

Downtown Athletic Club

Winter 2008 Men's Basketball League

General League Information

League and Tournament Schedule:

Season runs the week of January 16th-March 5th

Each team will play a eight (8) week regular season, one (1) game per week, in addition to a single elimination post season tournament.

Web Site: (www.downtownac.com) Schedules will be posted as they become available. Standings will be posted within two days after the game. Stats will be posted in Newberry Gym.

Number of teams:

Each Downtown Athletic Club League will be made up of at least four (4) teams. We will take up to 8 teams in each division.

League Structure:

- Open League: Runs Wednesday nights from 6:15-9:15pm

League Champs: In all divisions, the best overall record will determine the division champion and seeding for the tournament.

Tied League Standings: If teams are tied in the final league standings, the tie will be broken as follows:

- Tie Break #1- Head to head competition
- Tie Break #2- Total points allowed for head to head games

Awards: Each league champion team will receive t-shirts.

Team Captains: Team captains will be responsible for the overall conduct of their team, fans and family and will see that all players are familiar with all rules, regulations, and scheduled time of play for the DAC Basketball League.

Roster: Rosters will be set after the draft. Any team playing with player not listed on the roster will forfeit the game played unless otherwise noted by the gym supervisor/programs director. All players must check in at the scorer's table before each game.



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League Rules and Conditions of Competition

DAC Basketball Leagues are governed by **HIGH SCHOOL FEDERATION** rules with the following modifications and emphasis:

Time Format: There will be two halves. Each half will be 20 minutes in duration with running time. The clock shall be a free running clock and shall be stopped only for shooting fouls, time-outs or at such other times as the referees or scorekeeper may designate. ***During the last two minutes of the second half, the clock shall be stopped*** on all fouls, jump balls, violations, time-outs and such other times as the officials shall designate.

- Team are granted two 30 second *timeouts* per half and one 30 second timeout per overtime period(s).
- The first *overtime period* runs for two minutes with stop-clock time. All additional overtime periods run for one minute with stop-clock time. Each overtime period begins with a jump ball.

Fouls: Each player shall be permitted five personal fouls per game; ***technical fouls do count as personal fouls***. Five *personal fouls* constitute the disqualification of a player unless he/she is one of five remaining eligible players on his/her team-see details in the “No-Foul-Out” rule.

No-Foul-Out rule- A player who is one of only five remaining eligible players on his team does not foul out of a game after committing his/her fifth foul. Instead, he/she is charged with a technical foul for each additional personal foul. If these fouls are committed against a shooter, regular free throws will be awarded in addition to the technical free throws. Players that foul out before their team enters No-Foul-Out conditions can not re-enter the game with No-Foul-Out status.

A team enters the “*bonus*” and will shoot one-and-one free throws after the opposing team commits 7 fouls. “*Double bonus*” will be entered after ten fouls. Free throws will be played on the release. The shooter may not break the free throw vertical plane until the ball strikes the rim or backboard. Defensive rebounders may take the lower block.

Standards of the Game: The decisions of the game officials are to be accepted and respected as final. Overt verbal communication or gestures of disapproval toward officials from players are unacceptable.

Everyone is prohibited from directing abusive language or profanity toward others.

FIGHTING IS ABSOLUTELY PROHIBITED!



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Technical Fouls: Players will be required to play a **\$5.00 fine for any technical fouls** acquired during a game. This payment will be billed to the player's DAC account.

Any player receiving two (2) technical fouls or flagrant fouls will be ejected from the game. Players ejected from the game for any reason will automatically sit out his next scheduled game. In addition, the player will be required to pay **\$5.00 for each of the technical** and/or flagrant fouls (not to exceed \$10.00 maximum per game). This payment will be billed to the player's DAC Account at the end of the season.

Any player who is ejected in two (2) games in a season shall automatically be suspended for the duration of league play, as well as league playoff games. A player suspended for the season shall also forfeit his right to participate in any post-season play. Suspension may continue into the following season depending on the severity of the offense, which led to the suspension.

The gym supervisor and/or game officials reserve the right to call a game at any time if player(s) become out of control.

Forfeits: A forfeit will occur if a team does not have at least four players ready to play within 5 minutes of the scheduled game time. If a fifth player is not prepared to play within the first 10 minutes of running time on the game clock, a forfeit will be declared.

Since it is our intent to play and have as many games count as possible, teams may use any DAC member with the approval of both captains. The referees will officiate any game where there are DAC members ready to play, regardless of whether or not the game is a forfeit. BOTH consenting captains must inform the scorekeeper at the 10-minute mark if the game is to count in the league standings.

Teams who **forfeit more than two games** during the regular season may be excluded from post-season tournament play.

Substitutions: Substitutions may be made only by reporting to the scorekeeper's bench and/or being admitted by the referee

