

Waynesboro Area YMCA Evening Basketball League Rules and Regulations

1. Games will be played on Monday and on Wednesday evenings.
2. In the event of inclement weather such as snow the Sports & Rec Director will postpone all scheduled games. Games will be made up on a later date.
3. Games may begin with four players. No grace period permitted to field enough players to start game. If a team cannot field 4 players or is reduced to less than 4 players during the game, that team shall forfeit the game at that point. If the team forfeiting is losing, the score will remain as is at the point of forfeit. If winning, the losing team will be awarded a 2-0 win.
4. A captain of a team losing a player due to uncontrollable circumstances may select players on the waiting list. No players may be added after the midpoint of the season unless due to injury/employment change. All replacements must be approved by 2/3 of the league captains.
5. Each game will begin with a jump ball. Alternating possessions thereafter, [court #2 scoreboard has possession arrows].
6. Overtime periods will consist of a 3-minute time limit per period. Each overtime period will begin with a jump ball.
7. No player is permitted to play under the influence of alcohol or narcotics.
8. Team captains will see that ALL players in uniform must play at least 15 minutes per game. Players may sit out only if not in uniform. This shall be reported to the official or Commissioner before the game starts. This player may enter the game if, and only when, his team is reduced to less than five players. A '2-minute change' period is allowed. This player is not required to play a full half.
9. All games will consist of two 20-minute half with clock stopping for injuries, timeouts [30 seconds], all shooting fouls, and the final two minutes of each half for all violations.
10. **The team captain is the only person permitted to converse with officials. Any response [direct or indirect] may result in a technical foul.**
11. **Profanity, harassment, dangerous play, spearing, undercutting, or slapping ball from opponent's hands while inbounding ball are all grounds for a technical foul.**
12. **Personal Technical Fouls- A player receiving two technical fouls in the same game is automatically ejected and must leave the gymnasium if directed by League or Program director. Failure to do so can result in suspension. If a player accumulates five technical fouls in one season they are suspended for the remainder of the season. Technical fouls will be evaluated on a case-by-case basis and League and Program director reserve the right to be ejected or suspend players when necessary.**
13. Each team is permitted 4 timeouts per game [60 seconds] and may be used at any time during regulation play. One time-out per overtime period with no carryover from regulation play.
14. Each player is permitted 6 personal fouls [technical fouls count as personal fouls]. Upon committing the 6th foul, that player must leave the game and may be required to leave the gym if game officials deem it necessary. Upon the 7th TEAM foul, the opposing team will be in the 'bonus' situation and begin shooting one-on-one free throws. Upon the 10th TEAM foul, the situation becomes the 'Double Bonus' and 2 free throws are awarded.
15. **Dangerous play and/or fighting are an automatic technical [team and player], ejection of players involved and two-week suspension of these players. Both teams awarded free throws and possession-based on the arrow.**
16. Any physical contact with officials will result in immediate ejection, technical foul, and two-week suspension. As well, harassment of officials will not be tolerated and could result in technical, ejection, suspension and/or loss of YMCA membership privileges. League Commissioner will determine this.
17. Failure to complete scorebook/scoreboard duties will result in one-game suspension effective starting with the next scheduled game of that player. Any changes/switches in the scheduled assignment should be given to League Commissioner in advance.
18. The City League uses PIAA rules. Seeding for the play-offs is based on regular-season record. Awards presented at play-off conclusion.
19. Play-offs will be single elimination with the final series being best 2 of 3 games.
20. **PLAY-OFF ELIGIBILITY:** Each player must play a minimum of 60% of all games [players starting late are required to play 60% of remaining games] and any suspension will count as games missed. Any extended absences [illness, travel, work] will be taken into consideration if make known to League Commissioner. This requirement must be met to be eligible for playoffs.
21. All protests must be in writing and turned into League Commissioner within 48 hours of the protested game.
22. **Whenever PIAA officials are not available, selected league players and captains will officiate. They shall be respected and treated as regular game officials.**

Player Signature: _____ Date: _____