**CHAMPIONS BASKETBALL LEAGUE**

**Format and Rules**

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Champions Basketball League Rules

Champions Basketball League is intended to provide participants with an opportunity to play basketball in an organized and recreational environment. One of the goals of the program is to promote the ideals of sportsmanship and physical fitness to all participants, regardless of sex, race, creed or color. More important than any game are the participants and their needs. The Champions Basketball League brings area residents closer together through common interests in sportsmanship, cooperation and appreciation of the game.

Sportsmanship

We’ve devoted a lot to this topic, primarily out of necessity. The desire to win often produces a style of play contrary to the principles of sportsmanship and fair play. Champions Basketball League cannot and will not tolerate such a style that ignores good sportsmanship and clean play. Excessive complaining and verbal abuse towards a referee will result in a Technical Foul or ejection from the game. The referee or the site supervisor can eject a player if they are abusive towards the officials, other players, or spectators.

I. Facilities and Locations

1) Fieldhouse USA Mansfield

650 U.S. Frontage Rd

Mansfield, TX 76063

II. League Format

1) Champions Basketball League will be broken into two sections:

a) Regular season and playoffs

2) Regular Season: Each team will play a seven (7) game regular season.

3) Playoffs: Top 4 teams single elimination tournament. Playoffs will begin the week following the regular season.

a) Playoff schedules will be posted on the Friday following the final regular season game.

4) The winners from each season will play in a 2 day tournament for that season champion.

III. Equipment

1) Jerseys: The league will provide each team with jerseys. Teams must wear jerseys to every game (including the first game). If provided jersey(s) get misplaced, lost, or damaged, the replacement jersey has to have the following:

a) Jerseys are to be tucked into players shorts

b) Same numbers(s) as original jersey. Must be permanent and at least 4 inches in height

c) Tape on numbers will not be permitted

d) Tee shirts will not be permitted

e) Jersey team color must be close to the league provided jersey

f) The jersey has to be reversible with a white side and team color side (or have 2 jerseys, team color and white jersey)

Out of Regulation Jersey Penalty:

Any player who does not have a jersey that meets the above criteria will be assessed a technical foul (team) first time, 2 free throws before jump ball, start of half, or at the end of regulation.

Second time for player will result in a technical foul (team and player), 2 free throws before jump ball, start of half, or at the end of regulation.

After two games, the player will no longer able to play until he/ she meets the jersey requirements. This rule will be enforced, to include the first week.

2) Balls: Game ball will be provided by the league. Game ball may not be played with by any team

before the game, during half time, or after the game.

IV. Roster and Players

1) All teams must submit a completed roster prior to their first game.

2) The roster must include last name, first name, and assigned jersey number

3) Must have a government ID for player and number verification at every game to include playoffs to keep the integrity of each roster. Players cannot play if they do not have a valid government ID.

4) A player can only be on one team per season per division. Player can decide after one game that he/ she no longer want to play with that roster and will need to send an email ([emailme@betwobe.org](mailto:emailme@betwobe.org) in subject line “Change Team [last name, first name]” in message “Origional Team Name on first line and New Team Name”. An email is sent by the player and new team captain.

a) There is a one time option available. Once player changes to new roster that player cannot play with any other team or the previous team for the remainder of the season (to include playoffs).

b) If player is on multiple rosters or filling in on another roster without authorization, all unauthorized

games played will be forfeited.

5) Rosters shall have a minimum of six players and a maximum of ten.

6) Players may be added to your roster until week five of the regular season. Team is responsible for accountability of jerseys.

7) Each player must be at least 18 years old.

8) Un-rostered player may not play under the name/ assumption of a rostered player.

V. Team Captain/ Manager Role

1) Each team shall have a designated team captain that communicates directly with the league about all situations pertaining to the team.

2) The designated team captain (or team manager) shall be responsible for all interaction

with the officials.

a) Captains/ Manager may discuss rule interpretations but may not discuss judgment calls

b) Captains/ Manager are expected to be respectful toward officials – the team Captain/ Manager does not have the right to question judgment calls or speak to the official in a rude or disrespectful way. Penalty: Technical foul.

