

Rules for Basketball League:

General Rules:

- Individuals utilizing this facility do so at their own risk. The property owner(s), league operators, officers and owners and staff of Dulles Sportsplex/Hoops the Right Way, Inc. assume no liability for any injuries or accidents, which may occur. Please refer to your Liability and Injury Waiver Release Forms.
- Conduct within the facility and on the court should be conducted in the spirit of good sportsmanship.
- No food, drinks, chewing tobacco, chewing gum permitted on playing surface. No sunflower seeds or similar type products are permitted in the facility
- No outside food or drink of any kind will be permitted in the facility. Any outside food or drink will be confiscated.
- No glass containers on the court or in the player boxes
- Games that are cancelled due to poor weather conditions or conditions not under the control of the Dulles Sportsplex are generally not rescheduled or guaranteed to be played.
- Dulles Sportsplex reserves the right to refuse play or service to anyone.
- Any fighting will result in permanent banishment from facility

Sign Up Guidelines and Fees:

- Teams sign up on a first-come, first-served basis.
- All teams are required to submit a completed, signed Dulles SportsPlex roster/waiver form and full payment a week before the league starts. Failure to do so will result in a \$50 late fee, forfeiture of games or removal from the league. Waivers can be done online to make it easier. Once you register a team, we can send you a link to manager your rosters online.
- If full payment is made after the deadline, up to a \$50 late fee will be charged if management allows your team to play.
- No individual will be allowed to participate in any league games, practice session, tournament, clinic, open pick-up game, or other activities until a release form has been properly completed and signed, or games will be subject to forfeit.

Equipment:

- Basketball shoes or similar sport court shoes are required for all players.
- Teams must be dressed with visible and permanent numbers (no taped on numbers). No player will be allowed to participate without a numbered shirt that matches the number on the roster on file. Visible numbers are at least four inches tall and placed somewhere the referee can see. Taped numbers are not permitted.
- All players must wear their jerseys inside their shorts at all times.

Player Card Policy:

- All teams will be required to submit an online roster and waiver to the Sportsplex prior to their first game. Paper rosters will be accepted and transferred online. **Moreover, teams will be required to have photo identifications with proof of player's ages with them at every game.** This proof of age can be; report card; birth certificate; DMV ID Card; passports or driver's licenses.
- Proof of age will be randomly checked. If another team protests a player's eligibility, proof of age will be checked. If a team does not have their proof of ages for even one player at the requested time, that team will forfeit the game. Similar to every sanctioned basketball league in the area, it is the responsibility of teams to bring this proof of age without exception.
- Furthermore, proof of age has to correspond to the rosters submitted to the Sportsplex. Online rosters can count as a team's roster. If the proof of age does not match the online roster, that team will forfeit their game.

Player Rosters:

Player rosters must be turned in prior to the first league game. Added players will be permitted prior to the third game. Failure to comply will result in forfeiture of all games played with illegal player(s). Players may only be added after the 3rd game if a player is injured and removed from the roster for the remainder of the session. Proof of injury must be provided. Acceptable proof shall be a doctor's note. At the discretion of management, a team may claim hardship and add one player after the third game. Any player on a roster that is found to be illegal will forfeit all the games for the team during that season. It is the responsibility of the manager of the team to know which players are legal or illegal. Management reserves the right to check the identifications of any player on a player roster to check and see if they are legal players under management guidelines. Teams must show proof of age for all players on the roster. Proof of age includes: report card; birth certificate; DMV ID Card; passports or driver's licenses. High School players must be no older than U19.

Roster Cards:

- Permanent Rosters must be turned in a week prior to the league start date. Teams can create their roster online by using the registration link that was sent to the manager. Once a player is added to the roster, an automatic email is sent to the parent/guardian to complete the waiver.
- *All teams must have a permanent roster on file and available to check the names of players prior to the start of any game or after a game.*
- All youth teams must have an adult representative on their bench during all games. This adult must be at least 18 years of age or older. Any team caught violating this rule will automatically forfeit their game and be subject to banishment from the facility.

Online Rosters and Waivers:

Rosters and waivers forms can be completed online. These rosters can be changed by the manager up to the third game. After the third game, all rosters will be permanent and managers will no longer have access.

Numbered Jerseys:

- All players are required to have a permanent number on their shirt, at least 4" long. The referee has the right to not start the game until at least 4 players have numbered jerseys. Any player who does not have a numbered jersey will not be allowed to play. **Taped numbers are not permitted.**

Timer/Scorekeeper

- **The home team must provide a volunteer time keeper to run the clock for each game. The visiting team must provide a scorekeeper for each game.**

Forfeits & Make Up Games:

- **Forfeits:**

Team managers must call the Dulles Sportsplex to inform them of the forfeit. The Sportsplex will then notify the other team. If a team shows up to play and the opposing team does not show up, then the team present will win by forfeit. In the case of a forfeited game, players from the teams are normally allowed to use the court, to practice, scrimmage, etc. However, Dulles Sportsplex reserves the right to use the court, at that time, for other activities at the discretion of management.

