



# 2019-20 ADULT WINTER LEAGUE RULES

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*Where Winter League rules are not either clear or do not address a topic, follow NFHS rules.*

### #1. PLAYING TIME & SUBSTITUTION RULES

- **7 PLAYER PLAYING TIME RULE** 3 players will sit 4 times, 4 players will sit 3 time. Exception: Team League
- **6 PLAYER PLAYING TIME RULE** All players must sit twice per game. Exception: Team League
- **SUBSTITUTE TIMING** Substitutions occur at 6:30 and 3:30 of each quarter at which time the clock will stop briefly for 15 seconds. OHS Team League may substitute on any whistle, but the clock does not stop. All substitutes must be at the table ready to substitute, having told the score keeper that they want to substitute, and the referee must beckon them in. If substitutes are not ready, the referee may forbid them to enter the game.
- You **may not substitute during a timeout** unless it was called at the same time as a substitution stoppage. Exception: Team League
- Scorekeeper will keep track of fouls and player playing time. Breaking playing time rules results in a forfeit.

Scorekeeper will **FOREWARN** any coach who is about to break this rule, to avoid a possible forfeit. Report violators to your commissioner.

### **HANDLING LATE ARRIVING PLAYERS**

- A player who has arrived late, is considered to have sat during those quarters during which they were not present and therefore did not play.
- A team is required to meet the playing time rules based on the total number of active, eligible, non-injured players at the game. A team must follow the playing time rule based on this most up to date adjusted player count. Example #1: A team begins the game with 5 players and a 6th player show up late. They are now required to follow the 6player playing time rule **if logistically possible**. Example #2: A team begins with 8 players at game time, one gets injured, and 1 gets disqualified early. They are now only required to follow the 6-player rule **if logistically possible**. Example #3: A team with 6 players has a 7<sup>th</sup> player show up late in the 3<sup>rd</sup> quarter. Since they cannot logistically follow the 7-player rule due to time left, they may continue to follow the 6-player rule. In addition, they may choose who will “legally” violate the 7-player rule and not sit twice.

### **FILL IN PLAYERS**

#### **Acquisition Procedure**

No canceled games will be made up, or rescheduled unless the cancelation is weather, or facility related, and only space permitting. All league scheduled games must be played or will be recorded as a forfeit. To avoid this, a team may request a legal fill in(s) from their commissioner. The commissioner will seek to replace the player(s) who is missing with equally or lesser rated player(s). They must use the following procedure to obtain a fill in.

- They must contact their **commissioner** requesting a fill in(s) while letting them know who they are missing. Specify if you are looking for a specific position.
- Maximum number of legally obtained fill in(s) allowed at any game is 2 for Men’s OHS, and 3 for Men’s 400V, & WOHS teams. Teams needing more than three, officially forfeit the game. A friendly may still be played.
- The fill in should wear a team jersey in the correct color, or very similar color if possible. Extra jerseys are provided to each team to help facilitate this, and are to be returned afterwards. Commissioner may issue a shirt violation waiver in this case.
- Only registered, paid, Winter League players may play or fill in.
- Commissioner must notify both teams as to who the fill ins are and they may not exceed the top rated missing players rating in any case.
- **No** fill ins are permitted during the **March Madness playoffs**, except for the Adult Leagues who may obtain players one rating point lower than the missing player. Captains should adjust players ratings throughout season to obtain most accurate rating at playoff time.
- **During March Madness**, the total adult players must not exceed 5 when using a fill in. Men’s OV40 may have 6 players.
- Captains who use illegal players will be suspended for 2 games, and vanquish any wins from those games.

## **#2. GAME TIMING**

- Play is (4) 10-minute quarters.
- Intermission: 1 minute between quarters and at 2:00 minutes at half time. (*Please set clock to keep games moving.*)
- Clock ONLY stops during injuries, foul shots, substitutions, and timeouts and on all whistles during the **final 30 seconds** of the 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> quarters and final minute of the 4<sup>th</sup> quarter, and OT. Exception: OHS Team League
- Each Team has 2 timeouts per game, and 1 timeout for the entirety of the overtime period(s), regardless of how many occur. Timeouts carry over.

