



# NIGHTOWL BASKETBALL LEAGUE



## RULES/REGULATIONS

1. MEN MUST BE 17-25.  
AGE CONTROL DATE: JUNE 1, 2011
2. EACH PARTICIPANT MUST BE A RESIDENT OF THE VALLEY AREA.
3. **EACH PLAYER MUST PLAY FIVE (5) MINUTES IN THE FIRST HALF AND FIVE (5) MINUTES IN THE SECOND HALF EXCLUDING INJURIES OR FOULING OUT OF THE GAME**

**VIOLATION PROCEDURE: IF A VIOLATION OCCURS IN THE FIRST HALF, THE PLAYERS MUST START THE SECOND HALF AND THE OPPOSING TEAM WILL SHOOT A TECHNICAL FOUL SHOT FOR EACH PLAYER AND POSSESSION OF THE BALL.**

**AT THE SEVEN (7) MINUTE MARK OF THE SECOND HALF, LEAGUE COMMISSIONERS WILL CALL A COURTESY TIMEOUT TO INFORM THE HEAD COACH OF EACH TEAM, THE PLAYERS WHO HAVE NOT MET THE FIVE (5) MINUTE REQUIREMENT. AFTER THE FIVE (5) MINUTE MARK IN THE SECOND HALF THE GAME WILL BE STOPPED ON THE FIRST DEAD BALL, AT THIS TIME A ONE (1) SHOT TECHNICAL FOUL WILL BE ASSESSED FOR EACH PLAYER THAT HAS NOT PLAYED FIVE (5) MINUTES AND THE TEAM WILL RECEIVE POSSESSION OF THE BALL. THE PLAYERS IN VIOLATION WILL ENTER THE GAME AT THAT POINT AND PLAY UNTIL THE FIVE (5) MINUTE REQUIREMENT IS MET.**

**IF AT ANY TIME BOTH TEAMS ARE IN VIOLATION, BOTH TEAMS ARE ASSESSED TECHNICAL FOUL SHOTS AND THE POSSESSION ARROW WILL DETERMINE WHO RECEIVES THE BALL.**

4. ALL PARTICIPANTS MUST BE IN GAME UNIFORM TO PLAY.
5. JEWELRY, CELL PHONE, ANY HEAD GEAR, WEAPONS, ALCOHOL, RADIOS/CD PLAYERS ETC OR PROFANITY WILL NOT BE PERMITTED INSIDE THE BUILDING BY COACHES, PLAYERS, OR OFFICIALS.
6. **(3) CERTIFIED OFFICIALS WILL BE USED FOR EACH GAME. IF ONLY 2 OFFICIALS, GAME WILL START. IF ONLY 1 OFFICIAL THERE WILL BE NO GAME.**

7. ALL FIGHTING IS PROHIBITED AND WILL RESULT IN SUSPENSION AND/OR DISQUALIFICATION FROM LEAGUE. CRIMINAL CHARGES WILL ALSO BE LEVIED AGAINST INVOLVED PARTIES. ANY PLAYERS THAT LEAVE THE BENCH DURING AN ALTERCATION WILL BE AUTOMATICALLY EJECTED AND SUSPENDED FOR ONE (1) GAME.
8. PARTICIPANTS MAY ONLY PLAY ON ONE TEAM.
9. A CERTIFIED COACH WILL BE PRESENT AND REPRESENTING A TEAM FOR ALL GAMES AND WORKSHOPS.
10. UNSPORTSMANSLIKE BEHAVIOR WILL BE DEALT WITH SEVERELY.
11. AN EJECTED PLAYER MUST LEAVE THE FACILITY
12. NO PLAYERS WILL BE ADDED TO A ROSTER BEFORE THE SECOND DRAFT AFTER THE SECOND DRAFT, NO PLAYERS WILL BE ADDED UNLESS A TEAM HAS 6 PLAYERS OR LESS. LEAGUE COMMISSIONERS WILL FILL THE VACANCY FROM THE NEXT ELIGIBLE PLAYER FROM THE A, B, OR C WAITING LIST.
13. EACH TEAM WILL BE ASSIGNED A PRACTICE SITE EACH WEEK. ATTENDANCE WILL BE TAKEN BY THE GYM STAFF. FAILURE TO ATTEND PRACTICE WILL RESULT IN THE COACH HAVING SOLE AUTHORITY ON A PARTICIPANT BEING ALLOWED TO DRESS FOR THE GAME. \*\*\*NO COACH CAN DROP A PLAYER FROM HIS ROSTER. \*\*\*
14. FAILURE TO MEET FOR THE WORKSHOP WILL RESULT IN A PLAYER BEING INELIGIBLE FOR THE SCHEDULED GAME. PLAYERS MAY BE EXCUSED FROM ONE WORKSHOP, PROVIDED THEY HAVE COMPLETED 2 HOURS OF COMMUNITY SERVICE AT SHIRLEY WINSTON PARK BEFORE FRIDAY OF THE WORKSHOP. **THIS IS A ONE TIME EXCUSE ONLY.**
15. FLAGRANT FOULS WILL RESULT IN EJECTION AND/OR SUSPENSION LEVIED.
16. TAUNTING WILL RESULT IN A TECHNICAL FOUL.
17. TWO TECHNICAL FOULS IS AN AUTOMATIC EJECTION FROM THE GAME.
18. ALL WORKSHOPS WILL BE SATURDAY AT 2:00 P.M., NO MAKE-UPS ARE SCHEDULED. PARTICIPANTS WILL HAVE A FIVE (5) MINUTE GRACE PERIOD.
19. ONLY PLAYERS & COACHES LISTED ON THE ROSTER CAN SIT ON THE BENCH AREA.
20. IF A PLAYER ARRIVES AT THE GAME LATE (A, B, OR C) HE WILL NOT BE ALLOWED TO PLAY IN THE FIRST HALF, THE PLAYER WILL START THE SECOND HALF AND THE TEAM WILL BE ASSESSED ONE TECHNICAL FOUL SHOT PER PLAYER THAT WAS LATE TO THE GAME. IF A PLAYER IS NOT THERE BY THE START OF THE SECOND HALF (BEFORE THE BALL IS PUT INTO PLAY) HE OR SHE WILL NOT BE ALLOWED TO PLAY.