

City of Bloomington Basketball Rules

Roster/Waiver Forms

A City Roster/Waiver Form must be completed and signed by all members of your team. The roster/waiver must be returned by your team's first game. Forfeits will be marked for all teams that have not submitted a roster. Those forfeits will become permanent after week 3 of league play.

Players who have not signed your team's roster/waiver are considered illegal players. Games that illegal players compete in can be ruled forfeits. Players can be added to your roster as long as you do not go over the 15 player limit for league play, and 15 for the state tournament.

Schedules

Schedules are created using a software scheduling program. After a schedule has been created, the League Director manually manipulates the schedule, if needed, to balance out game times. Game times are balanced so that a team will not have more than one more or one less game at a particular game time than the league average. Ex: If the league average is two 6:00 pm games, a team may have 1, 2, or 3 games scheduled.

Scheduling requests will be considered before the beginning of the season, but not necessarily always granted.

Make-up games will be added on to the end of the regular season. All cancellations will be updated on the Adult Sports Weather Line (952) 563-8878 option 1.

Team/Player Conduct

Players must be at least 18 years of age to participate in the Adult Athletic Leagues.

During the regular season a person may play for any team, provided that two of the teams are not on the same evening.

Teams must show up for games on time. If there is a need to forfeit, that team must contact both the League Director and the listed manager of the team that they are scheduled to play by 3 pm on the day of the game. Only rostered players are allowed.

Kennedy and Jefferson Activity Centers are not City owned facilities, so please be respectful. Please do not leave children unattended. Warm-up time is available before games, but may not exceed more than 15 minutes prior to game time without a paid membership to the Activity Center.

Physical altercations will result in immediate suspension from league play for the individuals that were involved, as determined by the League Director. Verbal confrontations will be reviewed and appropriate disciplinary action will be issued on an incident by incident basis, and letters will be sent regarding any altercations and course of action taken to document the incident.

Abusing City Staff or officials will not be tolerated. There is a difference between discussing a call and verbal abuse. Physical altercations will lead to an immediate ejection.

Any player/manager ejected from a game will receive a minimum of a 1 game suspension exception: ejected for dunking). The League Director will review all game ejections to determine if further action is needed.

The City of Bloomington is NOT RESPONSIBLE for lost or stolen items.

2017 League Rules

- All games will be played with two (20) minute halves. The first 18 minutes of each half will be running time, to be stopped only by a charged team time-out or an official's time-out. The last 2 minutes of each half will be played under "stop time". The exception to this rule would be that if a team were behind in the score by 15 or more points in the second half of the game, running time would resume.
- If the score remains tied at the end of regulation time, there will be a 3-minute overtime period. If the score remains tied at the end of the first overtime period, a second overtime will be played consisting of 2 minutes. The third and subsequent overtime would be 1 minute in length. There will be (1) minute of "stop time" in any overtime period.
- Each team will be allowed 3 time-outs PER GAME. Each team will also be allowed one and only one time-out for each overtime period.
- A bonus free throw will be awarded on the 7th, 8th, and 9th team foul of each half (provided the first free throw is good). No shots are awarded for a "Team Control" foul. Two shots will be awarded for each common foul starting with the 10th Team foul of the half. (Other than player & Team control fouls).

2017 League Rules (continued..)

- ALL TECHNICAL fouls carry a penalty of TWO free-throws and the ball out-of-bounds.
- A second technical foul called on any ONE player will result in automatic disqualification of that player for the remainder of the game.
- INTENTIONAL fouls are also TWO free-throws and the ball out-of-bounds.
- Each team must have (5) members to start a game. At game time, if a team does not have 5 eligible players, the clock will start. If a team does not become eligible within 5 minutes, a forfeit is declared.
- Players in the marked free throw lane spaces (not the shooter) may enter the lane upon the release of the ball. The shooter and all players not in lane spaces may NOT enter the lane until the ball touches the rim. There are four (4) defensive players and two (2) offensive players allowed in the marked lane spaces. No players are allowed in the two (2) marked lane spaces closest to the basket.
- In an effort to maintain equality, a “non-shorthanded” playing rule has been adopted. It will be enforced as follows: When a team is playing with only 5 eligible players and a player receives a 5th personal foul, that player will not be removed from the game. Any subsequent foul committed by that player or any foul committed (after another person’s 5th foul) would result in a technical foul (2 foul shots + the ball) awarded to the offended team. Footnote: This rule is intended to provide a five (5) on five (5) playing situation throughout the game. Any player(s) fouling out prior to a team being reduced to five (5) eligible players will remain ineligible to participate for the remainder of that particular game. In no way is this rule intended to keep a player in the game who has committed a flagrant foul or who has been ejected from the game

Dunk Rule

- **NO DUNKING!** Any attempt to dunk successful or not will result in automatic ejection. Also, no points will be credited on a basket judged by an official to be a dunk. A player dunking a 2nd time during the season will be suspended for the entire year. **THIS RULE INCLUDES WARM-UPS AND AFTER A GAME HAS CONCLUDED.**

IMPORTANT NOTE TO TEAM MANAGERS

All players must wear shirts that are of the same color. Reversible numbered jerseys are highly recommended. Each shirt must have a visible Arabic numeral on it. No two players will wear duplicate numbers. Tape **will not** be allowed on the shirts to meet this requirement. In addition, a player without a number on his shirt will not be allowed to be “Number 0”.

Bloomington Parks and Recreation

1800 West Old Shakopee Road
Bloomington, MN 55431
(952) 563-8877

Weather Line

(952) 563-8878 Option 1

League Director

Mike Ramirez, CPRP
mramirez@BloomingtonMN.gov
(952) 563-8880

Sports Coordinator

Greg Simmons, CPRP
gdsimmons@BloomingtonMN.gov
(952) 563-8676

Kennedy Activity Center

150 East 98th Street
952-681-5280

Jefferson Activity Center

4001 W 102nd Street
952-806-7880