



UPPER MERION PARKS AND RECREATION BASKETBALL LEAGUE RULES & REGULATIONS

Waiver Release & Roster: The release/waiver statement is located on the roster sheet. All players must read the release/waiver statement, then sign the roster sheet. Your signature on the roster sheet acknowledges that you have read and understand this statement. This form needs to be handed in no later than the date of your team's first game. New player(s) can be added to the roster up to the third week in the season.

Rules: Play will be in accordance with the PIAA Basketball Rules with the following additions and emphasis: (Note: When UMPR rules are in conflict with PIAA rules, UMPR rules have precedence.)

1. There will be two 20-minute halves. Clock will stop only for time outs and injuries, except for the last minute of each half the clock will stop for fouls, out of bounds, time outs, injuries, etc.
2. Five players will constitute a team. Teams will be allowed to begin and play with a minimum of 4 players. If a team fails to have four players within 10 minutes from the starting time then the game is forfeited.
3. Each team will be given two full time-outs per half.
4. If the game results in a tie, overtime may be played. Each overtime is 3 minutes, with 1 time-out per team (Clock will stop for the last minute in overtime).
5. Players are allowed six personal fouls per game.
6. Substitutions must notify score/timekeeper. The score/timekeeper will blow the whistle during a dead ball to announce substitution to refs. Subs should stand off to the side of the score table so that the ref knows you'll be coming in.
7. Teams must wear matching color shirts with individual numbers on the back.
8. This is a no dunking league. Any dunking, the attempt to dunk or hanging on the rim or net will result in a technical foul.
9. Disorderly conduct by program participants or their fans will not be tolerated. Excessive language, verbal assault on officials, and all other disruptive behavior will result in expulsion from the league.
10. Per Upper Merion Township ordinance, no alcohol or drug use will be tolerated in the UMCC or on Township property. No player shall appear on the court under the influence of alcohol or drugs.

11. Team Captains (winners and losers) must email or call in results to DRudzinski@umtownship.org or 610-265-1071 immediately after each match. If results are not communicated, games may not be included on official standings.
12. This is a no protest league. All calls are final on the court.

Player Information/Eligibility

13. For the 18+ Men's League: Only adults 18 years of age and older are eligible to participate. For the 35+ Men's League: Only adults 35 years of age and older are eligible to participate. A driver's license may be required to verify age.
14. Fifteen players may be listed on the roster as eligible players. No person can play for more than one team in the league. If you play in one or more games in a season, you may not leave that team to play on another in that season.
15. A player is eligible if they have read the rules and regulations and signed the roster sheet with the release/waiver statement. After the third week in the season no new player(s) can be added.

Forfeits

16. Teams will be allowed to begin with a minimum of 4 players. If a team fails to have 4 players at 10 minutes beyond the scheduled start time, they will forfeit the match.
17. Team captains are responsible for calling the league coordinator if your team plans to forfeit. We will make every attempt to notify the other team's captain of the forfeited game, upon being notified.
18. The team's first forfeit will result in a loss of the game. The second forfeit may result in removal from the playoffs. A third forfeit will result in the team being removed from the league with no refund.
19. To encourage early notification of forfeits, if we receive a call before 4:00 pm the day before your game is scheduled about your forfeit, the games may be rescheduled if possible. Calling in a forfeit is a courtesy to the other team and the ref.

Miscellaneous

20. Team captains are responsible for informing their teammates about the game times, changes in schedules, notices, cancellations, rules and regulations of the league, etc.
21. Team captains need to give **daytime** and evening **phone number** so that we can contact you in case of a forfeit or last minute change. If the captain will not be available for any week during the season, he/she should contact the league coordinator and give the phone number

of the replacement for the week in case of a forfeit. (Email will be the primary form of communication to captains. Phone calls will usually be used in cases of last minute notice.)

22. When choosing a name for your team, please remember this is a family oriented community center. The UMCC reserves the right to ask you to change your team name if it has a derogatory connotation.
23. We ask that all children sit next to parents and be under supervision at all times. If the only parent attending is playing, that parent is responsible to have a friend in charge of his/her children during the game. Please keep children off the track that encircles the courts and off the open courts (they are for our passholders use only).
24. Lost Items: The UMCC assumes no responsibility for lost or stolen property. If something is missing, check with the front desk's lost and found.
25. Players are responsible for checking with the Community Center Front Desk Staff each evening, before entering the gym
26. No food or drink is allowed in the gym. Water is permitted provided it is in a plastic container with a secured lid (no glass or metal containers permitted).
27. Standings will be posted on a regular basis.. All discrepancies need to be brought to the attention of the league coordinator immediately.
28. Any questions, comments, or concerns regarding the league should be directed to Dennis Rudzinski (610) 265-1071