

Viking Adult Basketball League Rules & Policies

LEAGUE POLICIES

1. **All teams must pay league fee in full one week before start of the league. A team will not be allowed to compete if this is not done.**
2. The referee fee for each game is \$90 (two refs and one scorekeeper). **Each team is responsible for half (\$45) of the referee fee by the start of every game.** Teams that do not have the referee fee by the start of the game will forfeit that game.
3. No alcohol is allowed on the league premises before, during or after a game. Absolutely no player will be allowed to compete if that player has been drinking before the game. That player will be removed from the game and faces possible league expulsion.
4. Any player or team, who wishes to file a formal complaint or protest, should put it in writing and email it to the League Director, Zachary Lerman, basketball@vikingcamps.net, within 24 hours of the incident. The League Director will respond to the letter within 48 hours of receiving it.
5. Any "game-time" decisions, regarding ANY issue should be discussed with the following people present: the league coordinator/head referee and both team captains.
6. **FORFEIT POLICY:**
Forfeiting in advance – if you know your team is going to forfeit and not show up, you must contact Viking Sports 24 hours in advance. Late notice (within 24 hours of game) – your team will be responsible for paying the referee fees for both teams (\$90) AND will be charged a \$50 FORFEIT FEE which will be given to the opposing team as compensation for them arriving to a game without receiving notice of a forfeit.
Forfeiting at game time with some team members present – if your team attempts to field a team but fails to have enough players to play, your team will be responsible for paying your opponents referee fee (as well as your own). Therefore, the entire the referee fee of \$90.
NO SHOW - If your team is a complete **NO SHOW**, failing to contact Viking Sports and failing to have any players present at the game, your team will be subject to the above penalties (ref & forfeit fees), AND will be ineligible for league playoffs and/or removed from the remainder of the schedule.
7. Tie breaker policy to determine seeding for playoffs:
 - a) Any team with a forfeit is automatically seeded lower
 - b) Head to Head (only if all tied teams played each other and equal number of times);
 - c) Record against common opponents;
 - d) Strength of schedule (Total winning percentage of all teams played against).
 - e) Record against each common opponent starting at the top, one team at a time.
 - f) Coin TossIf multiple teams are tied, go thru criteria one at a time until one team is determined stronger (or weaker) than the rest, then start at the top again with the "new" tied teams.

TEAMS

1. No more than five players on the floor at one time per team.
2. A team must have at least 3 players ready to play at game time or it is a forfeit. All players must be listed on and have signed their team's official roster in order to be eligible to play.
If a team has at least 3, but not 4, they may pick up ONE player from the prior game. It is the responsibility of the team captain adding the player to notify the opposing team captain & referee BEFORE the game, otherwise a forfeit will be awarded. If a team has 4 players they CANNOT pick up a player.
3. **Players may be added to the team's roster up until the 3rd week of the season, after the 3rd week the team's roster is frozen.** Any roster additions must be accompanied by payment. Any "special circumstances" for roster additions or subtractions must be presented to the League Director in writing and cleared by him/her before the player can play in their first game for that team. Picking up players to Avoid a forfeit or playing shorthanded: If a team is shorthanded, but has at least 3 players, they may pick up players from teams playing in the league. Pick up players must be on a roster within your league. When picking up players, you MUST inform the opposing captain and referee. Failure to inform the opposing captain and referee that you are picking up players can result in forfeit. You cannot pick up extra players, so only 5 total players. If one of your regular players shows up late, one of the pickup players must stop playing. **PICKING UP PLAYERS IS ONLY ALLOWED IN REGULAR SEASON GAMES, NOT IN THE PLAYOFFS.**
Protesting: If your team thinks that the opponent picked-up too many people, or neglected to inform you & the referee, or that an illegal player was used; you must bring it to the attention of the coordinator BEFORE the game is over. The coordinator will note the protest and talk to the opposing team after the game, the coordinator will NOT make a decision on the protest but will gather information and forward to Viking Sports, so the Viking Sports staff person can decide the appropriate penalty
4. Jewelry (including watches) and hats are not permitted to be worn during the game.
5. Players **must** wear team shirts (provided by league); All team members must be uniformed in jerseys of the same color with clearly identifiable numbers. **Any member of a team not adhering to this will not be allowed to participate in league play.**
6. **Team players must compete in at least 3 regular season games to be considered eligible for the playoffs.**
7. Players may only be on one team roster per league night.

GAME RULES

1. Referees will be using current Massachusetts' High School rules; any rules not specifically covered in these rules will revert to those rules. Examples are backcourt violations; 3, 5 & 10 seconds. (Exceptions to Massachusetts High School rules: Each player is allowed 6 fouls. Players fouls out on their 6th foul. When lined up for foul shots, player lined up can break when the shooter releases the ball, shooter and those behind the arc must wait for the ball to hit the rim)
2. There will be two 20-minute running time halves. The game clock will start on time, regardless if the teams are ready to play or not. Teams will have a 15 minute "grace period" before a forfeit is declared. During the 15 minute period (as time is running off the clock), the team that is ready to play will get 2 points for each minute that runs off the clock. If both teams are not ready, the clock will still run, however points will not be awarded until one team is ready to play. Then 2 points will be awarded from that point on, until both teams are ready to play or the 15 minutes have passed. All games ending in a tie will play a 2-minute overtime with stop time in the last minute. If at the end of the first overtime, the game is still tied, 2 minute overtime periods will continue to be played until a winner is decided.
3. Each team is allowed three thirty (30) second timeout per game. No more than two time-outs may be used during the second half. During overtime, each team may call 1 time-out
4. Jump ball to start the game, alternate possession for the rest of the game when necessary.
5. During the final minute of a game or overtime, if the score differential is 10 points or less, the clock will stop on all whistles
6. This is an officiated league, with 2 referees per game. The use of profanity, vulgarity, taunting and the verbal abuse of players and/or officials will not be tolerated. Offending players will receive a technical foul. Two technical fouls in one game will result in ejection and that player will not be allowed to play in the following game. Players with repeated instances of poor behavior will be removed from the league.
7. Teams can only sub on dead balls