



# WATERVILLE PARKS AND RECREATION OVER THE HILL BASKETBALL 2015/16 RULES AND GUIDELINES

## League Fees and Deadlines

1. All players must be 30 years of age prior to January 1, 2015, in order to be eligible to play – **no exceptions!**
2. Registration Forms – All captains are required to complete a team registration form with current contact information. All players must sign a roster form. The roster form, along with the team fee of \$375, is due to the Waterville Parks & Recreation department prior to **January 3, 2016**. If the roster form and fee are not submitted, the player will be ineligible to play. This fee covers up to 10 players. If you have more than 10 players (which does include if they only play one game), there is an additional \$10 per player fee.
3. Rosters - All teams must submit a roster to the Parks & Recreation Department prior to **January 3, 2016**. Additions to rosters will be through and at the discretion of the Parks and Recreation Department. Players must participate in half of the regular season games to be eligible to participate in the playoffs. If a player is on the official roster at the beginning of the season, but is unable to play half of the games due to an injury, the captain may request to Waterville Parks & Recreation that the player be allowed to play in the playoffs. Allowing this is at the sole discretion of the staff at Waterville Parks and Recreation. Rosters will be checked periodically by the Recreation staff and anyone found to be on a team and has not completed the registration form and payment will not be allowed to play for the remainder of the season. Players are only allowed to play on one team and one roster per season.
4. Official Fees - Each team is responsible for paying officials \$30 prior to the start of the game. This includes all playoff games. Each team will pay one official \$30. If a team does not pay, they will not be allowed to play the game and it will be counted as a forfeit. Any team that must forfeit a game without giving Waterville Parks & Recreation a minimum of 72 hours prior notice will be responsible for the cost of the officials for both teams. This fee must be paid prior to the teams next scheduled game. Games missed due to non-payment of official fees will count towards the three forfeit rule (See Rule in the next section).
5. **Refunds – There will be no refund of your registration fee once the season has started, or if you are prohibited to play in the league.**
6. Uniforms - All teams will have shirts that have a number on the back of each player's shirt. Shirts must be matching and once a player has been assigned a number, the player must maintain wearing a shirt with that number during each game of the season. Teams must comply with the matching shirts rule by the third game of the season. This will allow officials and score keepers to track fouls, registration fees, etc. Any team not complying after the third game will be charged with a forfeit.

## Cancellations, Game Times, and Forfeits

1. Cancellations - In the event of inclement weather, a decision will be made the day of the games. Parks & Recreation staff will attempt to contact the team captain by phone. Parks & Recreation will also post cancellations on Facebook, whenever possible. Rescheduling games is at the sole discretion of the Parks and Recreation Department.



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2. Game Times – Games will start at the scheduled time. If the game does not begin within 5 minutes of tip-off, it will be declared a forfeit.
3. Forfeits – If a team forfeits two (2) games, they will be removed from the league for the remainder of the season with no refund. A game is considered a forfeit if there is not a game played. If teams prior to the game decide to play even though one team does not have enough players, this is not considered a forfeit towards the two forfeit rule. Rescheduling of any games is at the sole discretion of the Parks and Recreation Department.

### **General League Rules:**

1. Game Time – Each game consists of two 20-minute halves of which the first 17 minutes of each half will be running time and the last 3 minutes of each half will be stopped time.
2. Overtime – If a game is tied at the end of regulation, a 3-minute overtime period is played. If a tie still exists after a 3-minute overtime period, 3-minute overtime periods will be played until there is a winner, or both teams agree to a tie.
3. Start of the game – Each team should start with 5 players. A team is permitted to start with 4 players; however, this only applies to the start of the game and during the regular season. If a team is reduced to 4 players due to disqualification, the opposing team may still play with 5 players.
4. Players may enter the game during a dead-ball only after reporting to the scorer.
5. Defense – Defense is restricted to the frontcourt for the first half. Full court pressure is allowed in the second half unless a team is ahead by 20 or more points.
6. Time-Outs – Each team is allotted three 60-second time-outs and two 30-second time outs during a regulation game. One additional 60-second time-out is allowed during overtime.
7. Offensive Possession – Offensive possession is established as soon as the offensive player has control of the ball.

### **Fouls and Suspensions**

1. Player fouls – Each player is allowed 5 personal fouls during a game. This number includes technical fouls and fouls obtained in the overtime period. Once a player has fouled out of the game, an eligible player must replace him/her. Once a player has fouled out, that player may not play in the remainder of the game, including overtime.
2. Foul Shots – Teams will shoot one-and-one on the 7<sup>th</sup> team foul. Teams will shoot two on the 10<sup>th</sup> team foul. Team fouls for the second half carry forward into any overtime. Players may not move during a foul shot until the ball hits the rim.



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3. Fighting – A player disqualified from a game for fighting will be suspended for the remainder of the season. Threatening another player, official or Parks & Recreation staff will also result in the player being suspended for the remainder of the season.
4. Technical Fouls – A player may be suspended under the following circumstances. Game suspensions are effective for the next scheduled game for that player’s team.
  - Disqualification by an official for abusive language, a flagrant-foul, or unsportsmanlike conduct will be a technical foul and the player will need to leave the facility for the remainder of the game. The player will also be suspended from playing in the teams next scheduled game.
  - After 2 technical fouls during the season, the player will be suspended for the remainder of the season, including playoffs.