



RULES, REGISTRATION, & MANAGER HANDBOOK

5V5 BASKETBALL LEAGUES

Website: www.applevalleymn.gov/basketball

Weather/Cancellation Line: (952)953-2399, option #1

Location: Apple Valley Community Center, 14603 Hayes Rd

League Director: Nick Thompson
(952)953-2316

AVathletics@applevalleymn.gov

TABLE OF CONTENTS

General Information	1
Inter-League Movement	1
Manager’s Duties	2
Rosters & Eligibility	2
Draft/Free Agent List	2
Game Site Information & Regulations	3
Safety	3
Protests	3
Standings	3
League Awards Per Division	3
Sportsmanship & Courtesy	4
Inclement Weather & the Weather Line	4
Game Times, Late Arrivals, & Forfeits	4
Officials & Scorekeepers	4
Apple Valley Adult Basketball Playing Rules	5
Equipment	5
The Game	5
Playoffs – League	6
Regional/State MRPA Basketball Tournaments	6
Lost & Found	6
COVID-19 Basketball League Guidelines – Updated 12/14/2021	6

GENERAL INFORMATION

Any new or clarified rule that happens mid-season will be highlighted in grey. Apple Valley Parks and Recreation Department reserves the right to add or change rules at any time for the betterment of all, and make rule exceptions when special circumstances exist.

Apple Valley Adult Basketball Leagues will be governed by the MRPA Basketball Rules in areas not covered by the following:

INTER-LEAGUE MOVEMENT

If possible and when appropriate, two divisions of play will be offered. If you have any questions regarding which division you should register for, please call before you register your team. As a general rule, division winners will move up a division and the last place teams will move down a division. However, the League Director can make exceptions at their discretion including moving multiple teams up/down or leaving teams in the same league, with the goal being what is best for the overall league and each division. Divisions may need to be combined based on registrations. Refunds will not be issued to teams who disagree with the division in which they are placed.

MANAGER'S DUTIES

1. **Be knowledgeable:** Read all league procedures and rules and inform members of your team.
2. **Meet the official** before the game starts, ask questions as needed and relay any messages to your team. The person representing your team at the pre-game meeting will be the “designated manager” for the game.
3. **Handling disputes:** The “designated manager” must handle any disputes and should be the only person discussing calls with the opposing team’s designated manager. Don’t let one of your players face ejection by arguing over a call. Take charge of your team’s and your spectators’ conduct. Abusive language, smoking, improper drinking, littering and other irresponsible acts can be penalized.
4. **Communicate with team:** Relay schedule information, changes, or other league information sent via email and posted at www.applevalleymn.gov/basketball to your players.
5. **First aid kit:** Each team should equip themselves with a first aid kit.
6. **Write player names & numbers in scorebook** at the scorekeeper’s table before each game.

ROSTERS & ELIGIBILITY

Roster forms are available on the Apple Valley volleyball webpage as well as the A.V.C.C. front desk.

1. **Minimum age:** All participants must be at least 18 years old prior to participating.
2. **Residency:** To be eligible to play, all players must live or work full-time (35-40 hours per week) within the State of Minnesota.
3. **Players may play on multiple teams** in Apple Valley leagues, but may only be rostered on one team per night of play.
4. **Rosters:**
 - a. **Preliminary roster deadline:** Rosters must be submitted at the Apple Valley Community Center front desk prior to the start of your first game. All players must fill out all information and sign the roster prior to playing in their first game.
 - b. **Failure to return the roster:** teams will be issued forfeits until a completed roster is turned in. At the end of each month, forfeits will be declared official if the roster has not been handed in. If a roster is returned before that date, the forfeits will be waived and game scores will stand.
 - c. **Min & max players:** A roster can include a minimum of 6 and a maximum of 15 players.
 - d. **Adding players to your roster** is allowed at any point prior to your last regular season game. Ask league staff for your original roster to make changes or additions or fill out an additional sheet to add to your roster.
 - e. **Rosters are frozen for playoffs** following the last regular-season game and no players may be added. All players listed on the team roster are eligible to participate in the post-season tournaments, regardless of the number (if any) regular season games they played.
 - f. **Team members must have ID’s** with their information with them at all times in order to pass random roster checks.
5. **Games with illegal players** can be ruled as forfeits.

DRAFT/FREE AGENT LIST

The Apple Valley Parks and Recreation Department keeps a list of individual players who would like to be placed on a team and/or be substitutes. Email AVathletics@applevalleymn.gov to request a copy of the list.

