



## **Danvers Indoor Sports Men's Basketball League Rules**

### **\*\*COVID Facility Rules and Restrictions\*\***

Masks are required to be worn at all times in the facility.

**NO SPECTATORS ARE ALLOWED IN THE FACILITY AT THIS TIME.** Only team members playing in the game are allowed. Anyone else in addition will be asked to leave. Make sure to find rides to and from games in a timely manner as well so we do not have people waiting in the facility for too long following games. If your team has spectators with you, you may be subject to forfeit the game if the spectators do not leave the facility.

Please do not enter the facility until 5 minutes before the start time of your game. This ensures that our staff has enough time to sanitize any previously used areas, as well as giving time for the previous teams/groups to exit the court/facility.

### **COVID Game Modifications/Points of Emphasis**

[http://miaa.net/gen/miaa\\_generated\\_bin/documents/basic\\_module/Basketball\\_Modifications\\_Winter\\_2020.pdf](http://miaa.net/gen/miaa_generated_bin/documents/basic_module/Basketball_Modifications_Winter_2020.pdf)

- **Jump Ball:** The jump ball will be eliminated to start the game and replaced with a throw-in at the division line. A coin toss will be used (visiting team calls) to determine which team is awarded the ball to start the game. The alternating possession arrow will be set for the opposing team.

-Note: the team that begins the game on defense will retain the A-P arrow even if they secure possession on the initial throw-in.

-To start an overtime period, a coin toss will be used (visiting team calls) to determine which team is awarded the ball. The A-P arrow will be set to the opposing team in the same manner as to start the game.

- **Substitution Process:** One player reports to the scorer's table/midcourt on team side when a team intends to substitute. Multiple substitutions can be made. When the horn sounds, players must enter through the scorer's table.

- **Closely Guarded/5 Seconds:** To minimize the amount of time that opponents are face to face, officials will emphasize NFHS Rule 9-10-1-a, "A player shall not, while closely guarded:

A. In his/her frontcourt, hold the ball for five seconds or dribble the ball for five seconds.



B. In his/her frontcourt, control the ball for five seconds in an area enclosed by screening teammate.”

- Freedom of Movement: Point of emphasis is to enforce the rule that defenders will not physically impede the progress of offensive players (off the ball; see reference NFHS Rules 4-24, 4-26, 4-37 and 10-7).

- Free Throw Situations: To limit congestion and contact, free throw lanes will be limited to two from each team.

On two/three shot fouls, free throw lanes will remain empty, and players can only enter lanes prior to the final attempt. For one-and-one and single free throw attempts, the players may position themselves on the first attempt.

- Sideline Out of Bounds Plays: To eliminate congestion and contact under the basket during dead ball situations, offensive plays in the frontcourt will be inbounded at the foul line extended (not under the basket/end line).

- End of Game Foul: In order to avoid unnecessary contact while managing time at the end of the game, a team representative will notify the official if they are planning to foul a player receiving the inbounds pass; once the defensive team lightly tags the receiving offensive player the official will stop the play and administer a foul.

- Quick whistle for a loose ball/tie up o Point of emphasis - officials will quickly stop play/whistle during a loose ball/tie up between players in order to limit close contact.

### **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.



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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 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. For each starting player that does not have a number on their jersey, 2 free throws will be taken by the opposing team before tipoff. 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.
10. Teams must get all players on their roster before the playoffs with memberships. Prior approval from Tim Kuhlberg may be given in the best interest of league play due to an injury or other uncontrollable circumstances.
11. 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.
12. \$50 deposits are required from all teams prior to the first few weeks of scheduling being released. Team fees must be paid in full by the third week of the session.
13. 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 Tim Kuhlberg 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.
14. 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 Tim Kuhlberg's attention before being permitted for use in the game.



15. 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.
16. If your team wants to protest the other team's roster the team captain must let Tim Kuhlberg know before the game. The team captain must provide \$50 cash or hand a credit card over. Tim will check the opposing team's roster. This is only allowed for the playoffs.
  - 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.
17. 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-heads 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)
18. The following links will be used for the league:
  - 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](http://mystatsonline.com/DanversIndoorSports)
19. Awards - [danversindoorsports.com/basketballawards.html](http://danversindoorsports.com/basketballawards.html)



20. 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. Any ejection from a game will result in a one game suspension for the following week.
  - 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.
21. Playoffs will be single elimination.
22. 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.
23. Danvers Indoor Sports only uses patched Massachusetts officials.
24. 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: <https://www.nfhs.org/media/1018592/ncaa-nfhs-major-rules-differences-2020-21.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. Any ejection from a game will result in a one game suspension from the player's next game to be played. You will have 5 minutes after the ejection to leave the facility, and if this is not followed, your team may be subject to forfeiting the game being played.
3. 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.
4. 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.
5. The League withholds all rights to change these rules at any time based on the needs of the League.

For any questions, please email Tim Kuhlberg at [tim@danversindoorsports.com](mailto:tim@danversindoorsports.com).