

2019 Spring Adult Basketball League*

TEAM NAME

MANAGER

Division A/B

1. Vreeke's Bar
2. Glen's Tax Service
3. Majerle's Black River Grill
4. Basketball Friends
5. Holiday's
6. Vreeke's Bar II
7. Chicago Saiyans

- Joe Schultz
 Bob Beninghaus
 Luke Launer
 Philip Hering
 Nolan Free
 Gilbert McLean
 Joe Appleton

Division C

8. Vibez
9. Legend Larry's
10. Big Mike's
11. Hummina
12. Manning's
13. Peabody's Pizza
14. Watson's Vending Service
15. Cram Team

- Bill Vang
 Branden Boerner
 Peter Konaha
 Nick Senkbeil
 Bobby Walter
 Adam Blindauer
 Matt Mair
 David Ojeda



**Weather Line
208-5805**

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

Gym Information
LFN/LFS=Longfellow North and South
HMW/HME=Horace Mann West and East
UR= Urban

Children attending games must be supervised at all times!

All team members must be wearing the same color shirts!!

First team listed is white team, second dark if necessary

Wednesday, March 6

Games
Completed

Wednesday, March 13

LFS 6:00 10 v 13
 7:05 4 v 1
 8:10 5 v 7
 LFN 6:00 14 v 12
 7:05 2 v 3
 8:10 6 v 3
 UR 6:00 9 v 11
 7:05 8 v 15

Wednesday, March 20

LFS 6:00 13 v 12
 7:05 4 v 5
 8:10 3 v 5
 LFN 6:00 11 v 10
 7:05 2 v 6
 8:10 14 v 8
 UR 6:00 15 v 9
 7:05 1 v 7

Wednesday, April 3

LFS 6:00 5 v 1
 7:05 6 v 1
 8:10 3 v 7
 LFN 6:00 10 v 12
 7:05 13 v 15
 8:10 2 v 4
 UR 6:00 8 v 9
 7:05 11 v 14

Wednesday, April 10

LFS 6:00 6 v 7
 7:05 12 v 15
 8:10 4 v 3
 LFN 6:00 14 v 13
 7:05 8 v 11
 8:10 9 v 10
 UR 6:00 1 v 2
 7:05 5 v 2

Wednesday, April 17

HMW 6:00 13 v 8
 7:05 7 v 2
 8:10 14 v 10
 HME 6:00 12 v 9
 7:05 6 v 4
 8:10 6 v 5
 UR 6:00 15 v 11
 7:05 1 v 3

Wednesday, April 24

LFS 6:00 12 v 11
 7:05 13 v 9
 8:10 14 v 15
 LFN 6:00 1 v 4
 7:05 7 v 4
 8:10 3 v 5
 UR 6:00 10 v 8
 7:05 6 v 2

Wednesday, May 1

LFS 6:00 6 v 3
 7:05 8 v 12
 8:10 9 v 14
 LFN 6:00 11 v 13
 7:05 10 v 15
 8:10 4 v 2
 UR 6:00 7 v 1
 7:05 7 v 5

MAKE UP IF NECESSARY May 8

No Games March 27

Revised 3/8/2019

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. **There will be no overtime**
- b. * The clock will run continuously, except for time-outs, injuries, and a 3 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 time outs 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. * A game can end in a tie.
- 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 (see also #'s 13-16 on extended rule sheet).

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- 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.