Players from the Draft/Free Agent List can sub for multiple teams in a league, but if they play in a third match for a team, they must be removed from the draft list and be placed on that particular team's roster. Rather than continually using substitutes from the list, it is recommended that you place these players on your roster and let them become full-time members of your team. Draft list players are not eligible for the play-offs, so invite them on to your team!

If you or one of your players would like to be a free agent for a different night of play, complete a free agent form available at www.applevalleymn.gov/freeagent. No person on a regular team roster may also be on the Draft List for the same league (that night of play).

GAME SITE INFORMATION & REGULATIONS

Games will be played at the Apple Valley Community Center, 14603 Hayes Rd. The Hardwood Gym Courts will be the primary gym used, but the Sport Court Gym may occasionally be used if needed.

1. **Showers** are available following games for all but the last game of the evening.
2. **Tobacco use and alcoholic beverages** are prohibited inside the facility.
3. **Alcoholic beverages** are not permitted in the facility or on the grounds.
4. **Drinks:** Drinking beverages is not allowed on the courts; please stay off the court to drink water. Coolers or glass containers are not allowed in the gym.

SAFETY

1. **Inherent risk of the game:** In addition to the possibility for bodily harm through playing, everyone at the game must be aware of the hazards associated with the game both in and around the area of play.
2. **Insurance:** The City of Apple Valley does not provide insurance for the participants of our adult athletics leagues. Each player, as a result of participation in the league, assumes all liability and risk of injury. It is strongly suggested that each player obtain medical and liability insurance prior to participating in the league.
3. **Blood rule:** A player who is bleeding or has an open wound is prohibited from participation until the bleeding is stopped and the wound covered. If treatment can be administered in a reasonable amount of time, the individual will not have to leave the game. If excessive time is involved, the re-entry rule would apply. If there is any blood on the uniform, it must be changed or disinfected. All teams are encouraged to have a First Aid Kit with disinfectant with them during each game.
4. **Spectators and children** are not allowed on the court during the game and may result in stoppage of play up to forfeiture of game. Adult leagues are created & geared for adults only. If you must bring children to your game, they must be supervised by a non-playing adult (1 adult per 2 children) at all times.

PROTESTS

A protested game can result when there is a difference of opinion on the court between the protesting team and the official regarding the application or interpretation of an official rule.

Player eligibility may also be protested – again, we recommend closely reading the USSSA rulebook:

1. Teams wishing to protest a player's eligibility must notify the official, scorekeeper and opposing manager before the end of the game.
2. The protesting team must prove their own eligibility first.
3. Then the players who have been protested will be required to print and sign their names on the back of the scorecard before play can resume. If the player refuses to print and sign his/her name, the player will be ejected from the game and his team will forfeit the game. If a player under protest refuses to sign his name, a forfeit will be called on his team and that player will be suspended for at least one game.
4. A written letter of protest must be turned in to the Recreation Department at the AVCC no later than 4:00 p.m. the day after the protested game. With that letter of protest, a \$50.00 protest fee must be submitted. The League Director will then rule on the protest. If the protest is upheld, the offending team will forfeit the game in question and the protest fee will be returned. If the protest is denied, the game will stand as played and the protesting team will forfeit their protest fee.
5. If a protested player is found to be not on his team's roster, that player will be suspended for one game and the team will forfeit the game. If a protested player is found to be a member of another league team, that player will be suspended for two games and the game under protest will be forfeited. If a protested player is found to be underage, that player will be suspended and the game will be forfeited.
6. Protests during the playoffs must be handled on the court before play can resume. Cash deposits apply.

STANDINGS

If teams are tied, standings are determined by: 1) Least number of forfeits during the regular season. 2) Head-to-head record. 3) Point differential in games between tied teams. 4) Overall point differential. 5) Coin-flip.

LEAGUE AWARDS PER DIVISION

1. Regular-season league champion: \$60 team gift card.
2. Playoff champion: \$60 team gift card.
3. Playoff 2nd place: \$30 team gift card.

