



Men's 6ft and Under Basketball League Bylaws

ARTICLE I – GENERAL LEAGUE INFORMATION

PLAYING LOCATION – All games will be played at Windsor High School Gymnasium which is located at 8695 Windsor Rd.

ALCOHOLIC BEVERAGES – Alcoholic beverages are **PROHIBITED** at all Town of Windsor Parks, bleachers, general complex “area” and parking lots. Officials have the authority to remove any player or fan who is consuming or under the influence of alcohol. Suspension and/or forfeiture of game may result from violation. **NO ALCOHOL!**

ARTICLE II – MANAGERS MEETING

Each team must have a representative attend the preseason managers meeting. If the manger him/herself cannot attend, they must designate another representative to attend the meeting. If a team fails to send a representative to the managers meeting that team will be dropped from the league.

ARTICLE III – PLAYER ELIGIBILITY

- A. **AGE:** All players must be at least 18 years of age.
 - a. An illegal player in a game or games will cause his/her team to forfeit that game and all previous games in which that player participated. Players must be prepared to show ID when requested to do so by the umpire.
 - b. If a similar incident by the same team occurs again during the season, that team will be removed immediately from the league, and barred from further competition.
- B. No players may be above 72” (6ft). There are no exceptions to this rule
 - a. All players will be measured on the first day they attend league play.
- C. Only players who have signed their team’s roster, kept on file, will be considered eligible to play. If a non-signed player participates that team that player is on will forfeit the game automatically.
 - a. **It is the responsibility of the player and manager to know who has signed the roster.**
- D. Players must participate in **at least 50%** of the guaranteed league minimum games to be eligible for the playoffs. If the final guaranteed league game falls in the first round of the playoffs, it may be counted towards the 50% minimum.
 - a. **Ex.** 8 game season, player must play in at least 4 games.
- E. Players currently playing college basketball and/or semi-professional basketball are not eligible to participate in any league.
- F. Players dropped from one roster cannot join the roster of another team without the written approval of both managers.

ARTICLE IV – TEAM ROSTERS

- A. Team rosters will be handed out at Managers Meeting. Team rosters must be filled out and handed in to a Town of Windsor Parks and Recreation staff member on the 1st day of games. Team rosters must be filled out completely with player’s full name, address,

- city/state/zip code, driver's license number, and signatures. Failure to have completed rosters will result in ineligible players.
- B. Players may be added and/or deleted through the 3rd game of the season. Team rosters will be kept at Huerta Gym with a Town of Windsor Parks and Recreation staff member.
 - a. **Ex.** Up until BEFORE teams 4th game, players can be added. At start of 4th game, rosters will be frozen for the remainder of the season.
 - b. NOTE: only additions, not deletions, are considered roster changes. Teams whose roster drops below the minimum number of players may add back to the minimum at any time during the season with the league coordinator's approval.
 - C. Roster Limits: Min. 7 Players – Max. 12 Players

ARTICLE V – SCHEDULES

- A. Each manager will receive league schedules for his/her team. League schedules are posted and able to be printed out on the Town of Windsor Adult Sports webpage. Schedules and standings can be found at:
 - a. <http://www.townofwindsor.com/adultsports>.

ARTICLE VI – FORFEITURES

- A. If a team fails to field the minimum of 4 players when the official calls 'game time' at the designated scheduled time.
 - a. If a team starts the game with four and a player goes out that team will only have three players and is forced to forfeit.
- B. If, in the opinion of the official, a manager does not have control over his/her team.
- C. If there is continued delay of the game after the official has called 'game time.'
- D. If there is any harassment of officials, scorekeepers, players, coaches, or spectators.
- E. If there are team and/or spectator violations of park rules and regulations.
- F. If players are not properly in uniform.
- G. If illegal players are used.
- H. Teams dropping below the minimum amount of players during gameplay.
- I. A forfeit counts as a 1.5 game loss.

Please call Mike at (707) 838-5980 or email mkovanis@townofwindsor.com ahead of time if you know your team will have to forfeit.

