



LANDAU LAWYERS LEAGUE

2020 Spring Basketball Rules

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POINTS OF EMPHASIS

1. Family, friends, and co-workers are welcome at all LLL games and events. However, spectators are not allowed on LLL courts, and cannot shoot around before, during, or after our games.
2. Dogs are not allowed on LAUSD properties and in City of LA facilities.
3. Our permits are time sensitive – Players in the last game of the night must leave the gym and parking lot immediately following their game.
4. ***The League reserves the right to evaluate the ability of teams/players at any point during the season.***
5. Cooling Off Period: upon getting a technical foul, players must sit out for one minute of running time starting at the inbound pass.
6. The updated LLL Player Code of Conduct, on page 3, is in effect **BEFORE, DURING & AFTER** all games.
7. For a “Legal” game to begin, each team must have three (3) players, one of whom is an attorney.
8. To participate in playoffs, the minimum number of games **each player** must play in for **each team** advancing is:
10 game schedule = min of 3 games, 9 game schedule = min of 3 games, 8 game schedule = min of 2 games
No exceptions will be made on game minimums.

Participation is verified from sign-in sheets. **Signing In is mandatory each game**, even in “Sanctioned” games, “Team” games and “Forfeits on the Court”.

Note: only players who have signed in and played in a game (including “Team” games), or the opponent has ‘forfeited on the court’ for at least one game **PRIOR** to a “forfeiture” by an opponent will receive one (1) game’s worth of “credit” toward the Playoffs for that, and each subsequent forfeit.

9. Directly before the jump ball at the start of the game, captains need to verify their players on the sign-in sheet.
10. Only ONE person per team, per game, including free agents, may “Play Down” one Division.
11. No player, including Free Agents, can play for more than one team in the **same League**. Otherwise, any game the player participates in with another team in the league will automatically be considered a “Sanctioned Game.”
12. Only in the last two minutes of **each half**, a team may advance the ball on their time out, not on an opponent’s time out.

MEMBERSHIP LIST ELIGIBILITY

Keep Membership Lists Current

TEAM MEMBERSHIP LISTS: consist of players with a **completed waiver dated 09/04/14** on file in the League Office. **ONLY** players on a Membership List IN THE POSSESSION OF YOUR LEAGUE OFFICIAL are eligible to participate. Players not listed, are ineligible and will be **DENIED participation** on site – **NO EXCEPTIONS**.

TO ADD A PLAYER: a waiver dated 09/04/14 must be submitted to the League Office by **12 NOON on Game Day** with all required documents and signatures (including Witness). The League will add the new player(s) and e-mail the Updated List to the Captains.

WAIVERS MUST BE: 1) read & signed 2) witnessed 3) attached with legible copies of these documents:

ATTORNEYS: A) Submit Driver's License AND B) **VERIFICATION:** Submit State Bar Card

LAW SCHOOL STUDENTS: A) Submit Law School ID and B) Driver's License

EMPLOYEES: A) Submit Driver's License AND B) **VERIFICATION BY HR Director** (bottom right of waiver)

Please Note:

- Completed waivers & clear photos should be e-mailed to LandauLawyersLeague@gmail.com
- **Photos of waivers will not be accepted**, however, photos of Drivers License and Law School IDs taken by a smartphone are encouraged.
- Waivers must be hand signed and scanned. Please make sure words do not cut off on the edges.
- **Waivers can only be submitted through the league office. They will not be accepted onsite.**

LANDAU LAWYERS LEAGUE PLAYERS CODE OF CONDUCT

REVISED: MARCH 1, 2018

THE LANDAU LAWYERS LEAGUE RESERVES THE RIGHT TO REFUSE PARTICIPATION TO ANY PLAYER OR TEAM, AT THE DISCRETION OF THE LEAGUE COMMISSIONER AND/OR BOARD OF DIRECTORS, RECOGNIZING IT IS THE RESPONSIBILITY OF THE TEAM CAPTAINS TO HELP ENFORCE THE FOLLOWING RULES:

OFFICIALS' DECISIONS ON PLAYERS/SPECTATORS ACTIONS ARE FINAL-CANNOT BE PROTESTED!

