

SPORTS LEAGUE OFFICIALS ASSOCIATION WHIRLYBALL RULES 5 v 5



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OVERVIEW:

Each court will have 5 WhirlyBugs™ per side, scoopers, and a plastic game ball
Ties during the Regular Season remain as a Tie
One referee will be on site to oversee and enforce rules
A running clock will be used for the entire game with NO timeouts
Each week teams play (1-3) 15-30 minute games
Substitutions can only be made in between games and not on the fly
Teams can score two or three points on a shot
Players per side: 3 men and 2 women (3 men max.)
Players can only retain the ball for :20 seconds before passing or shooting
Teams may only possess the ball for 1 minute (shot clock) of game play and then 30 seconds in the final 2 minutes

BEGINNING OF GAME

- The ball will be thrown at center court by the referee. First team to gain possession will have the ball.
- After any score or change of possession the other team is given possession by the end of the court. (Example: Red team scores; black team regains the ball by the red backboard (goal) and works up the court toward their attacking end.
- The games are fifteen (15) to thirty (30) minutes long with running clock and no timeouts.
- Team captains are required to report to the front counter fifteen minutes before game time.

TEAM SIZE

- Each team shall field no more than 5 players on the court at one time. No more than 3 men may be on the court at one time. A legal game requires a team to have at least 2 females when playing with three males but teams may always have more women than men on the court. Teams may have as many players on their roster as they want. All rosters must be finalized by the second week of the regular season. Players that are not on the waiver after the second week will not be eligible for playoffs.

FORFEITS

- Each team shall field no more than 5 players on the court at one time. Teams will have until 5 minutes past the designated start time to field a legal team. Teams forfeiting two or more times during the season may be ineligible for playoffs. Shorthanded teams may play a legal game with a minimum of 3 players, at least 1 being a female. Teams fielding less than 3 players or without any women will receive a forfeit. *Exception: Teams with less than 3 players may still play a "legal" game but only with the opposing team's consent. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win.* If a team cannot play with five (5) players; the additional car is parked in the corner on an angle and acts as a bumper on the playing field.

SUBSTITUTIONS

- All substitutions must occur after the game or at halftime (depending on length of the game). Subbing on the fly is deemed unsafe and therefore not permitted. There is no limit on the amount of substitutions per team. 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. In playoffs no non-roster players will be allowed to play.

GAME TIME

- Play is divided into (1-3) 15-30 minute games. There will be a running clock throughout the game. A running clock will be maintained by the referee with no timeouts.

SCORING:

A shot that makes contact with the net within the hole in the backboard and causes the buzzer to sound, then the shot is good for two points. Three points are awarded when the above occurs and the shot originated from behind the half court line. In order to be awarded three points, the entire WhirlyBug™ must have been behind the half court line when the shot was taken.

POSSESSION OF THE BALL:

Control of the ball is defined as having the ball controlled in your scoop or if it is in the bottom of your car. The possession clock is a 1:00 minute shot clock. At the two (2) minute mark we will reduce the clock to :30 seconds. If a team does not score within the allotted time the ball is turned over to the other team. An individual player can be in possession of the ball for twenty (20) seconds. Failure to pass the ball or score within the allotted :20 seconds; the ball will be turned over to the other team.

If the team or player violates this rule: the non-offending team will gain possession where the ball was at the time the possession infraction occurred.

PENALTIES

Scooping:

- A player may not throw their scoop:
 - In anger or in order to block a shot or pass.
 - To force the movement of an opponent's scoop.
 - To dig at a ball that is covered by an opponent's scoop.
 - To disrupt an opponent's scoop from catching a pass or a rebound.
 - In order to force a turnover.
- A player may not drive their car into an opponent's car in such a manner as to push their car into the wall and thereby trapping their scoop between the car and the wall when he is attempting to recover the ball.
- **Failure to comply with any of these rules will result in awarding the other team two points.**

Extension:

- Extension is the act of completely leaving your seat in order to gain an advantage on your opponent. A player must always have at least one butt cheek on the seat at all times. Each WhirlyBug™ is equipped with a seat belt that must be secured across the lap and tightly to avoid extension.
- **Failure to comply with this rule will result in awarding the other team two points.**

Hand violations:

- **A player may not touch the ball with their hands except:** if the ball is stuck in their scoop, inside the car, or if the ball is smashed.
 - A player may not catch, throw, or retrieve the ball off the floor (even if the ball is smashed).
 - A player may not use any part of their body to touch an opponent in order to gain an advantage (i.e. Pull an opponents arm down to get a clear shot).
- **Failure to comply with these rules will result in awarding the other team two points.**

Pinning:

- A team may not pin an opponent against any wall outside the active key for more than five seconds unless the opponent has possession of the ball. The "active key" is the center space similar to the basketball key. It is the center eight (8) panels in front of the backboard.
- **Failure to comply with this rule will result in awarding the other team two points.**

Harassment and offensive language:

- A player may not in any way verbally or through use of colorful signals abuse the referee.
- **Failure to comply with this rule will result in awarding the other team two points.**

Delay of game:

- **Delay of game:** occurs when a team is to surrender the ball to the other team and they try to hinder their opponents from gaining possession of the ball. There is a 20 second shot/possession clock per person and a 1 minute shot clock per team in the first 13 minutes and the 30 seconds in the final 2 minutes of the game.
 - o After the referee has called for the ball to be turned over, the player with the ball must immediately drop the ball straight down out of their scoop.
 - o After a score or a turnover the team that gave the ball up must give way to the team who deserves the ball. The team that deserves the ball must be given clear access to the ball until they have had possession (see possession of the ball section), or the other team may be in violation of this penalty.
- **Failure to comply with this rule will result in awarding the other team one point.**

Ramming:

- **Ramming:** Any offensive player who is involved in a head-on collision with a defensive player may be called for a ram.

If a player collides with the back-end of an opponents car, and the opponents car was stopped or moving slowly then a ramming violation may be called.

Slashing:

If a player on either team strikes an opponent's hand, body or scoop out their hands a **two point penalty for slashing will be enforced.**

PLAYOFF OVERTIMES

If a playoff game ends in a tie after regulation play, the following will occur:

- A 5 minute sudden death overtime in which each team drops one male player from the ice.
- If it is still tied after one overtime period, then a second 5 minute sudden death overtime period will follow in which each team drops a female player in addition to the missing male player.
- If the game is still tied after both sudden death overtime periods, then a penalty shootout will follow:
- Both teams will get 5 penalty shots. The teams must state which 5 players are going to shoot, however, they do not have to state in which order they will be shooting. No more than 3 men may shoot for either team. There is no male-female shooting order rule. Shooters will start at mid-ice and get one shot on goal. If the goalie, in the eyes of the referee "takes a player out" this will result in a goal.

If it is still tied after the initial 5 penalty shots, then sudden death penalty shots will follow. The same players from the initial 5 penalty shots may shoot again. The teams must state which 5 players are going to shoot. No more than 3 men may shoot for either team. There is no male-female shooting order rule. If one team scores during the round of sudden death shots and their opponent fails to score, then that team is the winner. During the sudden death round the same 5 players must continue to shoot until there is a winner, there will be no substitutions.

LEAGUE POLICIES**GAMES:**

During the regular season each team plays three games each week within time allotted (warm up time is included). The game will use a running clock throughout the game. Games will be divided into 3, 15 minute games. During the regular season, games will end in a tie and no overtime will be used. No timeouts.

REFS:

The Chicago Sport & Social Club will provide a paid referee for each game. The referee has the power to remove any player(s) from a game or the facility if deemed necessary.

FORFEITS:

If your team forfeits a game 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 (312-850-8196) so as to help us schedule a game for your opponent. This does not mean that your team will not receive the loss as a forfeit.

Teams have until five 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 the league minimum of players required according to the rules.

STANDINGS:

The updated standings will be posted weekly. The standings will display each team's 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 a call for any other weeks of playoffs!** It is the responsibility of **ALL TEAMS** 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 match in a given night. No substitutes 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 the CSSC office to see if this applies to your league. Playoffs are single elimination.

Seeding: Teams are seeded based upon a points system, and strength of schedule.

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 teams 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 game. No protests will be considered valid after a game has started.

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 eligible 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 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 #, and 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. 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 idea of CSSC 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 officials 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 sponsor 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 extreme weather conditions, dangerous or unplayable conditions in the facility, facility constraints, etc. CSSC staff makes every effort to play all scheduled games, thus we will not cancel games unless 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. If possible, the CSSC will then email all of the captains to let them know. It is then the captain's responsibility to inform all teammates of the cancellation. 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 when deemed necessary 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.

