

League Play

- * **League Play:** League Play will consist of 10 to 16 teams of 5 players each, playing two games one night per week
- * **Playoffs:** A double elimination tournament will be played at the end of each league session.
- * **Schedule:** A schedule will be provided to all players prior to the start of regular season.
- * **Registration:** Team registration fee of \$50.00 must be paid before a team will be considered part of the league.
- * **Cost:** League games are \$5.50 per game (\$11.00 per league night).
- * **Team Responsibilities:** Each league team is responsible for "Court-time" and fielding a full team for their weekly games.

League Rules

30 SECOND CLOCK - is a possession clock and not a shot clock. The 30 second clock begins when a team takes control of the ball and does not stop until the opposition gains control of the ball.

5 SECOND CLOCK - begins when a player enters the key while he or one of his teammates has possession of the ball and continues to run until player leaves key or 5 second clock expires (resulting in change of possession). Clock does not necessarily stop if ball hits the ground or backboard and bounces outside the key. (Clock will continue to run if a player enters the key before his teammate can exit key area.

DELAY OF GAME - After a team scores no player on that team should touch the ball or it will result in a one-point penalty. Slapping the ball down by the individual who scores is delay of game, unless the player is stopping the ball from hitting him, then it is to be dropped directly beside him.

RAMMING

1. Any collisions with excessive speed to player most responsible.
2. Any hits from behind with speed.
3. Key area rams head on will be called on the offensive player. (similar to charging in basketball)
4. Head on collisions outside of general key area are allowed if both players are looking at each other.
5. If player is looking to catch the ball outside of general key area and is rammed head on, penalty goes against player who is looking.

HARASSMENT - Players can alert the Ref. if a man is in the key area or if he is being excessively pinned on the wall, all other yelling up to the Ref. can be interpreted as harassment at the Ref.'s discretion and a two point penalty can be given.

SCOOP SLAPPING - Two-point penalty for hitting opponent's scoop. If a player has the ball in his scoop under his scoop it is his ball any contact to his scoop is a two-point penalty.

Note: All [beginner's rules](#) still apply

TEAM CAPTAIN REPORTS 15 MIN BEFORE SCHEDULED GAME TIME WITH WEEKLY TEAM FEES. 15 MINUTE \$4.00 PRACTICE GAMES MAY BE PLAYED BEFORE AND AFTER SCHEDULED LEAGUE TIMES IF SCHEDULING ALLOWS.