

Danvers Indoor Sports Men's Basketball League Rules League Structure:

- 1.) Teams will have a maximum of 5 minutes to warm up after the scheduled game time. The clock will begin running no later than 5 minutes after the scheduled game time. Teams who are not on the court ready to play may be subject to forfeiture.
- 2.) Game length will be two 20 minute halves. The clock will run for the first 18 minutes of each half and will only stop for timeouts or injuries. The clock will stop during the last 2 minutes of the half 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 of each half. There will be a 3 minute break between halves. The clock will not stop running the last 2 minutes of each half if a team is winning / losing by 10 or more points.
- 3.) If a player receives 6 personal fouls they will be disqualified for the remainder of the game. If a player receives 2 technical fouls they will be disqualified from the remainder of the game, and will be suspended for their next game. If a player receives 2 technical fouls in a game for the second time in a season, they will be suspended for the remainder of the season, including playoffs. If a player accumulates 5 technical fouls total over the course of a season, they will be suspended for the remainder of the season including playoffs. If a team has accumulated 10 technical fouls total, they will be ineligible for playoff participation.
- 4.) If a team accumulates 7 team fouls in one half, the opposing team will be in the bonus and awarded 1 and 1 from the free throw line. If a team accumulates 10 team fouls in one half, the opposing team will be in the double bonus and awarded 2 shots from the free throw line. In the final 2 minutes of the game and foul given will results in a 1 and 1 from the free throw line. If a team has already accumulated 10 team fouls by the final two minutes of the game, the opposing team will be awarded 2 shots from the free throw line. In the event of overtime, team fouls will carry over from regulation.
- 5.) Each team is allowed 3 time-outs for the entity of the game. Teams are only permitted to call two time-outs per half. If a time-out is called when free throws are being taken, the clock will start running once the ball is put back in to play. This includes after missing the final free throw, or when the ball is returned to play after the final free throw was made. In the event of overtime, teams will each receive 1 time-out per overtime period. Unused time-outs from regulation do not carry over into overtime.
- 6.) Each team must have at least 4 eligible players to start a game. Players must play in at least half of their scheduled regular season games to eligible for participation in their teams playoff games.

7.) Substitutions will check-in at the scorer's table and wait for a dead ball and for the official to wave them in.

8.) Jerseys with numbers on the back are required for all participants. Stats will not be kept for players without numbers on their jersey. For each starting player on the court who does not have a numbered jersey, the opposing team will be awarded 2 free throws before tipoff. The team manager must request the free throws from the official in order to be awarded these free throws.

9.) If regulation time ends with a tied score, a 3 minute overtime period will be played. The clock will run except for the final minute of the overtime period. If the score remains tied, additional overtime periods will be added until a winner is determined. Teams will receive 1 time-out per overtime period.

10.) Team rosters will close by the third game of the season. In addition, all players must have an active Danvers Indoor Sports Membership, and a signed waiver. Teams will be unable to add players to their roster past the third game of the season unless they receive authorization from the League Director.

11.) Semi-circle blocks will not be called.

12.) \$50 deposits are required from all teams in order to be put on the league schedule. Teams who are paid in full by the end of their first league game will receive a \$100 discount. Teams who would decide to pay weekly will be required to have a credit card on file under their team manager / captains account. Teams will be charged \$130 per week until the team balance is paid in full.

13.) Stats are provided for all league participants. Scorekeepers will do their best to keep accurate stats. In the event of a discrepancy please have the team manager / captain discuss with the League Director. Stats will be posted within 24 hours of the conclusion of the game.

14.) Arm sleeves, head bands, and leg sleeves of any color are permitted. Watches, jewelry, beads in hair, and protective casts are not allowed.

15.) Players may play on multiple teams within the same division as long as they are properly rostered to each team. During playoffs participants are only permitted to play on one team per division. Players are always permitted to play on multiple teams across multiple divisions however, scheduling conflicts may occur.

16.) In the event that you wish to file a protest, please do so ONLY to DIS staff, and on the day of a game. A \$100 fee shall be paid to DIS prior to the protest meeting, which will be arranged at a mutually acceptable time. If your protest is upheld, your protest fee will be returned.

17.) Standings are calculated as follows:

Tiebreaker #1 – Winning Percentage

Tiebreaker #2 – Head to Head

Tiebreaker #3 – Points Scored

Tiebreaker #4 – Points Allowed

Tiebreaker #5 – Second Head to Head

18.) Playoffs will be single elimination.

19.) Danvers Indoor Sports only uses patch Massachusetts Officials.

20.) If a rule is not listed above, the referees will refer to the MIAA / NFHS High School rules. More information can be found [HERE](#).

21.) Danvers Indoor Sports has the right to challenge any team's roster for any reason.

22.) League schedules and playoff schedules will be posted to the Danvers Indoor Sports Schedule Page and can be found on participants [DASH Account](#).

23.) Player stats can be found at [MyStatsOnline](#)

24.) League awards can be found on the [Danvers Indoor Sports Basketball Page](#)

Player Conduct

Danvers Indoor Sports has a strict Zero Tolerance Policy which can be found [HERE](#).

1.) Technical fouls will be the result, but not limited to, vulgar and inappropriate language, gestures, as well as undue intentional physical contact.

2.) Any ejection from a game will result in a minimum one game suspension. Eject players will have 5 minutes to leave the facility. Failure to comply will result in team forfeiture.

3.) Fighting and / or threatening behavior towards referees, players, or Danvers Indoor Sports staff will not be tolerated. Fighting between two players will result in a technical foul for each team, disqualification from the game, potential indefinite suspension from the league, and possible expulsion from Danvers Indoor Sports.

4.) Danvers Indoor Sports reserves the right to adjust these rules in order to create the best competitive environment, and to ensure the safety of all participants.