



Today's Athlete and Tomorrow's Champion

Danvers Indoor Sports Men's Basketball League Rules

League Structure:

1. Games are planned to start at the scheduled time. Teams will have a maximum of 10 minutes after game time to have their teams ready to play or forfeit the game.
2. Game length will be two 20-minute halves. The clock will run for the first 18 minutes of each half, only stopping for timeouts or injuries. The clock will stop in the last 2 minutes on a shooting foul, non-shooting foul, timeout, injury, or if the ball goes out of bounds. The clock will remain running on a made basket in the last 2 minutes. There will be a three minute break between halves.
3. If a player receives 6 Personal Fouls, they are disqualified from the game. If a player receives 2 Technical Fouls, they are disqualified from the current game and their next game.
4. If the total team fouls hits 10, there will be two shots. There will be no 1 and 1 on 7 fouls. In the last 2 minutes of the game (only 2nd half), any foul given from Team A will result in a 1 and 1 opportunity at the free throw line for Team B. Team B will shoot 2 foul shots once Team A has reached 10 total fouls. Up until then it will only be 1 and 1 under 2 minutes only in the 2nd half.
5. Each team will have 3 time-outs for the entire game. Teams can only call 2 timeouts per half.
 - a. If a timeout is called when free throws are being taken (not under 2 minutes in either half) the clock will start back up once the ball is in play. This includes after missing the final free



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throw or when the ball is thrown in after the final free throw is made.

6. You must have at least 4 eligible players to start a game. Players must play in at least half of the regular season games to be eligible for the playoffs.
7. Substitutions will check-in at the scorer's table and wait for a dead ball and the official to wave in.
8. Shirts are required for each team member, and must be numbered on the back. Each team is responsible for getting their own shirts or jerseys. For each starting player that does not have a number on their jersey, 2 free throws will be taken by the opposing team before tip-off. The teams must get the attention of the referee to enforce this rule and to be awarded free throws.
9. If regulation time ends with a tie score, a 3 minute overtime period will be played. The clock will run except for the final minute of overtime. If the score remains tied, additional overtime periods will be played as needed. Each team will receive 1 time-out per overtime period.
10. Timeouts will not be carried over from regulation. Fouls will be carried over from regulation and every foul will be 1 and 1 until a team hits 10 total team fouls.
11. Teams must get all players on their roster before the playoffs with memberships. Prior approval from Elliot Bresnahan may be given in the best interest of league play due to an injury or other uncontrollable circumstances.



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12. Semi-Circle blocks will not be called for now. This may change in the future but for now these will not be called. We will let all referees, teams, captains, and players know if we change this.
13. \$100 deposits are required from all teams prior to the first few weeks of scheduling being released. $\frac{1}{2}$ of your team fee will be due after your 3rd game. The full league fee is due after your final game and teams need to be paid in full before the playoffs.
14. Stats will be provided for this league. We do not want players to complain about stats. Only the captain of each team is allowed to talk to Elliot Bresnahan regarding discrepancies with stats. Stats will be posted the following day after games.
 - a. If a player plays in a game without a number their stats will not be kept. The only item that will be put on the website is how many total points the player scored. The amount of 2's, 3's, free throws, and rebounds will not be kept.
15. Arm sleeves, head bands, or leg sleeves of any color are acceptable to be used in this league. Any other items that want to be worn need to be brought to Elliot Bresnahan's attention before being permitted for use in the game.
16. Players may play on multiple different teams in the same division. During playoffs, the player must pick only one team to play on and is not allowed to play on other teams within the same division. Players can play on teams in different divisions as well.
17. If your team wants to protest the other team's roster the team captain must let Elliot Bresnahan know before the game. The team captain must provide \$50 cash or hand a credit card over. Elliot will check the opposing team's roster.



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- a. If the roster is correct the team captain loses the \$50.
 - b. If the roster is incorrect the team captain gets the \$50 back and the players who are not on the roster are not allowed to play.
 - c. Teams can only protest if they have a full and completed roster through Dash and are paid in full.
 - d. This is only allowed for the playoffs.
18. Standings are calculated as follows:
- a. Tiebreaker #1: Winning Percentage (Highest winning percentage will be shown at the top)
 - b. Tiebreaker #2: Head To Head (This takes each team with the same record and separates them. It will then calculate how many head to head wins each team has within this group. The team with the most head to head wins within this group will be shown at the top)
 - c. Tiebreaker #3: Points Scored (Will be shown on the standings as GF. Team with most points scored will be show at the top)
 - d. Tiebreaker #4: Points Against (Will be shown on the standings as GA. Team with least points given up will be show at the top)
 - e. Tiebreaker #5: 2nd Head To Head (Will separate teams even further if it comes down to it)
19. A Danvers Indoor Sports employee has the right to challenge a team's roster for any playoff game if they see someone they do not recognize.
20. The following links will be used for the league:



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- a. League Schedules - <https://apps.dashplatform.com/dash/index.php?Action=Auth/login&company=danvers>
 - b. Playoff Schedules - <https://apps.dashplatform.com/dash/index.php?Action=Auth/login&company=danvers>
 - c. MyStatsOnline - mystatsonline.com/DanversIndoorSports
 - d. Awards - danversindoorsports.com/basketballawards.html
21. The League will be keeping track out Technical fouls on a player and a team level.
- a. If a player receives 2 Technical Fouls in a game they are ejected from that game and receive a one game suspension.
 - b. If a player receives 2 Technical Fouls in a game for the second time they are suspended for the remainder of the session including playoffs.
 - c. If a player accumulates 5 Technical Fouls total they are suspended for the remainder of the session including playoffs.
 - d. If a team has accumulated 10 Technical fouls total they are suspended for the playoffs.
22. Playoffs will be single elimination.
23. To be eligible for the playoffs, you must play in ½ of your team's games during the regular season and have a current Dash membership.
24. Danvers Indoor Sports only uses patched Massachusetts officials.
25. If a rule is not listed above the referees will refer to High School rules. To obtain a copy of those you may follow this URL: <http://>



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www.wvu.edu/campusrec/documents/intramurals/rules/NFHSBasketballRulebook.pdf

Player Conduct:

1. Technical fouls will be the result of, but not limited to, vulgar and inappropriate language, inappropriate gestures, as well as undue and intentional physical contact.
2. Fighting and/or threatening behavior towards a referee, or another player will not be tolerated. Fighting will result in a technical foul for each player involved, possible disqualification from the game, possibly an indefinite suspension from the league, and possible expulsion from Danvers Indoor Sports.
3. Any threat of harm or actual physical contact by a player with a referee, or another player, will result in a suspension and possible ban from the league.
4. The League withholds all rights to change these rules at any time based on the needs of the League.