

# Metro South League Rules

- **Timeouts:** two (2) full and two (2) Thirty second (30) per game. One (1) full per overtime, no timeouts carry over from regulation to overtime.
- **League play** will consist of eighteen (18) minute halves. The clock will stop during team and referee timeouts and the last one (1) minute of the first half and the last two (2) minutes of the second half for any stoppage of play. The clock will continue to run during the last one (1) or two (2) minutes of either half of play if a team is leading by 20 points or more.
- **Overtime** will consist of one (1) three (3) minute period. The clock will stop during these last one (1) minute of overtime for any stoppage of play.
  - o Ties at the end of overtime will be decided by each team shooting five (5) free throws with the team making the most declared the winner. The players on the court at the end of the overtime period will each shoot (1) free throw. The sudden death period continues with the same (5) players until a winner is determined.
- W.I.A.A rules govern play. Two (2) certified officials will be supplied for each game.
- Spectators are not allowed to bring basketballs into the gym and are not allowed on the court at anytime during the game.
- Unruly crowd behavior will not be tolerated. Site supervisors and officials have the authority to remove a spectator from the premises. If the spectator refuses, the official has the authority to issue technical fouls or ultimately a forfeit to the spectator's team.
- **Teams are responsible for resolving all scheduling conflicts.** The Metro South League will not assume responsibility for this activity after the schedule has been posted. The team with the scheduling conflict will be responsible for the following:
  - o Notifying all team coaches who are impacted by the scheduling conflict. This must be done prior to the originally scheduled game.
  - o Notifying Metro South League officials prior to originally scheduled game. Failure to do so will result in forfeit for the team with the scheduling conflict.
  - o Procuring a facility to host the rescheduled game.
  - o Hiring of two (2) WIAA certified referees to officiate the game.
  - o Any financial burden (facilities, referees) as a result of the scheduling changes.
  - o Notifying Metro South League officials with scheduled changes (date, time, location).
  - o All rescheduled games must be completed before the final game of the season. Failure to do so will result in forfeit for the team with the scheduling conflict.
- **Teams must** furnish
  - **One parent (from each team) to run game clock and scoring.**
  - their own matching shirts with numbers
  - a regulation game ball
  - their own first aid kit (including ice)
- Game Day Rosters will be limited to fifteen (15) registered players maximum, but league roster may contain up to twenty-five (25) total players maximum.

- Player participation in any Metro South Basketball games constitutes automatic acceptance of the following indemnity, release, and waiver terms by the player and legal guardian of the player:

*□ Participation (Releasor) in any METRO SOUTH BASKETBALL LEAGUE sponsored event hereby releases, waives, and discharges the Metro South Basketball League, its officers and members, volunteers, officials working participants, owners and lessees of the premises, their officers and employees (here referred to as releasees) from all liability to the participant. The releaser, legal representatives, heirs and assigns, for any and all loss, damage, and any claim or damages resulting there from, on account of injury to participant's person or property, even injury resulting in death of the participant, whether caused by negligence of the releases or otherwise while the participant is for any purpose participating in basketball practices or games.*

*□ Releasor agrees to indemnify the releasees from any loss, liability, damage or cost they may incur due to the presence of participant in Metro South Basketball League, whether caused by negligence of the releasees or otherwise.*

*□ Releasor hereby assumes full responsibility for the risk of bodily injury, death or property damage due to the negligence of the releasees or otherwise while in or upon the school premises of Metro South Basketball League.*

*□ Releasor expressly agrees that this release, waiver and indemnity is intended to be as broad and inclusive as permitted by the laws of the State of Wisconsin, and that if any portion thereof is held to be invalid, it is agreed that the balance shall, notwithstanding, continue to be in full legal force and effect*

- No mandatory playing time.
- Bonus: 7th team foul (1 plus 1) and 10th team foul (two free throws) of each half.
- Press will be allowed:
  - Grades 6th-8th Full Game
  - Grade 5th Last two minutes of each half
- Mercy rule:
  - Grades 5th-6th After 10 points, no press
  - Grades 7th-8th After 15 points, no press
- In 5<sup>th</sup> Grade Only: Free Throw Shooters must start with both feet behind the line, but may cross over the line after they shoot and before the ball hits the rim. A free throw shooter who crosses the line on their shot before the ball hits the rim may NOT rebound their own missed free throw attempt.
- Technical fouls will be an automatic two (2) points and possession of the ball
- Coaching staffs will not verbally engage the opponent coaching staff in an aggressive manner or a technical foul will be assessed to the bench of the violating team.
- No protests allowed- Officials decision is final.
- Pre-game: Four (4) minute warm-up period will be allowed – **time permitting**.
- Three (3) minute half time.
- A team must field five (5) registered players to participate in a game or forfeit
  - o A five (5) minute grace period will go into effect at the published start time before forfeiture.