After the first forfeit, the team that forfeited will receive a warning. The second forfeit, a \$50 fine. If a team forfeits three times in once season, they'll be pulled from the league, with all money paid being lost, and the team will have to pay in full at the time of registration for all future leagues.

- A forfeiture will be incurred if a team has failed to provide the minimum number of players (4 player minimum) within 5 minutes from the start of the game clock. A game clock will not stop once it has started, and it will not be reset if a team shows up late. Any team no show will result in a victory for opposing team and no rescheduled game will be given.

There will be no rescheduling of games due to weather related events like snow. The facility may, at its own choosing, try and reschedule those games. In the event of a weather related cancellation, all games that were missed shall not count toward the standings and they will be considered "non-games".

Rescheduling Policy:

Sportsplex does not reschedule games. Once a schedule has been published, no games will be moved. The only exception is a scheduling mistake on our part, or a team drops out of the schedule. If your team cannot make a scheduled game, you will forfeit that game. If you forfeit more than one game, your team may be removed from the league and may be subject to banishment from future leagues.

Weather Policy:

Weather closings are based upon the current conditions in the area, not anticipated snow falls. We will not close our doors before a weather event has begun, so please refrain from calling and tying up phone lines. Moreover, closings are not based upon school or government decisions to remain open or closed. A Sportsplex management committee will make the determination of whether to remain open or close. Closings will be announced on the website and on our phone system. The fastest way to check for updates will be on the website.

If games are cancelled due to snow, they will not be rescheduled. Exceptions to this policy are only made when ample time is available in the facility to reschedule all games snowed out. If a game is not rescheduled, it will not count against the team. Standings will be calculated based upon Winning Percentage and not overall points.

Official Games:

A game is considered "official" after one completed half of play. If there is an injury or other unforeseen circumstance, the current score will stand as official once a half has been played.

Referees:

Referees appointed to officiate each game have complete authority on the court of play, and their decisions on points of fact connected with the game are final. Officiating will be monitored and assessed periodically, and management will always try to provide quality officiating at the facility. Constructive comments regarding officiating are welcome and encouraged. Please submit any such comments in writing via e-mail. Complaints regarding officials should be submitted in writing (via e-mail), contain points of fact (ref's name, if known, date, time, and court number), and have your name and the name of your team at the top. Teams may not discuss the officiating immediately following their game. The commissioner will take seriously all complaints written 24 hours after a game. The commissioner will not take seriously complaints directed at him immediately following a game, verbal or written. The commissioner will not overturn any calls made by the referee during the course of a game. If a team suspects an illegal player or other illegal activity associated with other team, they should inform the commissioner immediately. If this activity is discovered after the game is completed, the team should file a formal protest to the commissioner. Please read our rules below to understand how to file a formal protest **Do not discuss officiating or the officials with the facility staff during or immediately after your game.**

Sportsmanship:

Individuals are expected to play under control and within the rules of the game, and to the best of their ability will avoid causing injury to themselves and other persons using the facility.

Unsportsmanlike Policy:

- Dulles Sportsplex has a ZERO TOLERANCE POLICY toward fighting. *Anyone fighting will be ejected and they will be banned from the facility permanently.* This means that the player cannot participate at or be on the property of the Sportsplex ever again.
- A player or coach that is red carded during or after a game by a referee will automatically be suspended for a whole week through the next day of the session in which the player was red carded. For example, if a player is red carded on a Saturday, he or she will not be eligible to play until the Sunday of the following week. In addition, the player will be banned from playing on any other team until the suspension has been served. If a player is ejected in the last game of a session (he/she) will be prohibited from playing in the first game after he/she registers for another session.
 - A player or coach red carded for the offense of "foul and abusive language" will be suspended as outlined above.
 - A player red carded for the offense of "persistent infraction of the rules after receiving a caution (yellow card) or a third 2 minute time penalty" will be suspended as outlined above.
 - A player or coach red carded for the offense of "violent conduct" (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and, in addition, will be suspended for one additional game and subject to further disciplinary action as decided by the facility management.
 - A player or coach red carded for "assaulting an official" will automatically be suspended from any further activities at the Dulles Sportsplex.
 - Any player or coach who accumulates three cautions (yellow cards) during one session will be suspended as outlined above.
 - Should a coach of a team be unable to control a player's actions after a red card is issued, the coach will also be suspended as outlined above.
 - A player jumping from the sideline onto the court to break up or participate in a fight will automatically be ejected from the game and will be subject to the same penalties as outlined above.
- A \$100 bond will be required from any team involved in an altercation where more than one player is involved in a fight. Should a bond be placed against a team, the bond must be paid prior to the team's next game, or that game will be forfeited. The terms of the bond will be given in writing to the team. Should the team fail to adhere to the terms, the bond will be forfeited to the arena and the team's participation will be terminated. If the team adheres to the terms of the bond, then the team will receive the \$100 bond at the end of the session.