ARTICLE VII – UNIFORMS/EQUIPMENT

- A. Teams are required to have matching shirts with numbers on the back. Players without a matching shirt may not be allowed to play. The decisions on what is "matching" will be made by the umpires and/or scorekeeper.
 - a. This will be considered a judgment call and cannot be protested.

ARTICLE VIII – PLAY REGULATIONS

- A. GAME TIME – **Game time is forfeit time!** If teams are unable to field the minimum players required at the time scheduled for the game to start, it will be a forfeit and recorded as a 1.5 loss.
 - a. *If a preceding game runs past the scheduled start time of the next game, a five (5) minute warm up period will be given following the final play of the preceding game. This will be the new game time and forfeit.
- B. TIME OF PLAY
 - a. Game consists of two (2) 20 minute halves with a 5 minute half- time. A running clock will be used for the first 19 & 15 minutes, respectively, of each half. The clock will stop for team time-outs and official time-outs.
 - b. During the last 1 minute of the first half and 5 minutes of the second half, the clock will stop on any foul, violation or free throw attempts (standard clock).

- c. During the last minute of the game the clock will stop after a made basket. Time will resume as ball is in-bounded and touched by a player on the floor
- d. The clock will not stop if the point differential is 15 points or more in the last minutes of either half.

C. OVERTIME

- a. In case of a tie there will be extra 3 minutes overtime period with all 3 minutes being stop clocked (standard clock). If the game is still tied after the first overtime period, sudden death overtime will be played, starting with a jump ball. The first team to score an advantage will be declared the winner. NO GAME SHALL END IN A TIE.

D. GAME PLAY

- a. All fouls during the first 15 minutes of each half will be taken out of bounds, except shooting fouls (no bonus situations).
- b. All non-shooting fouls (except offensive) during the last 5 minutes of each half will be taken out of bounds if bonus situation has not been reached, or shoot one-and-one if bonus situation has been reached.
- c. A team may start and finish with three registered players. If a team has less than three eligible players at any time they will forfeit.
- d. Any player who commits his fifth (5th) personal foul is automatically disqualified from further play for that game.
- e. Each team will receive 2 time-outs per half and 1 time-out during the first overtime period. No time-outs during sudden death play.
- f. Anytime a team has possession in their own backcourt they may use a timeout to advance the ensuing throw in to the 28' line of the frontcourt. The ball must be thrown into the frontcourt.
- g. Dunking is NOT allowed before, during, or after the game at any Windsor Basketball facilities and will result in a technical foul.
- h. The 3-point shooting rule will be used.
- i. During the last 2 minutes of each half, the team fouls for each team shall be raised to 5 if they are not already there (new for 2020).**

ARTICLE IX – PENALTIES FOR UNSPORTSMANLIKE CONDUCT

- a. An unsportsmanlike technical foul will be called when a player displays unsportsmanlike behavior towards officials, scorekeeper, facility attendant and/or players, before, during or after the game. **An unsportsmanlike technical foul during game play will result in the player having to sit out for a period of 10 minutes. If the sit out period will last through the end of the game the player will be allowed to return at the 1 minute mark. (new for 2019)**
 - a. **Ex.** When a player verbally attacks an official or other player and/or uses profane language.
- b. In the case of any technical foul the opposing team will receive 1 point and the game will return back to the point of interruption.
- c. A team that receives two or more Unsportsmanlike Technical Fouls for unsportsmanlike conduct in one game will forfeit the game immediately.
- d. Any team that forfeits two games during a season for unsportsmanlike conduct will be dropped from the league.
- e. If a player receives two (2) technical fouls for unsportsmanlike conduct throughout the season, that player will be suspended for the remainder of the season.
- f. Any team that is assessed four (4) unsportsmanlike technical fouls during the season will be dropped from the league.
- g. If a team or player is dropped or suspended from the league there will be no refund of fees.

- a. Furthermore, if a team receives one or more wins by forfeit and subsequently are not able to participate in a “full schedule” of games due to the unsportsmanlike conduct of the other teams in the league-- it will not constitute a refund of any league fees.

