

**2009 - 2010**  
**EDINA PARK AND RECREATION DEPARTMENT**  
**ADULT BASKETBALL INFORMATION**

This year the Edina Park and Recreation Department is offering the following adult basketball leagues:

<u>LEAGUE</u>	<u>SEASON</u>	<u>FEE</u>	<u>ELIGIBILITY REQUIREMENTS</u>
Wednesday B League	November 11 - March 3	\$500.00	Live or work full-time in Edina
Wednesday C League	November 11 - March 3	\$500.00	Live or work full-time in Edina

To participate please fill out the attached registration forms and return by registration deadline.



**2009-2010**  
**EDINA PARK AND RECREATION DEPARTMENT**  
**BASKETBALL TEAM ROSTER FORM**

PLEASE PRINT!

TEAM NAME \_\_\_\_\_ Wednesday B League \_\_\_\_\_

TEAM MANAGER \_\_\_\_\_ Wednesday C League \_\_\_\_\_

PLAYERS	PLAYING ADDRESS	CORRESPONDING PHONE
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____
5.	_____	_____
6.	_____	_____
7.	_____	_____
8.	_____	_____
9.	_____	_____
10.	_____	_____
11.	_____	_____
12.	_____	_____

This roster is due in the Edina Park and Recreation office **PRIOR** to your first league game. Additions to this roster may be made up to Tuesday, January 5, 2010.

## 2009-2010 RULES FOR EDINA MENS' BASKETBALL LEAGUE

### I. ELIGIBILITY

Players must live (legal home address) or work in the City of Edina prior to October 28, 2009. Players who claim eligibility by working in Edina must be bona fide employees of an Edina firm working in Edina on a full-time basis. If residence or employment changes after October 28, 2009, you must petition the individual to the League Director for eligibility.

- A. Deadline for adding new players will be January 5, 2010. Managers should check their roster of eligible players at this time.
- B. Any team may have up to 12 players on their roster.
- C. Teams must compete with the same roster in championship play as used in league play.
- D. Games will generally be played on the night you register for unless gym availability makes it necessary to play some games on different nights.

### II. GAME PROCEDURES

The basketball rules of the Minnesota State High School League will govern play in the Edina Basketball League unless they are rescinded by the following modifications:

- A. Managers are requested to have their line-ups in the official score book, first and last names, before game time.
- B. If a team does not have five or more players for either a league or playoff game, the team will forfeit the game.
- C. At the scheduled game time, if one or both teams do not have the required five players needed in order to start, the timer will set the game clock to 20 minutes and start a countdown. The team (or teams) will lose two points for each minute (up to 5) that the required players are not present. After five minutes have elapsed, a forfeit will be declared (no discussions - no exceptions). If a team becomes legal before the five minutes have elapsed, whatever time has run off the clock is counted towards the half, and the penalty points are awarded at that time.
- D. Each team must supply a scorer for the score table if requested by the official scorekeeper.
- E. Jump balls will only be used to start games or overtime periods. On other jump ball situations, the ball will be awarded out of bounds on an alternating basis.
- F. All league games will consist of two 20 minute halves. The first 18 minutes of each half will be running time, to be stopped only by a charged team timeout or an officials timeout. However, the last 2 minutes of each half will be played under "stop time". The exception to this rule would be that if a team was behind in the score by 15 or more points in the second half of the game, running time would continue.
- G. If the score remains tied at the end of the regulation time, there will be a 3-minute overtime period. If the score remains tied at the end of the first overtime period, a second overtime will be played consisting of 2 minutes. The third and subsequent overtimes would be 1 minute in length. The final minute of each overtime period will be "stop time".
- H. Each team will be allowed 3 timeouts per game and only one timeout per overtime period.
- I. Free throws will be shot on the seventh team foul per half.
- J. Players will be removed from the game after committing a second technical foul.
- K. No dunking; any attempt to dunk successful or not will result in automatic ejection. In addition no points will be credited when a basket judged by an official is a dunk.

- L. Every member of a team is required to have a jersey or shirt of uniform color with a different one or two digit Arabic number on the back. These numbers must be at least 6" in height and no two players can wear duplicate numbers. Tape will not be allowed on the shirts to meet this requirement. Team managers are responsible for enforcing this requirement, any player who fails to meet the proper uniform requirement will be held out of competition until the requirement is met.
- M. There will be a post season playoff for both leagues (B and C).
- N. In case of ties at the end of the season, the team or teams with the greatest number of victories against other teams involved in the tie would be used to break the tie. Next, points scored, then points against will be considered. First just with teams involved in tie, second with all teams in your league. Finally, if necessary, a coin will be flipped. Head to head results and score differential will be considered after each successive tie breaker.
- O. Awards will be awarded to all League winners.

### III. PROTESTS

- A. Protests on violation of eligibility may be initiated by the teams. A protest must be filed in writing within 24 hours of the day of the game. If player is found ineligible by either the Park and Recreation Department or by protest; the maximum penalty would include:
  1. Player and manager are suspended from all Edina Athletic Programs for a period of one year.
  2. Team will forfeit all games the ineligible player played prior to date of protest, and if ineligibility is discovered during play-offs, the team shall be removed.
- B. In case of any question of eligibility, the player will be required to present proof of his employment or residence.
- C. Protests on rule interpretation must be lodged at the time the infraction occurs and settled on the court before the game continues. The decision of the referee will be final.

### IV. OFFICIAL'S AUTHORITY

- A. Assaults and indignities to players or officials will result in automatic suspension from participating in Edina Park and Recreation League competition.
- B. Officials have authority to remove or ban a player and/or manager from the game should the situation warrant it. Swearing or cursing can be grounds for ejection from the game.
- C. No smoking in schools.
- D. Drinking of alcoholic beverages is forbidden.
- E. The team manager will represent and be responsible for all action of the team he represents during or after the game.
- F. Any player fighting or throwing punches will be eliminated from the current game plus the next. Second offense, out for the year.

### V. PARTICIPATION IN LEAGUES OUTSIDE OF EDINA

Players playing MRPA eligible leagues outside of Edina must commit themselves to Edina league play-offs prior to play-off time. Players found participating in play-offs for MRPA State tournament berth other than Edina's will subject their team to elimination from the play-offs.

- VI. In case of inclement weather, call 826-0368 after 4:30 for recorded message pertaining to cancellation of games.

GAMES END AT 5 MINUTES TO THE HOUR