- It is the responsibility of each player and the player's team representative to be aware of the total status of their player's infractions. Failure to comply may result in further disciplinary measures which may include suspension of the coach/rep. and forfeiture of games in which that player participated.
- If a player receives a second red card in the same season, that player will be suspended for three (3) games.

Protest:

- Intention to file a protest must be noted in writing immediately following the game. A formal written protest must be submitted to Dulles Sportsplex within 48 hours after the end of a game. A league committee will review and have the final authority on all protests. ALL DECISIONS MADE BY THE COMMITTEE ARE FINAL. Only violations of the laws of the game, rules or guidelines of the facility as published are matters for protest. Any protests regarding play of illegal players must be brought to the attention of the game officials prior to the start of the second half. Referee complaints must be submitted via e-mail.

BASKETBALL RULEBOOK

Note: All official NCAA basketball rules apply except for the amended rules below

Game Length:

- Youth Game Length: Two 14 minute halves with a 3 minute half time(continuously running clock)
- HS Game Length: Two 16 minute halves with a 3 minute half time.
- The clock will run continuously except for the last two minutes before the end of the game.
- During the last two minutes before the end of the game, the clock will stop for the referee's whistle.
- All teams will have 2 full timeouts and one thirty second timeout per half.
- **Youth games; the clock will stop for shooting fouls as long as the score is with in 20 points otherwise it will run continuously.**

Pressing Rules:

- Pressing allowed in last 4 minutes of each half for 3rd-4th grades & 5th-6th grade league,
- Pressing allowed all game for 7th-8th grade and High School Leagues.
- For Youth team: Teams with a 15 point or more lead may not press beyond Half Court.

Shot Clock/Delay of Game

- There will be no shot clock
- Teams must try to work the ball to score. Four corner offenses and other delay tactics will not be permitted. Referee(s) will give a warning first and if delay tactics continues will then force a change of possession.
- Teams that continue to purposely delay the game after the referee has awarded a change in possession will be warned first, and then the delaying team will be forced to forfeit the game. The referee has sole discretion to make this decision.

- **Substitutions**
 - Teams can only substitute when play has stopped. (Free throws, ball-out of bounds, after a score).
 - Teams may have an unlimited number of substitutions. However, the player being substituted for must be off the court before his/her replacement can enter the game.

Technical Fouls/Foul Out Rule

- Any player who commits five fouls during the course of the game will be ineligible for the remainder of the game.
- Players who are charged with 2 (two) technical fouls during any game will be immediately ejected.
- As a result of any technical foul, the opposing team will have 25 seconds to shoot two free throws and that team will also be awarded possession of the ball.

Levels of Competition:

- The facility will offer the following divisional structure for youth teams (Grades 3rd – 8th):

Division 1- Elite for upper division select teams or players

Division 2- Recreational Division

- The facility will offer the following divisional structure for HS teams :

Freshman, JV and Varsity

The Sportsplex reserves the right to make only one division if there are not enough available teams for two divisions.

- The Dulles Sportsplex reserves the right to make the necessary changes within league divisions to ensure an equal level of ability and competition.
- Players may only be on one roster in a given division and league. Players may participate in more than one division and league. A lower division team may not field more than three players from an upper division. Dulles Sportsplex reserves the right to determine if a player is considered too advanced for a given division and remove the individual from the team roster. This is done in the spirit of maintaining parity in a given division.
- Any players with current or former Collegiate or Professional experience must play Division 1. Any Collegiate players that want to play in a lower division must get permission from the league commissioner. No professional player, current or former, can play in a division lower than Division 1. Any professional players, current or former, caught playing in a lower division will be removed from that team's roster and that team will forfeit every game in which that player played.

Roster Size

- Teams may start the game with 4 players but must have 5 players to start the second half or the game is a forfeit
- Youth:

The maximum roster size will be 15 players. Teams may have at maximum two guest players for any game.

Guest Players

- All teams are allowed guest players as outlined in the above rules. Guest players may not be rostered on another team in the same league. Guest players can be rostered in other leagues as long as the player is playing at the appropriate level. For example, a 12-U division 2 player may not be a guest player on any other 12-U division 2 team, but may be a guest player on a 12-U division 1 team. Teams violating any of the general rules regarding guest players will forfeit their game.