event that the two teams playing have the same color.
   - All team members must have matching colored jerseys with numbers on both the front and back.
   - No two (2) players on the same team can have the same number.
   - If the two teams that are playing have the same colored jerseys, the visiting team must change jerseys to contrast with the home team. If the visiting team does not have alternate colored jerseys and the home team does the home team will switch jerseys.

5. **Game Modifications**
   - There will be two 20-minute periods of continuous play.
   - The clock will only stop when a time-out is called or referees discretion.
   - There will not be a shot clock in effect.
   - A regular game clock will be used in the following situations: during the final minute of the first half; if the game is 20 points or less during the final two (2) minutes of the second half; or the final minute of each overtime. The clock will stop on all violations and fouls. However, the clock will not stop for a made basket, except after a made free throw.
   - The clock will not stop for a technical or intentional foul unless one of the previous situations occur.
   - Half time will be five (5) minutes. The second half may start prior to the expiration of five (5) minutes if both teams and the referees are ready for play.
   - Teams will have three (3) time-outs per game, lasting approximately 45 seconds. Teams will receive an additional time-out per overtime period.
   - A team may start the game with four (4) players but may not continue with less than two players.
   - Scoring errors must be brought to the official's attention immediately in order to correct. Once the referees have left the court, scoring errors may not be corrected.
   - Game protests may only be made on player eligibility and must be in writing within 24 hours after the conclusion of the game to the League Director. The team captain only may file the protest, and must have specific details about the player(s) i.e., name, teams played for, professional status and/or teams played for.
   - Protests must be accompanied by a $25.00 protest fee, which may be returned if the protest is ruled in favor of.
   - Teams DO NOT have choice of referees to work or not work their games.
6. OVERTIME PROCEDURES

- In the event that the game ends in a tie score an overtime period of three (3) minutes will be played. The clock will run continuously throughout the period unless the score differential is less than 5 points during the final minute of the overtime period.
- A two-minute break is allotted after the end of regulation time.
- The overtime period will start with a jump ball at center court.
- During the regular season, if the score remains a tie after the second overtime period; the game will end and be recorded as such.
- During the tournament, subsequent overtimes will be played in the same manner with a one-minute break between each additional overtime period. **After the fourth (4th) overtime has been completed and the score is still a tie, the first team to score in the fifth (5th) overtime will be declared the winner (sudden death).**
- Time-outs carry over from regulation time to overtime and teams will receive an additional time-out per overtime period.
- All fouls carryover into the overtime periods.

7. FORFEITS

- The Department of Recreational Services is not responsible for teams that forfeit, and will not reschedule forfeited games.
- Teams must start the game at the scheduled game time with at least four players on the court.
- If a team is not ready to start the game with at least four players signed in and on the court at the scheduled game time, the team that is ready will receive 10 points, possession of the ball and the game clock will be started.
- If neither team is prepared to start the game with four players at the scheduled game time the clock will start. The game will resume in the normal manner starting with a jump ball when both teams have the minimum number of players required to play.
- When ten (10) minutes have run off the game clock and a team does not have the minimum number of players to compete the game will be declared a forfeit win for the team with the minimum number players.
- A double forfeit will be declared if both teams are not ready to play after the expiration of ten (10) minutes.
- A forfeited game will be scored 10-0 for point differential purposes.
- **Forfeit fee:** A fine of $25.00 per game forfeited may be imposed if a team does not notify the League Director at least 24 hours in advance of the scheduled game time.
• Teams that forfeit twice during the regular season are ineligible to participate in the post-season tournament.