ARTICLE X – TIE BREAKING PROCEDURES

- A. In case of identical records the following tie breaking procedures will be used in order to determine which team will qualify. Criteria will be applied in the following order until the tie has been broken.
 - a. Best record head-to-head among tied teams.
 - b. Point differential head-to-head among tied teams.
 - c. Coin toss.
 - d. *3 way tie between teams:
 - i. Best record head-to-head among tied teams.
 - ii. Point differential head-to-head among tied teams.
 - iii. Most halves “won” over the season - where a team outscores their opponent in a half
- B. **A forfeit counts as a 1.5 game loss. All decisions are final.**

ARTICLE XI – PLAYOFF/CHAMPIONSHIP

- A. Playoff format will be determined by league coordinator and reflected on schedule.

ARTICLE XII – PROTESTS

- A. The Town of Windsor does not recognize protests regarding judgment calls by the officials. Only roster irregularities and rule interpretations are subject to protest. All protests must be submitted to the Town of Windsor no later than 4:30 p.m. the following day. Protest forms must be filled out clearly and completely (the scorekeeper will have this form available). A 25.00 CASH fee must be paid at the time the protest is filled. If the protest is upheld the fee shall be returned.

ARTICLE XIII – FINES

- A. Teams forfeiting games will be required to pay \$30.00 for each forfeit before they will be allowed to participate in the next league game.
- B. All fines must be paid before the next scheduled league game.
- C. Any team forfeiting two games will become subject to being dropped from the league and may forfeit all rights to participate in the playoffs.
- D. Any games missed because of a fine-non-payment will be counted as a loss.

ARTICLE XIV – PLAYER CONDUCT

The team manager shall communicate all grievances. Any unusual tactic, profanity, or derogatory remarks made by a player or manager shall result in ejection from the game and the park. Ejected players must leave the park within one minute. Failure to do so will result in forfeiture of the game and the player being suspended for the remainder of the season. A player who is ejected from the games will receive an automatic suspension for the following league game. If a player is ejected from a game twice in one season, the second ejection will result in removing the player’s name from the team roster and from further competition for the remainder of the season. If, in the opinion of the league coordinator, stronger action is warranted after the first ejection, such action shall be taken. Any team guilty of badgering umpires or staff will be removed from the league and banned from further play in the Windsor basketball leagues.

No player shall at any time lay a hand upon, shove, strike or threaten an official or staff.

- Minimum Penalty: Suspension for two league games and probation for the remainder of the season.
- Maximum Penalty: Suspension for the remainder of the season and any portion of the following year.

No player shall refuse to abide by the official's decision.

- Minimum Penalty: Probation for the remainder of the season.
- Maximum Penalty: Suspension for the remainder of the season and any portion of the following year.

No player shall appear upon the field of play at any time in an intoxicated condition. No player shall use any alcoholic beverages on the playing field, dugout or bleachers during the game.

- Minimum Penalty: Suspension for two league games and probation for the remainder of the season.
- Maximum Penalty: Suspension for the remainder of the season.

Officials are required to immediately suspend a player for play if this player violates any of the above rules. Officials are required to report this player to the league supervisor. The player shall remain suspended until the league coordinator and The Town of Windsor Programs Coordinator has considered his/her case.

ARTICLE XV – SPECIAL NOTE

- A. Any player being placed on probation for the remainder of the season and reported again for violation of the Code of Conduct will be suspended for the remainder of the season and any portion of the following year.

ARTICLE XVI – REFUNDS

- A. All payments for league participation are final. No refunds will be given to individuals or teams after registering for league play.

ARTICLE XVII – LIABILITY

- A. The Town of Windsor does not assume any legal or moral obligation to care for a player who is injured while participating in the Town of Windsor softball programs. All players are required to sign their team roster, which includes a liability waiver for the Town of Windsor and its employees.

ARTICLE XVIII – ACCIDENT REPORTS

- A.** In case of an injury, immediately notify the scorekeeper or umpire. They will fill out an accident report. The report will be given to the league coordinator.