1. **NO PLAYER SHALL:** Refuse to abide by officials' decision. Only the Captain may discuss rules with the official.
2. **NO PLAYER SHALL:** Use profane, obscene, vulgar language or verbally attack another player, official, director or spectator.
3. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor, upon any player, official, director or spectator. Anyone intentionally striking another person shall be banned from the League permanently.
4. **NO PLAYER SHALL:** Be guilty of objectionable behavior such as throwing balls, bats, gloves or other forceful action such as kicking walls or balls.
5. **NO PLAYER SHALL:** Appear on the court/field of play at any time in an intoxicated condition or smelling of alcohol. Neither shall they bring alcoholic beverages to premises nor drink on grounds/parking lots. **DRUGS ARE FORBIDDEN ON SITES.** Infractions will be permanently banned from the League.
6. **NO PLAYER SHALL:** Exhibit unreasonably aggressive play, including any behavior that could result or does result in injury to others.

NOTE: The term "PLAYER" shall apply to ALL TEAM PERSONNEL, such as game participants, team captains, scorekeepers, etc. The term "OFFICIAL" shall apply to REFEREES, TIMERS/SCORERS AND UMPIRES receiving payment from the League. The term "SPECTATOR" shall apply to ALL INTERESTED PARTIES who watch and have a relationship with your team. The term "DIRECTOR" shall apply to SCHOOL/PARK REPRESENTATIVES AT THE SITE.

CAPTAIN'S RESPONSIBILITY - ALL CAPTAINS ARE RESPONSIBLE FOR MAINTAINING THEIR TEAMS'/SPECTATORS' BEHAVIOR AS WELL AS SUPPORTING OFFICIALS' DECISIONS AT THE GAME. CAPTAINS IN VIOLATION OF RULES 1-5 ABOVE CAN NO LONGER HOLD THEIR CAPTAINCY POSITION.

PENALTIES - THE OFFICIAL AT THE GAME DETERMINES PENALTIES FOR AN INFRACTION OF RULES 1- 5 ABOVE.

EJECTIONS – THE OFFICIAL HAS THE AUTHORITY TO EJECT A PLAYER, WITHOUT WARNING, FOR UNSPORTSMANSHIPLIKE CONDUCT OR FAILURE TO ABIDE BY THE OFFICIAL'S DECISION. THE EJECTED PLAYER MUST IMMEDIATELY LEAVE THE PREMISES AND IS SUSPENDED AS BELOW:

SUSPENSION – AN EJECTED PLAYER IS **AUTOMATICALLY SUSPENDED** FOR **TWO GAMES** AND MAY NOT SHOW UP FOR THE NEXT 2 GAMES THAT HIS/HER TEAM (S) ACTUALLY PLAYS IN ALL SPORTS. SUSPENDED PLAYERS ARE AUTOMATICALLY PLACED ON PROBATION FOR THE REMAINDER OF THAT SEASON. PLAYERS ARE **AUTOMATICALLY OUT FOR THE SEASON OR PERMANENTLY FOR STARTING A PHYSICAL CONFRONTATION**, DEPENDING ON THE DECISION OF THE COMMISSIONER, BOARD OF DIRECTORS, AND/OR THE COMMITTEE ON CONDUCT.

SECOND EJECTION RULE – PLAYERS EJECTED **TWICE** IN ONE SEASON, REGARDLESS OF LEAGUE, DIVISION OR SPORT, WILL BE SUSPENDED FROM PARTICIPATION FOR THE REMAINDER OF THAT SEASON. THEIR REINSTATEMENT IS NOT AUTOMATIC. SEE BELOW:

SEASON SUSPENSIONS – PLAYERS SUSPENDED FOR ONE SEASON MUST SUBMIT A **WRITTEN REQUEST** TO THE LEAGUE COMMISSIONER FOR PERMISSION TO PLAY IN THE LEAGUE THE FOLLOWING SEASON. THE REQUEST WILL BE CONSIDERED AND A WRITTEN DECISION, FROM THE COMMISSIONER, WILL BE MAILED TO HIM/HER.

REINSTATEMENT OF TWICE EJECTED PLAYERS – THE CAPTAIN OF SUCH EJECTED PLAYERS MUST CALL THE LEAGUE COMMISSIONER TO REVIEW THE STATUS OF SUCH PLAYER AND FIND OUT WHEN HE/SHE WILL BE REINSTATED. THE LEAGUE COMMISSIONER, UPON THE ADVISE OF THE BOARD OF DIRECTORS &/OR COMMITTEE ON CONDUCT, DETERMINES THE TERMS OF THE SUSPENSION AND REINSTATEMENT OF SUSPENDED PLAYERS. THE SUSPENDED PLAYER MAY NOT PARTICIPATE UNTIL THE LEAGUE COMMISSIONER HAS APPROVED REINSTATEMENT.