8. LEAGUE RULES
The League Director will not make any decision on interpretation of National Federation of State High School Athletic rules, which governs this league. Other rules that may be useful for teams to know are:
• During free throw situations, **players may enter the zone on the release by the shooter.**
• When a player is assessed his/her 5th personal foul, he/she is considered fouled-out and may not return to play in the game.
• Substitutions will only be allowed on dead ball situations. The substitute must report to the scorers’ table and may only enter the court when called by the referees.
• Players must stay in their designated areas at all times during game play.
• All technical fouls count towards the players 5 personal foul allowance.
• For the safety of all participants, **players must remove all jewelry prior to the start of the game.** This includes wedding bands, religious symbols and headwear.
• Medical alert bracelets may be worn on the wrist, but must be completely covered with athletic tape and covered by a wristband. **Player(s) must notify the League Director prior to the beginning of the season, if they are under a physicians care and must wear the medical alert bracelet.**

9. SPORTSMANSHIP
The Department of Recreational Services observes a **NO TOLERANCE** policy. Players, coaches and spectators are expected to act in a sportsmanlike manner toward other players, officials, spectators and the Department of Recreational Services staff. Players, coaches and spectators who fail to abide by this policy will be asked to leave the facility.

10. PLAYER/COACH EJECTIONS
• Players that are ejected from the game are **REQUIRED TO LEAVE THE FACILITY**, not just the playing areas. Players and/or coaches that are ejected must leave the playing areas within three minutes and the facility within a reasonable amount of time ~typically five minutes. Ejected players will be escorted from the facility by the building supervisor. Failure to comply with this policy will result in suspension from the league. **Failure to leave the playing areas within the designated times may result in the teams forfeiture of the game.**
• Ejection from a game will result in a **minimum** one additional game suspension and probation for the remainder of the season.

• The ejected player must contact the League Director prior to being allowed to participate in the league or tournament again. *Players who have sat out a game and have not contacted the League Director are ineligible to participate until the player contacts with the League Director.*

• **Any player that is ejected from a game will be subject to a $25 reinstatement fee to be eligible to return to play in the league. A player may not resume play in the league until the fee has been paid.**

• Only the officials directly involved in the game may issue player ejections.

• A player will be ejected from a game if he/she receives 2 technical fouls in that game.

• If a player is ejected from a game twice during the season, he/she will be ineligible to participate in the league.

• **A game will be forfeited by any team that receives four (4) technical fouls in any one game.**

• **Any player who receives a total of four (4) technical fouls during the course of the season and/or playoffs, may be suspended from future play during the season and/or playoffs for habitual unsportsmanlike conduct.**

• Charges of assault may be pressed against players involved in a fight.

11. **REGULAR SEASON INFORMATION**

• If a regular season game is canceled for any reason, the League Director will attempt to reschedule the game; but is not required to reschedule the game and refunds will not be awarded.

• The league uses instant scheduling, so teams know exactly what days and times they will be playing when they register. Teams may play at any of the times listed for their division.

• Teams will be given a league schedule at the captains meeting. If there is a change in the league schedule, team captains will be notified within 24 hours of the change.

• The League Director reserves the right to remove and/or add new teams at any point in the season without notice to the teams.

• The league reserves the right to schedule any tournament game at a time other than the teams’ normal game times.

• Awards will be provided to regular season and tournament champion teams.

• Teams are only guaranteed to be scheduled a certain number of games.

• The League is not responsible for forfeited games and will not reschedule forfeited games.
12. POST-SEASON TOURNAMENT INFORMATION

- There will be a **single elimination tournament** after the conclusion of the regular season, final determination as to the number of teams **eligible** to compete in the post season tournament will be determined once league play begins.

- Based upon the total number of teams competing in the league and the number of regular season games each team receives will determine whether all teams will be advanced to the post season tournament or the top fifty (50) percent of teams.

- A “tie-breaker” will be used to determine team seeding for the tournament. A “tie-breaker” will also be used to determine which team will participate in the post-season tournament if two or more teams have exactly the same records and are vying for the last tournament spot in their division.

- The league will attempt to schedule teams to play only one game per night during the post-season, but teams may have to play more than one game in any given night.

- Tournament Champions will receive team and player awards. The tournament runner-up will receive a team award.

