SPORTS LEAGUE OFFICIALS ASSOCIATION
Women's Basketball League- 5 on 5 Official Rules

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OVERVIEW

Two 20-minute halves
***NEW** - Each team is allowed (2) time-outs per half – timeouts DO NOT carry over
Running clock except for final 2 minutes of the 2nd half (unless a team is up by 20 points or more)
In the case of a tie at the end or regulation there will be a 3:00 minute overtime with each team being awarded one time-out for the overtime period. If still tied after three minutes, then next basket wins.
30-second shot clock (when available) ***ADVANCED ONLY***
If a team is late, the opposing team will be awarded two free throws prior to the start of the game.

BEGINNING OF THE GAME

- The beginning of the game starts with a jump ball. Possession for all following jump balls are alternate possessions. The start of all overtimes begin with a jump ball.

TEAM SIZE

- Each team shall field no more than 5 players on the court at one time. Teams may have as many players on their roster as they choose (10 jerseys maximum will be given to each team). All rosters must be finalized by the second week of the regular season. Players added after the second week that are not on the team roster or waiver will not be eligible for playoffs. In order to be eligible for the playoffs, the player has to play a minimum of one game during the regular season.

FORFEITS

- Each team shall field no more than 5 players on the court at one time. If a team is late, the opposing team will be awarded two free throws prior to the start of the game. Teams will have until 10 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a ***minimum of 4 players***. Teams fielding less than 4 players will receive a forfeit. *Exception*: *Teams with less than 4 players may still play a "legal" game but only with the opposing teams consent. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win.*

SUBSTITUTIONS

- There is no limit on the amount of substitutions per team. Substitutions will only occur during stoppages of play. During the course of the regular season teams are allowed to "pick up" players that are not on their roster in order to field a full team. During the regular season, if a team is short (four to five players) players, teams have the option and can only use up to one player from another team. In playoffs no non-roster players will be allowed to play. In order to be eligible for the playoffs, the player has to play a minimum of one game during the regular season.

TIME

- Play is divided into (2) 20-minute halves separated by a brief halftime break. There will be a running clock except for the final 2 minutes of play. During the final 2 minutes the clock will stop on all whistles and timeouts. During the final 2 minutes, time will remain running during made field goals. The clock will not stop in the last two minutes of the second half when one team is ahead by 20 or more points. The official has the right to end the game if a team is down 20 or more in the final two minutes. The clock will be maintained by a scorekeeper or one of the referees. Each team is granted 2

timeouts per half, and they do not roll over. If in the first 38 minutes a TO is called prior to a free throw, the time will remained stopped during the free throws until the ball is "live" again.

OVERTIME

- Each overtime period is 3 minutes. The clock runs continuously during the first minute and stops in the last minute on whistles and timeouts. Each team is awarded 1 timeout per overtime period. Time-outs do not carry over from regulation to the overtime period. If the game is still tied after 3 minutes, next basket wins. In the playoffs 3 minute overtimes will continue until there is a winner.

PERSONAL/TEAM FOULS

- Personal fouls will be recorded for all leagues. Players will foul-out after being awarded their 5th personal foul. All technical fouls will be recorded as personal fouls.
- A team begins shooting one-and-one on the seventh team foul of each half and continues shooting one-and-one on any following fouls until the tenth team foul. On the tenth team foul teams will be awarded two free throws for that and every team foul during the remainder of the half. If a technical foul happens to be the seventh team foul, the team will shoot the two free throws for the technical and receive the ball, however they will not receive the bonus one and one. All shooting fouls are 2 shot fouls unless the shooter is attempting a 3 point shot. Then they will receive three shots. If a foul is an intentional foul the player will receive 2 shots and the ball.

TECHNICAL FOULS

- Technical fouls are counted as personal fouls. Any individual that is assesed two technical fouls will be ejected from the game. ***(Depending on the severity of the technical foul a player can be ejected after being assesed 1 technical under the decretion of the referree.)***

- All technical fouls result in 2 free throws and ball possession.

INTENTIONAL/CLEAR PATH FOULS

- Any foul deemed by the official(s) as preventing trasition or clear path to the basket will be ruled an intentional foul. All intentional fouls will result in 2 free throws and ball possession.

NCAA

- Normal rules and penalties of the NCAA apply unless exceptions have been made herein.
  - The 3-point field goal is in effect if the court has a line marked.
  - Backcourt violations will be in effect unless otherwise noted.
  - Dunking may or may not be allowed based on the facility. Check with your league monitor.
  - ***NEW Rule!!! Free-Throw Adminstration:*** When Administering free throws the first marked lane space (the lane space adjacent to the end line) no player shall occupy this space.

    A. The second marked lane space shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces.
    B. The third marked lane spaces on each side may be occupied by teammates of the free thrower.
    C. The fourth marked lane spaces may by occupied by opponents of the free thrower.

    Any player, other than the free thrower, who does not occupy marked lane space must be behind the free throw line extended and behind the three-point line.

LEAGUE POLICIES

GAMES:

During the regular season one game will be played within time allotted (warm up time is included). The last two minutes of the game will utilize a stopped clock unless a team is ahead by 20 points or more. Games will be divided into two 20-minute halves with a brief half-time break. During the regular season, a three-minute overtime will be used. The clock runs continuously during the first minute and stops in the last minute. Each team is awarded 1 time-out per overtime period. Time-outs do not carry over from regulation to the overtime. The game ends in a tie after 2 overtime periods have been played – during regular season.

