

## Legacy League Rules and Regulations

### 2022-2023 Season

a. Each team will play six round robin games, followed by a fourteen game regular season, mid-season tournament, followed by an All-Star Game and an eight team playoff tournament.

### Equipment

a. Teams must wear The SEVEN League provided jerseys in every game.

### Roster and Players

a. Rosters shall have a minimum of ten players and a maximum of 15 players.

**A1.** Teams shall only be able to play 12 players per game.

**A2.** Teams with 7 eligible players for one game will be able to add **1 non-rostered** player to the team for one game. **Not acceptable for mid-season tournaments or playoffs, only acceptable for regular season game-play.**

**A3.** Teams with 6 eligible players for one game will be able to add **2 non-rostered** players to the team for one game. **Not acceptable for mid-season tournaments or playoffs, only acceptable for regular season game-play.**

b. Each player on your roster must be at least 18 years of age.

d. Teams must have at least **five players** on the court to play

### Team Captain's Role

a. **Each team shall designate one team captain before the game begins for each game. Team captains must present themselves to the referees before every game.**

b. The designated team captain (and only the team captain) shall be responsible for all interaction with the officials.

c. Captains may discuss rule interpretations but may not discuss judgment calls

d. Captains are expected to be respectful toward officials – the team captain does not have the right to question judgment calls or speak to the official in a rude or disrespectful way. **Penalty: technical foul.**

e. Team captains are responsible for ensuring that all players and spectators who are with their team behave in an appropriate manner. **Penalty: technical foul.**

### Game Time

**Non-Jersey Penalty:** Any player who does not have a SEVEN League jersey will be subject to a Team Penalty, equivalent to a \$20 fine. After 3 games with a player that does not wear a SEVEN League jersey, the fines will increase to \$30. After 5 games with a player that does not wear a SEVEN League jersey will be subject to a \$50 fine.

**ANY Player with outstanding fines will not be eligible to play until fees are paid in full.**

a. Games will begin promptly at the scheduled start time

- b.** If a team only has four players present at game time, they must play with four.
- c.** If a team does not have four players present at ten minutes past the scheduled game time, they will forfeit the game.
- d.** Games will consist of four (10 minute quarters).
- e.** The clock will be stop time.
- f.** If teams are tied at the end of regulation, a five minute overtime period will be played

**Late Penalty:** After warm-ups (10 minutes) there will be an additional (5 minutes) put on the clock to see if enough players will show up to be eligible for a full game. After the additional 5 minutes, if not enough players (5 players) are present to play two things will happen:

- The team that does not have enough players will receive a \$100 fine.
- The opposing team will have the option to give any spare players necessary to the other team to complete a full line-up in order for the game to proceed. The game format will convert to 10 minute quarters with mandatory run time throughout.

### **Time Outs**

- a.** Each team will be allowed 1 (1 minute) timeout in the first half and 2 (1 minute) timeouts in the second half.
- b.** Unused timeouts do not carry over

### **Fouls**

Any participant who is assessed five personal fouls will be removed from the game (fouled out)

- b.** A technical foul is considered a personal foul

### **Technical Fouls**

- a.** All technical fouls are one shot fouls plus the ball at mid-court
- b.** Any players who receives two technical fouls in a game will be ejected from the game and will be suspended for a minimum of one game.
- c.** ANY PLAYER WHO RECEIVES 5 TECHNICAL FOULS DURING THE SEASON WILL RECEIVE A 1 GAME SUSPENSION. ANY PLAYER WITH 7 TECHNICAL FOULS WILL BE REMOVED FOR THE REMAINDER OF THE SEASON.
- d.** Refunds will not be given for expelled players
- e.** Any misinformation about a technical foul may result in a team suspension.
- F.** Clear Path Fouls will result in a Technical Foul as well.

### **Flagrant Foul**

- a.** A flagrant foul may be a personal or technical foul of a violent or savage nature, or a technical noncontact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves, but is not limited to violent contact such as: striking, kicking, kneeling or an attempt to injure.

- b. Any player who receives a flagrant foul shall be ejected from the game and will serve a minimum of a one game suspension
- c. A flagrant foul will also count as a technical foul

### **Player Conduct**

The following conduct expectations are in place for Legacy League basketball games.

- a. The following actions may result in a technical foul
- b. Use of profanity
- c. Complaining about or questioning an official's call by a non-team captain
- d. Persistent complaint about judgment calls by any player (including captains)
- e. The following actions shall result in a technical foul, double technical (ejection) or flagrant foul.
- f. Use of profanity toward an official or an opposing player
- g. Making a comment that is personal in nature to or about an official or opposing player
- h. Any attempt to "bait," taunt or otherwise instigate an opponent
- i. An attempt to physically intimidate an opponent or official
- j. Any physical contact with an official will result in ejection from the league and notification of authorities

### **Damage Of Property**

- a. Any damage of property (walls, equipment, score clock, chairs) will result in **a game suspension AND fines.**

### **Fighting**

- a. Any player who is ejected for, or found to be fighting will be ejected from the game and may be ejected from the league for the remainder of the season.
- b. Throwing a punch (regardless of whether or not it is landed)
- c. Slapping or pushing a players face of head area
- d. Grabbing or pushing a player during an altercation (exception, trying to restrain a player from your own team).

### **Team Conduct**

- a. Any team which consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.
- b. Officials and teams shall report all poor sportsmanship to the league director.

### **Forfeits**

- a. If you must forfeit, please call the opposing team manager as soon as possible.