AUTOMATIC "POOR" SPORTSMANSHIP FORFEIT" – THE OFFICIAL HAS THE AUTHORITY TO CALL A GAME "FORFEITED", **AT ANY TIME**, FOR UNSPORTSMANSHIPLIKE BEHAVIOR OF A PLAYER (S), TEAM OR SPECTATOR (S).

ALL INDIVIDUALS WHO PARTICIPATE IN THE LANDAU LAWYERS LEAGUE MUST FOLLOW THE ABOVE STANDARDS. THE PURPOSE OF THE LEAGUE IS TO PROVIDE AN ENVIRONMENT OF FUN AND RECREATION FOR EVERYONE.

THE LANDAU LAWYERS LEAGUE HAS FINAL SAY IN ALL DISCIPLINARY MATTERS.

ELIGIBILITY OF PARTICIPANTS

1. No player, including Free Agents, can play for more than one team in the **same League**. Otherwise, any game the player participates with another team in that league, will automatically be considered a "Sanctioned" Game.
2. **No player (including Free Agents)** may participate in two games scheduled at the same time on the same night at the same facility, even if one game ends earlier than the other game. Otherwise, the second game that the player participates in (during the same scheduled time) will automatically be considered a "Sanctioned" game. Exception, during **playoffs**, this rule is **not** in effect.

ATTORNEYS

Attorneys, including international and members of a Bar in any State, are eligible to play according to their ability level. "Attorney Status" is also granted to:

- A) Law School Graduates
- B) Currently enrolled law school students

FREE AGENTS

Attorneys, current Law School Students, or Law School Graduates may register as "Free Agents".

EMPLOYEES

Paid employees, **18 years or older**, may only play with the firm for which they work. (Firm Sponsored Team)

Upon leaving a firm, employees may continue to play with their previous employer for the remainder of the current season. Once the season ends, they MAY ONLY play with their new firm and must complete a NEW Waiver.

Exception:

Staff employed by a firm, other than the Firm Sponsored Team, may play "**under the umbrella**" of an attorney from their own firm **IF**:

- 1) The attorney's and employee's names both appear on their Team's Membership List.
- 2) Attorneys must play in at least **2 games** to validate their employee's eligibility for the season. If the attorney does not play in 2 games, all games that the employee played in will be considered forfeited.

TEAMS

Two or more firms may combine as a "**CO-SPONSORED**" Team, if eligibility rules are followed.

ABILITY LEVELS

The League reserves the right to evaluate the ability of teams/players at any point during the season.

To maintain the registered Ability Level in each league, **ONLY ONE PERSON PER GAME PER TEAM** may "Play Down" one Division.

Ex: **ONLY 1 "A"** player may play on a "B" team, but **not** on a "C" team; Only 1 "B" player may play on a "C" team.

Note: "C" players may play in any ability level

PENALTY

A player in violation of any eligibility requirement will cause their team to **FORFEIT ALL GAMES** played with this player. The team will be placed on **probation for one year**, due to the use of this illegal player! The team will be ineligible for any awards and may **NOT** participate in any Playoffs for that season.

LANDAU LAWYERS LEAGUE RESERVES THE RIGHT TO REFUSE PARTICIPATION OF PLAYERS OR ANY TEAM AT THE DISCRETION OF THE LEAGUE COMMISSIONER OR BOARD OF DIRECTORS.

GENERAL LLL RULES

1. Either the Captain or the Co-Captain of a team **MUST** be an attorney and one of the Captains must attend each game. Otherwise, a substitute Captain should be appointed for that game.
2. Directly before the jump ball at the start of the game, captains need to verify their players on the sign-in sheet. Captains are also responsible for verifying the Membership of late players.
3. **Signing in before a game is mandatory.** Players present, but not signed in, will be assessed a Technical Foul. Warming up, changing clothes, etc. may occur after players sign in.
4. Team requests to change schedules **CANNOT** be honored after receipt of the League schedule.
5. Captains **MUST** bring ice packs and a First Aid Kit to every game in case of injuries, as the Blood Rule is in effect at all times.
6. Smoking, alcohol, and drugs are **PROHIBITED** at every facility—including parking lots.
7. Participants in the last game of the night must leave the facility, including parking lots, immediately following their game as our permits are time sensitive.
8. The LLL Player Code of Conduct, listed on page 2, is in effect **BEFORE, DURING & AFTER** all games.
9. **Ejected players** must leave all areas of the premises immediately! Ejected players will be automatically **suspended for a minimum of the next, two (2) games** – SEE LLL CODE OF CONDUCT for complete details of penalties.
10. Teams are ineligible to play until all fees are **PAID IN FULL**. League Fees are non-refundable.
11. If a legal game cannot be completed after 30 minutes of play, the **League Office** will make the final decision as to whether or not the score will stand or if the game will be continued at another time.
12. Problems with school/parks will be handled only by **OFFICIALS ONLY**- not Captains nor players.