13. TIE-BREAKERS

- Winning percentage
- Head-to-head record (all tied teams)
- Overall point differential
- Coin flip

14. TEAM FEES AND DEPOSITS

- All team entry fees must be paid by the entry deadline unless prior arrangements are made with the League Director. **Failure to pay all fees by the deadline may result in the teams’ removal from the league and/or assessment of a $50.00 late payment fee.**

- Deposits are required to hold spots in the league. Deposits are non-refundable.

- Once a team has registered and paid for a division and decides not to participate in the league, the team will not be refunded their team entry fees. Refunds will only be issued if the league does not run.

- If a check is returned for insufficient funds, **the team is required to pay the team entry fee plus a $30 surcharge for the “bounced” check within 48 hours to remain in the league.** Once a team has “bounced” a check, the only acceptable payment for the remaining fees is by cash, money order or credit card. Failure to do so may result in their deposit not being returned and their spot in the league being given to the next available team.
15. REFEREES/SCOREKEEPERS & SUPERVISORS

- Due to circumstances out of the league's control, an official or scorekeeper may be late or unable to attend. In these cases, we will make every attempt to find a suitable replacement in the time allotted. However, teams should be prepared to play the game with one official or short one scorekeeper.
- Referees are contracted through local Sports Officials Associations and are required to possess a current Ohio High School Athletic Association (OHSAA) basketball certification.
- Scorekeepers will make every attempt to keep accurate player statistics. Players are asked not to request their game statistics after the game, because this will delay the start of the next games.
- League Supervisors are employed by the Department of Recreational Services and are responsible for each night's games. Decisions made by these supervisors are a direct voice from the League Director.
- Supervisors may handle on-court injuries, document player injuries, assess potential hazards to players and officials, etc.
- Supervisors will only document protests and ejections; they may not make rulings and decisions on these actions.

16. STATISTICS

- Statistics will be compiled weekly. Statistics for current games will be available by game time the following week.
- Statistics are for recreational purposes only; the league is not responsible for inaccurate statistics.

17. PROBLEM RESOLUTION

- Only the team captain can address problems and/or questions that occur.
- A team captain may be asked to fax or e-mail a description of the problem that occurred. The League Director will investigate the problem and attempt to respond to the team captain within 7 days.

18. INJURIES AND LIABILITY

- All injuries should be reported to the on-site supervisor immediately, so appropriate actions may be taken.
- Any injury that requires any form of first aid provided by the supervisor will require documentation. Participants are required to assist and cooperate in this process.
• Any injuries that require immediate medical attention will be treated as such. Participants may have the option to leave with the assistance of a teammate, who will accept responsibility for your care; or the City of Kent EMS will be called for further assistance.

19. MISCELLANEOUS

• **All participants must completely and accurately fill out the team roster; this includes a SSN or valid driver’s license number, to participate in the league.**

• The Department of Recreational Services **will not** provide parking passes for teams or players. Parking permits may be purchased on a daily basis for $1 from the machine located in the center parking lot.

• The Department of Recreational Services **will not** pay for any parking fines incurred by players in the community basketball league.

• Participants are strongly encouraged to secure all personal items within their automobiles at all times, the Department of Recreational Services will not be held liable for any vandalism or theft of personal property.

• The Department of Recreational Services is not responsible for any lost, stolen or vandalized personal property while inside the Student Recreation and Wellness Center.

• **Spectators are not permitted on the courts at any time.**

• **Spectators may view games in progress from the entry level of the SRWC only.**

• Participants damaging university property are subject to legal action and may be permanently banned from the Student Recreation and Wellness Center.

• The League Director reserves the right to modify, or make changes to league schedules, rules, policy & procedures, etc., with the responsibility of informing team captains of the changes.

• For questions, comments or concerns contact Greg Bailey, League Director at (330) 672-0463 or e-mail at gbailey@kent.edu