SPORTSMANSHIP & COURTESY

1. **Managers are responsible for conduct** of themselves, their players and spectators before, during and after the game. Unsportsmanlike conduct will not be tolerated. If you see unsportsmanlike behavior, contact the League Director or staff and appropriate action will be taken, up to removal from the league for a player and/or team.
2. **Profanity:** Swearing is not tolerated and will be subject to technical fouls and/or ejection from the game.
3. **Trash talk** will not be tolerated.
4. **See “Technical fouls”** under THE GAME on page 8.
5. **Ejections:**
 - a. Any player ejected from a game must leave the facility immediately and may be issued additional game(s) suspension, subject to the League Director’s review.
 - b. A \$25.00 misconduct fee must be paid to the League Director during business hours before the player is eligible to play again.
 - c. Any player ejected for a second time in a season will be ejected for the remainder of the season.
6. **Conduct detrimental to the game:** This includes all acts that are disrespectful to the other team, game and/or the league. Penalty: Offending team shall forfeit their current game.

INCLEMENT WEATHER & THE WEATHER LINE

Weather conditions can change dramatically in a short period of time. If there is a safety concern, a team is never required to play a game, even if the weather line or staff have not cancelled a game. The determination on make-ups, forfeits, etc. can be made at a future time.

1. **Weather line:** Call 952-953-2399, option #1 after 5:00 p.m. This is the official way games are canceled and will be updated immediately when a decision is made. If there is no mention of the games on the recorded message, you should assume games are on.
2. **Rescheduled matches** will be made up at as time allows end of the season. Managers should check the schedule online five business days after a cancellation to view the rescheduled dates and times.

GAME TIMES, LATE ARRIVALS, & FORFEITS

1. **Game start times** on weekdays are typically 6:15, 7:15, 8:15, and 9:15 p.m. If double-headers are played, every effort is made to schedule games back-to-back.
2. **Player limit to play:** A team must have at least four rostered players to start a game. Teams that have at least four players at the scheduled game time must begin to play at the scheduled game time. Teams cannot use the grace period for their additional players to arrive.
3. **Grace period:**
 - a. For the 6:15pm game only, teams have a 10-minute grace period to secure four rostered or draft list players. Those ten minutes come off the game time. If a team does not have at least four players after the 10-minute grace period, they will forfeit the game.
 - b. For the 7:15, 8:15 & 9:15pm matches, games will be forfeited at the game start time if teams don't have the minimum number of players.
4. **Forfeits:**
 - a. Forfeits are never a positive situation, but are even worse when a team fails to show up for a game and doesn't notify the other team and League Director within a reasonable amount of time. Out of respect for the teams, please notify both your opponents that evening as well as the League Director.
 - b. A forfeit will be recorded as a 20-0 score, or the score at the time of the forfeit, whichever is greater.
 - c. Teams must pay a \$25.00 forfeit fee for every forfeit that isn't announced before noon the day of the game.
 - d. Any team with two or more games forfeited may be dropped from the league.

OFFICIALS & SCOREKEEPERS

1. Games will be officiated by two sanctioned officials and one scorekeeper.
2. If there is a no-show by one of the officials, games will still be played with one official working the game. If there is a no show by both officials, the game will be rescheduled. If there is a no show by a scorekeeper, games will still be played, however, each team will be asked to provide a player or spectator to keep score.
3. The official's decision is final. Unsportsmanlike conduct will not be tolerated
4. Team managers are the only players allowed to communicate with the official.

EQUIPMENT

1. **Basketballs:** Teams must supply at least one 29.5" game ball. The recommended ball is the Spalding TF-1000 or a similar ball inflated to the specs listed on the ball. If the team managers cannot agree on which ball shall be used, the choice will be left to the official working the game.
2. **Shoes** must be worn at all times. Only sneakers, tennis shoes and court shoes are allowed. Black soled shoe that mark the gym floor, hiking boots, street shoes, etc. will not be allowed in the league. Do not wear shoes from outside onto the playing area.
3. **Uniforms** Players must wear similar colored uniforms with permanently affixed (not taped) single or double digit numbers at least 6" high on the front and/or back. Teams or players who do not have similarly colored numbered jerseys will be required to wear pull-over jerseys before they will be allowed to play. If both teams have the same colored jerseys, the away team shall wear the pull-overs.
4. **Casts, guards or braces** made of hard unyielding leather, plastic, pliable (soft) plastic, metal or other hard substance, even though padded, are not permitted on the finger, hand, wrist or forearm.
5. **Valuables:** The City of Apple Valley will not be responsible for lost or stolen items. Lock all valuables in the trunk of your car do not leave anything of value in plain sight in your vehicle.
6. **Electronic equipment** including a camera, audio or video device may not be worn or used by an official, player, or coach on the field of play.
7. **First aid:** Each team should supply a first aid kit for their team.