GAME RULES

1. A 5-minute “grace period” will be given for each game on the first night of a new season. Thereafter, only the first game of the night will be allowed a 5-minute “grace period” for game start time.
2. Upon receiving a technical foul, the player must sit out of the game for one minute of running time starting at the inbound pass, as a “cooling off period.”
3. In the last two minutes of **each half**, a team may only advance the ball on their time out.
4. **SUBSTITUTIONS:** All players must first check in with the Scorekeeper and then wait until he/she receives the Referee’s permission to enter the game.
5. **No jewelry** is to be worn, including wedding rings and stud earrings.
6. Both teams must bring a regulation-sized men’s basketball, meeting high-school federation regulations, to each game. The official will decide which ball is to be used as the game ball. LLL is not responsible for lost, stolen, or forgotten balls.

GAME RULES continued

7. Uniforms should have numbers on FRONT & BACK, but **MUST BE** at least on one side of jerseys. Uniform Violations are in effect starting the third week of the season.
Penalty: Regardless of how many players are in uniform violation, opposing will receive two points. The two point penalty is mandatory, and cannot be waived, regardless of score.
 - 7a) **The Penalty will be applied to duplicate jersey numbers-** Athletic tape may be used to alter #s
 - 7b) If a team has one player with a “Blank Shirt” or “No number” & no other player on that team has declared the number 0, then that player will be deemed “0” with no penalty. A printed “00” or “0” and a blank jersey are considered two different numbers and is not a uniform violation.
 - 7c) The two point penalty can only be given at the start of the game through half time. Once the start of the second half begins, the penalty can no longer be granted, even if the violation occurred in the first half of the game.
 - 7d) Uniform violations cannot be reversed. As soon as a player in violation plays in one second of running time during a game, a uniform violation is automatically called. Even if the player changes jerseys, or fixes the violation, the two point penalty is given to the opposing team.
8. If either the referee or time-scorer fails to appear for a game, the League Official on site has complete authority to determine how to proceed. If requested by the referee or timer-scorer, a designated spectator/player **MUST** keep score and/or players must officiate themselves.
9. Each team has **3 time outs** per regulation game. Time-Outs should only be requested to Referees (not T/S) - **ONLY REFEREES may grant Time-Outs.** Only two time outs may be used in the first half. All unused time outs carry over to the second half.
10. If the game is tied at the end of the official regulation period, then the game will proceed to Overtime. **First possession** is determined by a **jump ball**. “Overtime” will consist of **one 3-minute period**—2 minutes of running time and 1 minute of stop time. Only **1 time out** per team is allowed in the Overtime Period regardless of any unused timeouts from the regulation game. – See Playoffs for playoff over time details. **THERE IS NO BREAK BETWEEN THE REGULATION GAME AND OVERTIME. OT STARTS IMMEDIATELY.** Officials have the right to adjust OT time or advance a game directly into Sudden Death to fit into permit time.
11. If “Overtime” ends in a tie, then the game will enter into a period of “Sudden Death”. A jump ball will determine first possession and no time outs are permitted. First point wins the game.
12. Hand & Body checking is illegal. Officials may give a warning or a foul may be called.
13. In the judgment of the Referee, if an intentional Off-Ball Foul occurs, the penalty is an “Intentional Foul”, resulting in two Free Throws and possession.
14. Dunking is **not** allowed except where “break-away rims” exist. Hanging on rims will be penalized and any damage done will be paid by the violator for a replacement.
15. A player is out of the game on his **6th foul**. This does **not** constitute as an “ejection”.
16. **MERCY RULE:** If a team is winning by **10 points or more, the clock will continue to run** during the last 2 minutes of the game. If at any time during the last 2 minutes of the game, the difference in score becomes **9 or less, then the game reverts to stop time.**
17. **High School Federation Rules** will be followed for all issues not covered above.

