

Milwaukee Yard Adult Basketball

League Rules

All National Federation of High School Rules apply with the following points of emphasis.

Team Manager Check - in

- Team Manager must check in team at the scorers table.
- Stat sheets and necessary game information will be provided at the scorers table prior to game start time. We ask that teams start arriving 30 minutes before game times.
- All jersey numbers are eligible 0-99.
- Numbers can only be assigned to one player.
- No basketballs will be provided. Clock & Stat operators will be provided.

What to Bring to Check In

- Team roster. (Must have completed rosters to participate by week 4 game) •
- Signed waivers sheet. (Players must sign waivers to participate. No exceptions) •
- Each team must present their completed rosters and have paid their entry fee in full by week 4 game.

Rosters:

- All players must be listed on their team's roster, and have completed the liability waiver to be eligible to play.
- Rosters are frozen after week 4 game.
- All liability waivers must be completed by the roster frozen date and players cannot be added to the team's roster after frozen date.
- Any player without a completed liability waiver after the frozen roster date will be crossed off the roster and considered ineligible to play.
- If a player is found to be in violation of any rules, their team will be forced to forfeit.
- All players including subs must be above the age of 18, and able to present documentation supporting that.
- Players cannot be listed on multiple rosters. If a player from another team wants to sub it must be agreed to by the opposing team.

Roster checks may be done to an opposing team prior to the start time. If you roster check an opposing team your team will also be roster checked. If a team is found to have any ineligible player(s), it will result in immediate forfeit. It is

important for all players to be able to produce a driver's license, passport, or state ID at each game in the event that a player is challenged for eligibility. If you cannot provide documentation when challenged, your team will forfeit the game.

Game Play:

- The minimum number of players required to start and finish the game is 4. ● A grace period of 5 minutes will be provided if necessary after scheduled start time, or the warm-up period. A forfeit will be issued after that period. Forfeits are scored 20-0.
- An ineligible player is: not listed on the roster, has not completed the liability waiver, under the age of 18 and/or rostered on more than one team. Eligibility checks may be done prior to games during the league. If a team is found to have an ineligible player(s), it will result in an immediate forfeit. Team captains can agree to let an ineligible player sub for a team, waiver must be signed by this player prior to game.
- WARM-UPS - Warm ups will last 3 minutes, this only applies if the previous game is not completed by 3 minutes prior to start time.
- HALFTIME - Halftime will last 2 minutes.
- TIME - Games will be two 20 minute non stop time halves. Other than the last 2 minutes of the second half, the clock will stop at every dead ball.
- TIMEOUTS - Each team will be awarded 2, 45 second time-outs per half. No carryover of timeouts between halves, or overtime(s). Teams will get 1 timeout per overtime period.
- RUNNING TIME - Will be in effect if a team is up by 20 points. The clock will return to stop time if the score differential is brought back to 20 points or less during the last 2 minutes of the second half, and overtime. Games can be called if a team is up by 10 points per minute remaining. Ex: up 30 with under 3 minutes, up 20 with under 2 minutes.
- OVERTIME - The first overtime will be 2 minutes stop time. The second, and all following overtimes will be 1 minute stop time. Each team will be awarded 1 timeout per overtime.
 - In the regular season if still tied after 2 overtime periods the game will result in a tie.
- TIEBREAKERS - (1) Head to head, (2) Point differential, (3) Points allowed. In the event of a 3 or more way tie head to head will no longer be a tiebreaker, it will go to point differential. Forfeits will be scored 20-0.

Free Throws:

- BONUS SHOTS - 1&1 free throw will be shot on team fouls 7-9 and 2 shots on the 10th team foul and beyond. Team fouls reset at half, but carry over into overtime(s). Free throws will be played on the release. A player fouls out with 5

personal fouls.

Rules & Other Enforcements:

- **Per NFHS Rules, if a player is ejected, they must SIT OUT the next game. This rule will be enforced.**
- **If a fan is ejected, they must NOT return to any contests until the following day. This rule will also be enforced.**
- **TECHNICAL FOULS** - All technical fouls will award the opposing team 2 points and possession of the ball. Technicals will also count as personal fouls. 2nd technical foul will result in ejection, and may result in minimum 1 game suspension.
- **PRESSING** - Pressing is allowed.
- **ZONE** – Zone is allowed.
- **ROSTER** – **All players must be listed on the official roster or they will not be allowed to play. No double rostering with multiple teams.**
- **Refs, scorekeepers, and league directors have the right to make a team forfeit at any time. This can result in player, or team suspension if the league director feels necessary. NO REFUNDS WILL BE GIVEN!**
- Any fighting will result in a minimum 1 year ban for all involved. **NO REFUNDS WILL BE GIVEN!**
- Players subbing in must let the scorers table know they are subbing in. ● The ball may be advanced after a timeout following a made shot or a defensive rebound.
- **PROTESTS** - **No protests. Referees and tournament officials will settle all disputes on the spot. League Director (Harrison/Nate) has the authority to override any rules.**
- Schedule will be posted as soon as possible for seeding of playoffs. Once seeding is complete, teams will be matched up for playoff games. We will post results of games on the Milwaukee Yard Website.
 - Team managers can also email tournament director Harrison Zaroni/Nate Bailey at Basketball@milwaukeeyard.com or Nate.bailey@milwaukeeyard.com for updated schedules.
- Playoff format is single-elimination.
- Tournament will conclude with a single champion
- Anything not stated here will follow the NFHS Basketball rulebook.