REFS:

The Chicago Sport & Social Club will provide paid referees for each game. Refs have the power to remove any player(s) from a game or the the facility if deemed necessary. The league, however, is run by the Chicago Sport and Social Club staff and a representative will be on-site to interpret rules and (together with the refs) will have final say in all rulings made by the on-court officials.

FORFEITS:

If your team forfeits a match during the season, the following rules apply:
First Offense: Loss of game.
Second Offense: Loss of game and staff reserves the right to remove team from playoffs.
Third Offense: Removal from the league

Any team that forfeits more than once also forfeits any guarantee or right to a certain number of guaranteed games.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office, at 312.850.8196, to help us schedule your opponent a game. This does not mean that your team will not receive the loss and a forfeit.

Teams have until ten minutes past the designated start time to field a full squad (or the league minimum of players required according to rules). If at that time a team is unable to field a legal team, it will be up to the staff and the opposing captain to determine whether a team will receive a forfeit win or if a team will allow the opposing team to play a legal game with less than league minimum of players required according to the rules.

STANDINGS:

The updated standings will be posted weekly online. The standings will display each teams' rank within its skill level. Rank is based on winning percentage.

PLAYOFFS:

Playoffs will begin immediately following the end of the regular season and will typically last between 2 and 3 weeks. After teams have been seeded according to their records all captains will receive an email with the 1st week of playoff game times roughly 3 days before their league. **Teams will not receive an email for any other weeks of playoffs!** It is **ALL TEAMS'** responsibility to check the playoff brackets at the league or online to

find out what time they will be playing the following week if they win. In playoffs it is not uncommon, (and in some cases will be necessary), for teams to have more than one game in a given night. No substitues will be allowed during playoffs. All players must have signed the waiver by the second week of the season in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with CSSC office to see if this applies to your league. Playoffs are single elimination.

Seeding: Teams are seeded according to winning percentage and strength of schedule**.** Teams may be dropped from their regular season level based on the above criteria. Teams may be moved to a higher division during the playoffs only if permission is granted by the CSSC full time staff. Skill levels may be divided into separate divisions based upon size of level. Teams may play more than one game per day/night, and/or play games on days/nights other than your regularly scheduled league day/night if necessary. CSSC reserves the right to schedule playoff games on days other than the leagues regularly scheduled league night. Any questions regarding rules, policies, or eligibility of players must be addressed before the start of the game. Any team that would like to challenge the eligibility of an opposing player must do so before the start of the playoff game. No protests will be considered valid after a game has started. No substitues will be allowed during playoffs. All players must have signed the waiver by the second week of the season in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. Check with CSSC league coordinator to see if this applies to your league. Playoffs are single elimination.

WAIVERS:

In order to participate in the league, each participant must sign the team waiver. Waivers are provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver with our staff before participating. Players must sign the waiver in order to be eligilble for playoffs.

PLAYER ELIGIBILITY:

Players who have been placed on the roster and signed the waiver are eligible for playoffs. A formal protest may be filed before a playoff game if an opposing player's eligibility is in question. The player in question will be required to provide his/her player information (name, address, phone #, signature) in writing to a CSSC staff member prior to the start of the game. This qualifies as an official protest. Any protest made during a game or after a game will NOT be considered a formal protest. If a formal protest is made the game will then be played in its entirety as scheduled. Teams will be notified of all rulings on the identified eligibility discrepancy by the following business day – decisions will not be made on site. If the protest is proven to be legitimate, it will result in the forfeiture of the game in question. Games subsequent to the protested game may be rescheduled. The above procedure will also apply for any other "logged" protests. All rulings by CSSC staff are considered final.

SPORTSMANSHIP:

The purpose of Chicago Sport and Social Club is to have fun. We hope that all participants keep that in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of officials, referees, and other staff will not be tolerated. CSSC reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. CSSC will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

STAFF:

To coordinate and run the league, the officals and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/RAINOUT:

Please call our weather hotline for the most up to date information on any cancellations (312.773.7100)

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. Therefore, if you are calling concerning a decision on a cancellation, remember we will not have an answer until close to the start of the league.

If the league is cancelled, CSSC staff will change the weather hotline immediately. CSSC will then email/text all of the captains to let them know (if possible). It is then the captains responsibility to inform all teammates of the cancelation. If a league is cancelled on site, CSSC staff will attempt to contact those teams still scheduled to play the remainder of the league day/night. Depending on the time of cancellation, some teams will have to be notified on site. If we do cancel, follow next week's schedule (ex. If April 13 is cancelled teams should follow the April 20 schedule for their next game). The games that are cancelled will be made up towards the end of the season if time allows. In extreme circumstances, CSSC reserves the right to run a shortened season without a refund. CSSC reserves the right to move games or weeks to an alternative location without compensation. CSSC also reserves the right to schedule games on days other than your regularly scheduled league day/night if necessary.

PRIZES/ JERSEYS:

Each team will receive a pre-bundled set of colored jerseys with various sizes at the first night of the league. Additional shirts and sizes can be purchased from the CSSC for an additional charge. The top teams in each division will receive a prize of great emotional, spiritual, and most importantly, social value.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.