3) Team Captains/ Manager are responsible for ensuring that all players and spectators who are with their team behave in an appropriate manner. Penalty: technical foul.

4) The team’s Captain/ Manager is responsible to disclose the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed. If a Captain/ Manager refuses to disclose a player’s information after the game, he (the Captain/ Manager) will be assessed a technical foul and be held out of future games until the name is disclosed.

VI. Game Time

1) Games will begin promptly at the scheduled start time

a) If a team only has four players present at game time, they must play with four

b) If a team does not have four players present at 5 minutes past the scheduled game time, they will forfeit the game (unless agreed by the referees and opponent, but will use the remaining time left. Will keep scheadule.)

2) Games will consist of two, 20 minute halves.

a) The clock will be running time except in the last two minutes of each half (unless a team is ahead by 20 points or more).

3) Clock will stop for an injury that requires stoppage of the game for longer than a normal stoppage (this is up to the officials’ judgment)

4) Each team has 2 30 second timeouts per half (does not carry into overtime).

5) If teams tied at the end of regulation, a two minute overtime period will be played.

a) In overtime, the clock stops during the final minute (regulation rules apply).

b) In overtime, each team has 1 timeout each.

6) If teams tied at the end of the first overtime, they shall play a two minute sudden death (next point wins) overtime period.

a) In sudden death, there will be a jump ball to start the period.

b) In sudden death, each team will have 1 timeout.

c) In sudden death, the clock does not stop unless indicated by an official.

7) Officials may correct a mistake by scorekeepers

a) If a team requests a scoreboard correction, and no mistake is found, that team will be charged with a time out. If requesting team does not have a time out a technical will be given (one free throw attempt and the possession).

VII. Official Score and Scorekeeper

1) Team Captain or a representative must make sure that all players have a valid government ID for roster verification prior to each game. The league will have an official roster to compare against the scorebook.

2) Players first and last name along with the jersey number shall be entered into the scorebook.

a) Only players who are present shall be listed in the scorebook at the beginning of regulation

3) Players arriving late may be added to the scorebook without penalty

4) Players may not enter the game until they’ve been entered into the scorebook and verified.

5) If player enter the game without verification it will result in a technical foul (one free throw shot).

5) The running scorebook (kept at the scorer’s table) will be the official score and foul count

6) Teams shall alert the officials immediately if any errors occur

a) If a team alerts the official to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout. If requesting team does not have a time out, a technical foul will be given (one free throw attempt and the possession).

VIII. Putting the ball in play

1) First possession will be determined by a jump ball.

2) All other jump ball situations (including half time) will be determined by alternating possessions

3) The officials shall handle the ball after every whistle

IX. Time Outs

1) Each team will be allowed 2 20-second timeouts per half

a) Unused timeouts do not carry over to overtime

2) If overtime is played, each team shall be awarded one timeout per overtime period

X. Dunking

1) Dunking is allowed in games, however, players may not hold onto the rim

a) Players holding onto the rim will be assessed a technical foul

b) NO dunking after a whistle, or during a stoppage in the game.

XI. Fouls

1) Any participant who is assessed five personal fouls will be removed from the game (fouled out)

2) A technical foul is considered a personal foul

a) Example: a player who receives four personal fouls and one technical has fouled out.

XII. Free Throws

1) Players may enter the lane once the ball leaves the shooter’s hand (on the release).

XIII. Technical Fouls

1) All technical fouls are two shot fouls plus the ball at mid-court (excluding jersey violation)

2) Any players who receives two technical fouls in a game will be ejected from the game and will be

suspended for a minimum of one game.

3) ANY PLAYER WHO RECEIVES FOUR TECHNICAL FOULS DURING THE SEASON WILL BE SUSPENDED

FOR THE REMAINDER OF THE SEASON

a) This excludes technicals for a jersey violation or failed scoreboard error review

b) This includes playoff games

c) Refunds will not be given for expelled players

d) Players who receive their 4th technical foul during the final game will be suspended for the next season.