OFFICIAL GAMES

Legal, Sanctioned, and Team games are “Official” games and are fully officiated by the Referee and Timer/Scorer, as the regulation game that it is, and the Players Code of Conduct must be followed by all the players.

NOTE: Teams may ONLY use a court (under LLL’s permit) for Official Games. Forfeited Games are not played!
LLL participants may only use the court when a league official is present.

LEGAL GAMES

Legal Games consist of two 20 minute halves.

For a game to be “Legal,” each team must **begin** the game with at least 3 players, one of whom is an attorney. **By the start of the second half**, at least **four (4) players** including **three attorneys** must be present for each team or the game reverts to a “Sanctioned Game.”

SANCTIONED GAMES

SANCTIONED GAMES are declared when either team meets one of the following violations:

1. Has less than 4 players by the **start of the second half**.
2. Has less than 3 attorneys dressed & in the gym by the **start of the second half**.
3. Borrows players from other teams in the same League.

NOTE: As soon as a barrowed player (player from a different team from the same league) plays, the game automatically converts into a “Sanctioned Game,” and **cannot be reversed**. Even if additional players from the team show up and the barrowed player no long continues to play, the game is still “Sanctioned.”

Once an above violation occurs, the game is “Sanctioned,” resulting with the team(s) in violation receiving an automatic loss, and the compliant team receiving the automatic win.

Sanctioned Games:

- Are NOT forfeited games. Forfeited games are not played, in sanctioned games both teams play a fully officiated game. Points are not deducted from the sanctioning (losing) team.
- Cannot be reversed once a violation occurs.
- Double Sanctions can occur if both teams are in violation. Neither team receives a win.

LLL “TEAM” GAMES

Team games are played amongst players from the same team when their opponent isn’t available for a scheduled game. Only players on a Team’s current Membership List are eligible to participate in a Team Game.

Sanctioned and Team Games are two 20 minute halves, regardless of # of players present at game time, if time allows.

LEAGUE STANDINGS BASED ON A POINT SYSTEM

WIN == 2 POINTS AWARDED

LOSS = 0 POINT AWARDED

“FORFEIT IN ADVANCE” = -1 POINTS DEDUCTED

“FORFEIT ON THE COURT” = -3 POINT DEDUCTED

“NO CALL & NO SHOW” = -4 POINTS DEDUCTED

SANCTIONED GAME = 0 POINTS AWARDED to Sanctioning Team.

2 POINTS AWARDED to the winning team. *See pg 8 for sanctioned games.*

FORFEITS (Points Deducted)

A team will be excused from the League, without refund, upon the third forfeit.

“FORFEIT ON THE COURT”--- TWO POINTS (-2) DEDUCTED FROM TEAM’S STANDINGS

“FORFEIT-IN-ADVANCE”-----ONE POINT (-1) DEDUCTED FROM TEAM’S STANDINGS

Call made to the Office and to Opponent BY **4:30 P.M. ON GAME DAY.**

“NO SHOW” FORFEIT-----FOUR POINTS (-4) DEDUCTED FROM TEAM’S STANDINGS

No call is made to Office &/or Opponent.

ANY type of Forfeit **disqualifies** a team from receiving the “**Phil Landau Sportsmanship Award**”.

“FORFEITED” games are NOT played, unlike “Sanctioned” games.

Teams cannot use a gym under LLL’s permit without an Official present.

TO AVOID FORFEITS contact the league office for Free Agents.

STANDINGS FOR “BYE” LEAGUES

Records are compared in each League after ALL teams have played the **MAXIMUM** number of **EQUAL** games.

If the number of games played is **NOT EQUAL**, then the LAST SCHEDULED game played (not rescheduled games) by the team who has the “extra” game will be **DROPPED when comparing Records** for the Playoffs. Scores of rescheduled games are recorded on the **original date scheduled.**

Ex.: Team #2 is scheduled to play 10 games while Team #7 is scheduled to play 9 games.

Only the **FIRST** 9 games scheduled for Team #2 will count toward final standings for all teams in that league.

WEEKLY POSTING OF STANDINGS

Each Friday in the Community News Section, the Daily Journal posts the Standings, MVPs, POG (Player of the Games) with Team Names and points scored from **each league**. Standings are e-mailed to Captains and posted on our League Website: www.LandauLawyersLeague.com

NOTE: **Signing in and printing your name legibly on sign-in sheets is necessary** to guarantee accurate details.