THE GAME

1. **Minimum number of players:** A team must have at least four players to start and continue a game. See "LATE ARRIVALS & FORFEITS" above for details about late starts and grace periods.
2. **Signing in/scorebook:** Managers or a team representative must fill out the scorebook at the League Supervisor's table prior to each game. Players' first and last name along with jersey number shall be entered into the scorebook. Only players present shall be listed in the scorebook at the beginning of regulation. If players arrive after the onset of the game, they can be added to the scorebook without penalty or technical foul.
3. **Mercy rule:** If at any time during the second half of the game the difference in score becomes twenty points or more, the leading team will not press their opponents in the back court.
4. **Game timing:**
 - a. Two 20-minute running time halves will be used with a four-minute halftime. (Minimum three-minute warm-up).
 - b. During running time, the clock will only stop for a team or official's time out.
 - c. During the final two minutes of the 2nd half, the clock will stop anytime the ball becomes dead. If a team leads by 20 points or more, the final two minutes will be played using running time.
 - d. Timeouts:
 - i. Each team will be allowed 4 timeouts per game (but never allowed more than 2 time outs in any one half. Unused timeouts may not be carried over to the second half or overtime.
 - ii. Each team is entitled to one timeout during each extra period. Game time outs do not carry over to overtime play.
 - iii. All timeouts must come from the floor.
 - iv. Officials may take time outs in case of injury or if additional time is needed for retrieving the ball.
 - e. If the score is tied at the end of the 2nd half, play shall continue without a change of baskets for one two-minute (stop time) overtime period with a one-minute intermission between each overtime period. A jump ball will start each overtime period. During the season, if the teams are still tied at the end of the first overtime period, the second overtime period will be sudden death. During the playoffs, the regular MRPA rule will apply.
5. **Starting the game and possession arrow:** Team will jump for possession of the ball at the beginning of the game. The possession arrow will control possession from that point further.

6. Fouls:

- a. **A player fouls out with their 5th personal foul.** Intentional fouls will be treated as a technical foul. Technical fouls count as a personal foul.
 - b. **Technical fouls** will not be shot. Non-offending teams will automatically be awarded two points and possession of the ball.
 - i. Players will be ejected after their second technical foul.
 - ii. Three technical fouls in a game from the same team result in a team forfeit.
 - iii. Players will be suspended for the remainder of the season after their fourth technical foul of the season.
 - iv. If a team receives six technical fouls during the season they will no longer be eligible to play in the League Playoffs. A team's seventh technical foul in a season will result in the team being dropped from the league.
 - c. **Bonus (one-and-one) free throws** are awarded beginning with a team's seventh foul in a half (technical fouls count in this total); double bonus begins with the 10th team foul in a half.
 - d. Players may enter the lane on a free throw once the ball contacts the rim.
7. **Dunking** during pre-game or half-time warm up shall result in a technical foul. If a rim or backboard is damaged due to a player attempting to dunk a ball during warm ups, the player will be held financially accountable for any damage to the rim or backboard.
8. **Substitution:** Free substitution is allowed during a dead ball or timeout.
9. **Change of possession** after every basket.

PLAYOFFS – LEAGUE

1. Playoffs will be single elimination with all teams involved, beginning the week following the last regular-season game.
2. Players must have played in at least three regular-season games to be eligible for playoffs.
3. Depending on the number of cancellations, playoffs may have to be on a different night from regular play.
4. Players must be on your official team roster prior to the last night of league play to be eligible for play-offs.
5. All league rules apply unless otherwise noted.

REGIONAL/STATE MRPA BASKETBALL TOURNAMENTS

1. All teams are sanctioned through MRPA and eligible for sanctioned tournaments.
2. Check tournament dates and locations on the Minnesota MRPA website: www.mnrpa.org/basketball
3. Teams interested in playing their respective region/state tournament must pay the entry fee to MRPA by the listed deadline.

LOST & FOUND

The City of Apple Valley will not be responsible for lost or stolen items. Any item found should be turned into the front desk. Individuals who have lost an item should inquire at the appropriate location during league play. Claimants will be asked to describe the lost item in detail. Items not claimed by the end of the season will be discarded.

COVID-19 BASKETBALL LEAGUE GUIDELINES – UPDATED 12/14/2021

Apple Valley Parks & Recreation strives to make your experience as safe and fun as possible. Currently, all City staff are required to wear masks. Masks are strongly encouraged for the public, whether vaccinated or unvaccinated.