

Legacy League

Referee Requests and Expectations

League information

- Our league is going to have 10 or 11 teams.
- There will be 5 weekly games played on Sunday from 3:30pm until 11pm. (The first 3 weeks of games will be on weeknight evenings in September at Legacy)
- Approximately 100 games played (Sept - March)
- Located at either Legacy Athletics or EYBA Centre.
- 2 referee crews are requested for these games.
 - Steve Melnyk will be in communication for the opportunity for 3 referee crews in future games this year.

Referee Expectations

This league is designed for high level players to participate in an interactive environment, to make for a fun and exciting time of playing basketball.

Things such as the following will be expected:

- **Music playing during games, potential for MC with microphone at times**
- **Bench players standing and cheering**
- **Referee discussions**
 - These will be adult men playing in this league. Majority with families, wives, children, etc just like many of the referees in this the EBOA. We want to create an interactive environment where everyone is understood. We want to create an environment where the players ask how the referees are doing when the game starts and show respect for dedicating their time to come make a league like this possible.
 - In return when calls are made we would like the opportunity to know what the call was for, as long as the player shows respect when addressing the referee. Most player/referee issues come from lack of communication and we would like to help try and correct that in this league. Human error is a part of the game for both players and referees and nothing can change the past, however, clear communication and honestly helps build trust and respect for one another and for organizations. So if a call is missed or a referee sees something and call it, our league will have no problem with the upfront honesty of those actions. As long as both the player asks in a respectful manner and the referee addresses the question and responds in a respectful manner.
 - Rude and disrespectful tone and communication should not and will not be tolerated in this league by both players nor referees.
- **“Light” trash talking**
 - This will be an opinion-based philosophy on where the line is drawn, however the majority of players know each other and have played against one another for many years. As long as nothing derogatory, personally offensive, or ill-mannered and negatively toned is directed at one another it should be tolerated. There will be nothing wrong with telling a player they cannot shoot, cannot guard someone or is too small in the post.
 - This will also be associated with gestures as well. Bicep flexing and 3 point celebrations, as long as they are not inappropriate, should be tolerated.

League Rules and Regulations

<https://docs.google.com/document/d/1OwY5PWpybjXQ8GVtGcQNJ5NFVpMvp3TdMFrYCNUQD9U/edit?usp=sharing>

Notable Changes

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

Notable Changes

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

Notable Changes

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