

Recreation & Community Services Department

5v5 Basketball Rules & Regulations

Policy Reminders: In addition to the West Allis-West Milwaukee Recreation & Community Services General Adult Sports Policies & Procedures, below are specific 5v5 Basketball League Rules to be followed.

Please read these rules and regulations carefully and share them with your partner. Ignorance of the rules will not excuse you.

Alcoholic Beverages & Tobacco Products

In accordance with WAWM School Board Policy 9160, no alcoholic beverages or controlled substances be possessed, consumed or distributed on District premises. Smoking is not allowed. This includes fields, parks, gyms, buildings, parking lots on school district property. Failure to comply can result in dismissal from the league without a refund.

Player Eligibility

- Teams consist of a total of 5 players - 3 players on the court and 2 subs.
- A team found guilty of having an ineligible player in their line up will have had all games in which ineligible players forfeited to its opponents.
- A player may only register and play for one team per league night.
- All players and subs must be listed on the roster within the first three weeks of the season.

Suspensions

Suspensions are determined by the WAWM RCS Department. Suspended players may not register until tenure of suspension is completed. If already registered, said player cannot be an active participant nor he/she be on the bench or have any voice in running the team until such suspension is lifted.

Zero Tolerance Suspension Rule

- A manager/coach/sponsor/player ejected from a game by officials for unsportsmanlike conduct will be suspended from all activities conducted by the WAWM RCS Department. The final decision whether more disciplinary action is needed will be made by the Program Manager.

Dunking

No dunking is allowed, before, during or after games. If a player grabs the rim during play, a technical foul will be assessed. The opposing team will be awarded two points and possession. If the player grabs the rim before the game or in the first half, they will be ejected for the remainder of the game. If a player grabs the rim in the second half of the game, they will be ejected for the remainder of the game and the first half of the next game. If a player received two technical fouls for grabbing the rim, they will be suspended for the remainder of the season.

Roster Limit

- Teams are limited to a total of 12 players. 5 players on the court during play and 7 subs on the bench.

Grace Period

- A team may start a game with 4 players. A 5-minute grace period will be given if a team with less than 4 players knows that additional player(s) are arriving shortly. If players do not show after the grace period, the team will forfeit the game.

Borrowing Rule

- Upon signed mutual agreement, a team may borrow a player/players as necessary to avoid a forfeit. Borrowing can only be done from the opponent for the game. If more players from the borrowing team arrive later, players borrowed may return and play for their own team. The final score will count for league standings.

Forfeits

- Failure to have 4 players at the beginning of the game.
- Leaving the court in defiance of an official's decision.
- Failure to leave the court/gym in a timely fashion as directed by an official.
- Forfeited by official due to conduct of player(s).
- Playing an ineligible player.
- Unsportsmanlike conduct by either one or both teams or players, with game rising to a level of travesty, in the opinion of the officials.

Schedules

- Schedules and standings will be posted on the league's designated website.
- Schedules are subject to change
- The WAWM RCS Department reserves the right to change game locations and if needed to schedule games on alternate days if necessary for make-up games, playoffs and tournaments.

Tie-Breaker Procedures

There will be a three-pronged system to determine league winners:

- Head to Head Competition
- If there are ties, least amount of points allowed will be used as tie-breaker
- If all things still remain equal, then a coin toss will be administered by the Office – to determine league winner.

League Champions

A league winner will be determined by the overall record, unless an end of season tournament is scheduled.

- Champions will have a choice of championship plaque, championship t-shirts or \$50 discount towards registration for the future season.

Playing Rules

All games will be played according to the official National Federation H.S. Basketball Rules along with exceptions and interpretations as supplied by the West Allis - West Milwaukee Recreation Department.

Game Clock

All games will be two (2) eighteen minute halves. Clock stops on whistles during the final 2 minutes of each half. The clock will not stop in the final 2 minutes of the 2nd half if a team is ahead by 20+ points. If overtime is

required, the first overtime period will be 5 minutes with the clock stopping on whistles during the final minute. If any other overtime periods are required, they will each be 3 minutes with the clock stopping on whistles during the final minute.

Timeouts

- Each team has two-30 second timeouts per half.
- Unused timeouts do NOT carry over from one period to the next.
- Each team shall receive one additional 30 second timeout for over time periods.

Fouls & Penalties

- A player is disqualified on their 5th foul.
- Team fouls carry over into the overtime periods.
 - **Bonus** is on the 7th team foul.
 - **Double Bonus** is on the 10th team foul.
- Technical and personal fouls will be assessed to an individual and will count towards that player's personal fouls and/or toward a team's bonus fouls.

Technical Fouls

- Award two free throws from any player on the offended team.
- Award possession of the ball
- All technical fouls count towards team fouls
- Any player that receives two technical fouls results in a ejection
- Administrative Technical Fouls include:
 - Delay of Game
 - Improper Substitution
 - Defense reaching over the plane of the throw-in area
 - Delay of returning to floor after timeouts or half time
 - Interfering with the ball and not allowing it to be readily available for a throw-in
 - Wrong number in scorebook and player not listed in scorebook after game starts

Team Conduct

A team member, coach, manager, or fan who is assessed two technical fouls for unsportsmanlike conduct is automatically ejected from the game, gym and league. The player must leave the gym immediately upon ejection. If the ejected player does not leave the gym in a reasonable amount of time, further action, as deemed appropriate by the referee may result, and could result in forfeiture of the game. The second such foul is automatically classified as a flagrant technical foul. This applies to unsportsmanlike fouls only. A technical foul issued for an administrative technical would not be counted as an unsportsmanlike foul. Dunking is considered as a flagrant unsportsmanlike technical foul (2 points and the ball out of bounds to the offended team and ejection of the player committing the dunk.)

Sign-In Sheet

All players present at the start of the game should sign the sign-in sheet. Only those individuals who are officially registered are eligible to play. Substitutes that arrive late may sign the sheet upon arrival. ***Nobody is allowed to sign in after the game is completed.***

Managers are responsible for this procedure and for seeing that only eligible players sign in. **NO ONE MAY SIGN IN FOR ANOTHER PLAYER!**

Officials

Two referees will be assigned to each game. In the event only one official is able to work, the game will go on with one official.

Injury

The WAWM RCS Department shall not be responsible for any injury, which may be incurred by players during official games. The WAWM RCS Department recommends that players be covered by some type of their own insurance.

Releases

- No player can join another team unless officially released by the manager of their original team.
- Players who are released are not eligible to play in any league games until officially added to the new team's roster. **No One May Be Released Over the Phone**

Uniforms/Numbers

Each team is responsible for providing team jerseys/shirts. Jerseys must also be numbered accordingly. Tape on jersey/shirt is not acceptable. If teams do not bring their own numbered jerseys, the game will be considered a forfeit. If two teams have the same color of uniform, pinneys may be provided at the discretion of the referees and site supervisor.

GAME BALL

Both teams are responsible for bringing a game ball with them to each game. The WAWM RCS Department may have balls on site that can be used if needed. Warm up balls will not be provided and teams may bring their own balls to warm up if they so choose.