4) Any misinformation about a technical foul may result in a team suspension

a) The following will be considered misinformation

i) Refusal to give the scorer’s table the offending players name

ii) Lying about the name of a player who’s received a technical

iii) Attempting to play with a suspended player

iv) Attempting/ Playing with an ineligible player

XIV. Flagrant Foul

1) A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional.

a) If technical, it involves, but is not limited to violent contact such as:

i) striking, kicking, kneeing or an attempt to injure.

2) Any player who receives a technical flagrant foul shall be ejected from the game and will serve

a minimum of a one game suspension

XV. Player Conduct

1) Fieldhouse USA Mansfield is a recreational facility who aims to create a welcoming environment for all players. As such, the following conduct expectations are in place for all basketball games.

2) The following actions may result in a technical foul:

a) Use of profanity

b) Complaining about or questioning an official’s call by a non-team Captain/ Manager

c) Persistent complaint about judgment calls by any player (including Captains/ Managers)

d) Abusive or profane language by a spectator (team technical shall be assessed).

3) The following actions shall result in a technical foul, double technical (ejection) or flagrant foul.

a) Use of profanity toward an official or an opposing player

b) Making a comment that is personal in nature to or about an official or opposing player

i) Any attempt to “bait,” taunt or otherwise instigate an opponent

c) An attempt to physically intimidate an opponent or official

d) Any physical contact with an official will result in ejection from the league and notification of authorities

e) NOTE: The officials’ jurisdiction begins from the time a player arrives on site until the player leaves. Actions that occur, before, during and after games are all subject to a technical foul, flagrant foul or ejection.

f) Alcohol and tobacco is not permitted.

XVI. Fighting

1) Any player who is ejected for, or found to be fighting will be ejected from the game

and may be ejected from the league for the remainder of the season (including the Playoff)

2) A strict definition of fighting, and shall impose the fighting for penalty for any of the

following action:

a) Throwing a punch (regardless of whether or not it is landed)

b) Slapping or pushing a players face or head area

c) Grabbing or pushing a player during an altercation (exception, trying to restrain a player from

your own team)

d) Any violent, physical act on another player outside of the actions allowed in basketball

i) Example: throwing a player to the court

e) Any player who leaves the bench while an altercation is happening shall be considered to be

fighting (exception: if an official specifically asks players to help to restore order).

3) The officials have the right to halt and call any game if it is believed that allowing a game to continue may result in a fight or an out of control situation.

XVII. Officials

1) The officials are expected to treat players in a professional and respectful manner, and uphold all of the rules and policies in this manual.

2) The intention is to play each game with two officials.

3) In the event that one official is unavailable, a game may be officiated by one official and will be

considered an official game.

4) In the even that either neither official is present, teams may decide to proceed in one

of the following ways:

a) Play a self-officiated game

b) Declare the game a no-contest, so neither teams standings are affected

c) If option a is agreed upon, the game must be played to completion, unless an official

arrives to complete the game (the game shall not be restarted).

5) Once a game has begun, it is considered an official game and cannot be replayed.

XVIII. Team Conduct

1) Poor sportsmanship will not be tolerated. Any team which consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.

2) A player who accumulates 4 technical fouls during the season will be expelled for the remainder of the season. Technical fouls will count as personal and team fouls. Any team that accumulates 4 unsportsmanlike technical fouls in a game will forfeit that game.

3) Officials and teams shall report all poor sportsmanship to the league director.

XIX. Forfeits

If you must forfeit, please BeTwoBe ([emailme@betwobe.org](mailto:emailme@betwobe.org) Subject: [team name]/ FORFEIT) as soon as possible so we can notify your opponent. Team captain must send message.

Any team forfeiting more than three games in a season may be dropped from the league with no refund.

WEATHER: In the event of inclement weather, contact the Fieldhouse USA Mansfield (682-307-5220) to determine whether games have been cancelled.

XX. Winners

SEASONAL CHAMPIONS: Seasonal champions will receive medals and an automatic bid into the Championship Tournament.

ULTIMATE CHAMPIONS: Ultimate Champions is played in December in which the winners from the 4 seasons will compete in a 2 day tournament (included with seasonal fees) and the winner will receive a trophy, jerseys, and tournament championship tee shirts.

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