PLAYOFFS

First Place Teams from each League and Wildcards from each Division will compete in a **single-game elimination Tournament** starting on **Monday, May 11th**, concluding with **Championship Games** on **Thursday, May 14th**.

PLAYER ELIGIBILITY FOR PLAYOFFS

To participate in playoffs, the minimum number of **games each player** must play in for **each team** advancing is:
10 game schedule = min of 3 games, 9 game schedule = min of 3 games, 8 game schedule = min of 2 games

“Participation” is verified from sign-in sheets. **“Signing In” is mandatory, even in “Sanctioned” games, “Team” games and “Forfeits on the Court”.**

Note: only players who have signed in and played in a game (including “Team” games), or the opponent has ‘forfeited on the court’ for at least one game *PRIOR* to a “forfeiture” by an opponent will receive one (1) game’s worth of “credit” toward the Playoffs for that and each subsequent opponent forfeit.

SINGLE DIVISION LEAGUE PLAYOFF SELECTION

- 1) The **“First Place”** team, based on highest number of points in Standings, from each League will advance.
 - A. Ties for “First Place” Teams in the same League will be broken in this order:
 1. **Win Loss Records will be compared** - highest percentage of wins will advance
 2. **Head to Head Competition**
 3. Records against **“Common Foes”**
 4. A **“Draw from a hat”**
- 2) **“Wildcards”** from the same league tied in **percentage of wins** will be compared using steps 2-3 stated above.
 - A. When the highest percentage of wins are tied in different leagues, there is a “Draw from a Hat”.

COMBINED DIVISION LEAGUE PLAYOFF SELECTION

- 1) The **“First Place”** team based on highest number of points in Standings, regardless of ability level, will advance.
 - A. Ties for “First Place” Teams of the same ability level will be broken in this order:
 1. **“Win Loss Records will be compared** - highest percentage of wins will advance
 2. **Head to Head Competition**
 3. Records against **“Common Foes”**
 4. Any type of **forfeit** during the season
 5. **Sanctioned games**
 6. A **“Draw from a hat”**
 - B. “First Place” Teams, not in the same ability, whose records are tied in points will both advance to the Playoffs.
- 2) A team in the lower ability level, with the highest number of points, will automatically advance.
- 3) A team in the higher ability level may only advance as a First Place Team if they have the highest number of points in their League. Otherwise they may advance as a Wildcard.

“Wildcards” will be chosen in the following order:

- A. A team who has tied for First Place of the same ability level in their League, based on highest number of points, will advance.
- B. A team with the **highest percentage of wins** when compared with teams in the *same League and/or Division* may advance.
- C. If percentages are tied within the same league, teams will be compared using steps 2-3 stated above.
- D. A “Draw from a Hat” will be used.

PLAYOFFS continued

THE LEAGUE OFFICE HAS THE FINAL DECISION ON SEEDING/SCHEDULING FOR PLAYOFFS.

1ST ROUND OF PLAYOFFS

When a team is unable to participate in the First Round of the Playoffs, AND if time allows, the next eligible team will be invited to participate in their place. After the First Round, if a team is unable to continue/advance in the Playoffs, their opponent gets a "win" and automatically advances to the next round.

PLAYOFF OVERTIME

Playoffs Only: If "overtime" ends in a tie score, a **Double Over time** will be played, if permit time allows. Double over time consists of one two-minute period, the second minute is stop clock. A jump-ball will determine first possession.

NOTE: Only one time out per team is allowed in each over time period, regardless of previous unused timeouts.

TEAM ABILITY LEVEL

The League reserves the right to evaluate the ability of teams/players, and may deem a team a different ability level at any point during the season.

Teams will automatically be placed in the higher division for the next season played if:

- They are Division Champions.
- They are League Champions for two consecutive seasons, and advance to at least the SEMI-FINALS.

GRIEVANCES AND PROTESTS

1. Only CAPTAINS may consult Officials on behalf of their team or to discuss rules. Players should voice their concerns through their captains. REMINDER: Judgment calls cannot be protested!
2. Problems with schools/park officials will be handled only by OFFICIALS – not Captains or players.

Thank you again for joining us for Spring Basketball. We look forward to seeing you on the court. Good Luck!