## **#3. OVERTIME**

- Tie games will be decided by a full 2:00 minute overtime period. Play continuous 2-minute overtime periods until a winner is decided.

## **#4. PRESS RULES**

- 400V may full court team press in final 3 1/2 minutes of each quarter, and during overtime.
- 400V may press when down by 20 but must stop when down by 15
- All other adult leagues can press at any time unless up by 15 or more. Exception: Team League

## **#5. MERCY RULES**

- **MERCY RULE**: Clock runs, and doesn't stop except for injuries, substitutions, and timeouts when a team is leading by 25 points in the 4<sup>th</sup> quarter.

## **#6. FOULS & DISQUALIFICATION**

- 5 fouls disqualify a player.

## **#7. LEGAL GAMES & FORFEITS**

- A minimum of 4 players are required to begin a legal game.
- If a team has less than 4 players, 5 minutes after the scheduled start time they will forfeit the game. If there is a forfeit, a friendly game may still be played and officiated.

## **#8. PLAYOFF ELIGIBILITY**

- All trades are strictly forbidden without prior commissioner approval.

- Only players assigned to your team may play for you. Use of any other player will result in an automatic forfeit. (See legal Fill Ins.)
- All teams make the year-end “March Madness” playoffs. The season determines the seeding of those teams in the playoffs. There is no minimum number of games required for a player to be eligible to play in the playoffs as long as they are registered and have paid in full.

## **#9. UNIFORMS**

- All players must have registered, paid, and be wearing the correct color Winter League jersey to participate. Captains may not override this rule. A shirt with no # is legal, and can be a 00 and not subject to a technical foul.
- If a player does not wear the correct team jersey, 2 points put on board for each player in violation, plus personal and team foul, except for legal league fill-ins.
- **MEN’S 400V REVERSIBLE RULES** – Undershirt must be Red/Dark for Red Side, & White/lighter color for White Side. Purpose is to distinguish teams for both the referees, and players. 1<sup>st</sup> Team listed on Schedule is home team, and must wear white.
- No jewelry or casts may be worn at any time on the hand, forearm, or elbow as per NFHS rules.
- **Non-Fill In “Out of uniform player approval rule”:** Any player who is out of uniform must have the opposing coach/captain, & commissioner’s approval to be eligible to play. This is in addition to the technical foul. The opposing coach must verify that the player is indeed on that roster, to be permitted to play.
- Persistent uniform violations will result in a player not being permitted to play. Cutting the sleeves off must keep in adherence with the image of the league and be modestly altered. Alterations, should not expose undergarments.
- The league reserves the right to reject any uniform alterations, and require that player to purchase a replacement at the player’s expense.

## **#10. BEHAVIOR & PUNISHMENT**

### **FOUL LANGUAGE & QUESTIONING CALLS**

- Captains, players, and spectators are not permitted to question a referee's call.
- Captains who wish to discuss something with a referee should be polite and ask the opposing coach to be present as well during the discussion. This should take place during a timeout, or normal stoppage in play.
- Swearing, foul or abusive language will not be tolerated. Referees may call technical fouls if this rule is violated.
- Spectators must not engage in verbal harassment of players, fans, or officials.

### **LEAGUE DISCIPLINE & BEHAVIOR**

- Spectators must stay off the court, unless otherwise beckoned by the referees.

- Entering the court without approval may result in an ejection and/or suspension.
- Referees may eject a player, or spectator.
- Referees and captains are to report all issues including, technical fouls to the league.
- Any player, or spectator who is ejected, must immediately and quickly leave the facility, or face further punishment.
- Regular season, and March Madness suspensions carry over to the playoffs and into future seasons!
- 2 ejections in one season will result in a season long suspension, and review of future eligibility (see 4<sup>th</sup> technical below).
- 1st technical = no penalty 2nd technical = warning
- 2 technical fouls in 1 game = 1 game suspension + warning
- 3rd technical = two game suspension + warning
- 4th technical = season over (min 5 games) + 1 year on zero tolerance + advisory review
- ZERO TOLERANCE – 1 Technical = season over + 1-year suspension + advisory review Note: To get off Zero Tolerance – you must be tech free for 1 year. Players remain on Zero Tolerance until they are cleared.
- Serious issues may result in lifetime banishment.