

# Winter Adult Basketball League 2021

**Space is Limited**

- \*Form your own teams
- \*No meeting
- \*Schedules emailed to teams

League	Evenings	Dates	*Registration Deadline
Adult Basketball-Winter Code #9056	Thursdays	Feb 4 to Mar 25	Thursday, Jan 28

Leagues will be divided into competitive or recreational levels. **Please list on your roster form the league you feel your team would be most appropriately placed in.** Remember, there are no prizes so please seed yourself correctly.

Games are scheduled between the hours of 6 and 9:30pm. Teams must be available to play at anytime during this period. Please arrive no more than 10 minutes before your game and leave promptly after.

*The Community Recreation Department relies heavily on teams to correctly self-seed into their appropriate level of play. However, the Department reserves the right to make placement changes to improve the overall quality of the league.*

FEES BY LEAGUE	Team Fee	Individual Non-resident **
Winter	\$150.00	\$10.00 (max \$40)

There is no individual resident fee. A resident is someone who resides in the Sheboygan Area School District. School District residents who live in the towns of Mosel, Centerville and Cleveland pay a \$3.00 town fee. Others outside of the community pay a \$10 non-resident fee.

**League Schedules will be emailed to team captains. Call for questions– 459-3778 or email [tschoblaske@sasd.net](mailto:tschoblaske@sasd.net)**

**These leagues are offered for the enjoyment of the players. We will not tolerate overly aggressive play or “trash talk”. Rosters will be passed along to the Sheboygan Police Department at their request.**

# Adult Basketball Rules and Notes

## REMINDERS FOR MANAGERS:

Basketball team managers are asked to carefully follow the registration procedures and policies regarding player eligibility and releases. It is also the duty of the team manager to review all the league policies and rules with their team members before play begins.

## SOCIAL DISTANCING AND COVID-19 GUIDELINES:

1. **No spectators or coaches are allowed in the buildings/gyms. Players only! Injured players are also not allowed to watch their team if they were injured prior to the currently scheduled game.**
2. **Masks must be worn properly (fully covering the face and nose) the entire time anyone is in a school district building. This is a school district policy.**
3. **Bring your own water bottles. Water only in the gyms.**
4. **Teams must have their own jerseys/tshirts with a matching color. We can no longer provide pinnies.**
5. **Stay home if you are sick. Any player who has a noticeable illness will be asked to leave.**
6. **A sign-in sheet will be present and all players must sign it along with the date and time they entered the gym.**

## PARTIAL PLAYING RULES FOR LEAGUES WITHOUT OFFICIALS

The Official Department Rules and Regulations Sheet will also apply.

- a. A game will consist of two, 25 minute halves.
- b. \* The clock will run continuously, except for time-outs, injuries, and a 2 minute half-time break. The clock will be stopped for any dead ball situations during the last minute of each half.
- c. Each team will be allowed four (4), one minute timeouts per game.
- d. There will be free substitution at any time when the ball is dead.
- e. No players will foul out of a game.
- f. \* **There will be no overtime. Games will end in a tie at the end of regulation.**
- g. \* Offensive players will call any fouls that are committed against them. The ball will be put back in play at the midcourt line (exception - "I" below). No free throws will be shot.
- h. The defensive players will call any charging fouls that they feel have been committed against them. The defense will then get the ball.
- i. \* If an offensive player is fouled during a shot, and the ball goes in the basket, that shot will count and the defense will get the ball behind the end line underneath the basket. If the offensive player is fouled during a shot, and misses, the offense will get the ball back again at the midcourt line.
- j. The defensive team will make all calls concerning traveling, double-dribble, over-and back, etc.
- k. No three second violations will be called.
- l. Upon the stoppage of play after any dead balls occurring in the front court, the team inbounding the ball may opt to do so at center court. In this situation, a defensive player would hand or pass the ball to the offensive player at the center court. The ball would become live when the offensive player receives the ball (offensive player may then dribble, shoot or pass).
- m. Should both teams be wearing the same colored shirts, the first team listed on the schedule will wear shirts while the other team will remove their shirts. The first team listed will receive the ball to begin the game. After the game begins, ball possession for jump balls and the start of the second half will be determined by the possession arrow.
- n. The site supervisor/scorer has the authority to assess conduct-related technical fouls or to eject a player from the game if necessary.
- o. **Game time is forfeit time.** 5 players must be available to begin a game or a forfeit will be called.
- p. **No stalling.** Teams should play to score throughout the game. With no shot clock, the offensive team will need to follow this rule in good faith.

\*\*Reminder-No high-schoolers are permitted to play in any adult leagues (no matter what age). \*\*

