

**BYLAWS FOR MEN'S BASKETBALL LEAGUE  
2019-2020**

1. Games will be played according to federation high school basketball rules with the exception of local league rules.
2. A team must have at least four players to begin a game.
3. Games will be played in two twenty minute halves, with running time. The clock will be stopped during all whistles (stoppage in game) in the last two minutes of **each half**. Any foul that is a non shooting foul within the last 2 minutes **of each half** will be 1 and 1 until the team has reached 10 team fouls. After the 10<sup>th</sup> team foul limit, teams will shoot 2 shots.
4. **Overtime – If a game is tied at the end of regulation time, a 2 minute stop time overtime will be played to declare a winner. If multiple overtimes are needed they will be the same.**
5. **The first team listed on the schedule will get the ball to start the game. The ball will start at half court being passed in from the sideline. From that point on, the possession arrow will determine who's ball it is. (If there is no jump ball in the first half, the opposing team will get the ball at half-time.)**
6. Rosters and league dues are to be passed in prior to the first official game. Each team will be allowed a twenty-man roster. Players may be added on during the season but must have played in at least 3 regular season games to be able to play in playoffs. If you wish to make a change to your roster during the season you may do so by contacting the league director.
7. A player may not play for more than one team during the season.
8. All players must be eighteen years old or older and out of High School.
9. To qualify to play in the playoffs a player must play in at least three regular season games. An exception may be made to this rule if a player gets injured prior to or during the season and only participates in one or two regular season games. The league director must be notified of the injury and the player must be in attendance and on the team bench for 3 games. Injured players must notify the official scorer of his attendance for those games.
10. A player may not be playing for a college basketball team during the season. A player who starts playing in the months of December 1st through March 31st for a college basketball team is also not eligible to participate in this league anymore.
11. Players ejected for fighting will be suspended from league play for an amount of time to be determined by the league.
12. Teams should be uniformed as to the same color shirt preferably with a number on the back.
13. Protests are to be submitted in writing to the league office within forty-eight hours of the completion of the game. Protests can only be for use of ineligible player or rule interpretation. Protests are not allowed for judgment calls made in a game.
14. Any instance that should arise that is not covered in the league rules shall be decided upon the by league director.

15. Any infraction of the league bylaws either during the regular season or playoffs will result in forfeiture of the game in which the infraction occurred.
16. No And One's.
17. Subs will sub in on dead balls only.
18. Teams will be allowed 2 timeouts per half.
19. **Disputable Calls - Each team will assign a speaking captain for that game that will be written down in the score book. On a disagreed call, the speaking captains will discuss the situation with each other and a representative at the scorers' table. A conclusion will be made based on what each captain and the table saw. NOTE: If the scorer's table does not see the play, or does not have a good look at the play, and the appointed speaking captains cannot agree, the ball will be put in play by the offensive team from the closest point of where the call was made and no foul shots will be taken.**

**The clock will stop during disputable calls once the speaking captains start to discuss the situation. The scorer's table will make the decision of when to stop the clock if both teams start to dispute.**

20. The Ball will be taken out from the baseline or sideline, at which the closest point of where the violation, time or ball went out at.
21. The defensive player may call the foul.
22. **Foul shots - players will be allowed to enter the lane on the release of the ball.**
23. **The first game will have a 10 minute grace period. After that 10 minutes is up, the game will be a forfeit.**
24. **Due to a very packed schedule, there will be no rescheduling of games. If your team cannot play on a certain night, the team will have to take a forfeit which will count towards the league standings. Please, if you know your team will not have enough players, let the Caribou Rec. Department know in advance so we can let the other team know therefore they will not arrive on game night for nothing.**