Winsted Men's Basketball League 2027

ADULT MENS - LEAGUE RULES START 1/10/27

GENERAL RULES

- Two (2) 20-minute halves running time until two minutes of each half. The clock will start at the jump ball.

- Overtime will last 2 minutes (running time until last minute); each subsequent overtime will last 1 minute (stopped time); each team is awarded 1additional time-out per overtime.

- Teams are permitted 2 time-outs per half.

- Teams shoot 1-and-1 on the 7th team foul and 2 shots on the 10th team foul and all fouls thereafter.

- Players must have matching colors. If a player does not match and is out of uniform, he may be removed from game play. Every game will begin with a jump ball.

- A team may start and finish a game with (4) players. If a team has (4) players at the scheduled start time, they must start the game at the scheduled start time, a 5th player can be added when he arrives.

No show or Forfeit

- If a team does not show up for a scheduled game or cancels last minute after the second time your team will be removed from the schedule without payment back. We are still responsible for paying the school and ref. weeks missed will count as part of the 8 games. A $50 ref fine must be paid before the next game on the first forfeit or cancel.

- Teams can start and finish a game with four (4) players.

- If a team does not have a minimum of four (4) players by 10 minutes after the scheduled start time, the game clock will be started, and the team will be down 10-0. If a team still does not have the minimum of four (4) players within 10 minutes after the game clock has been started, then that team will forfeit the game.

- Forfeits are strongly discouraged and will weigh heavily in the seeding's at playoff time.

JEWELRY

- No jewelry is permitted to be worn during the game. However, flat wedding bands may be permitted as long as they are flat (no diamonds or other stones on the ring)

UNSPORTSMANLIKE BEHAVIOR AND FIGHTING

- The use of profanity, vulgarity, taunting and the verbal abuse of players, scorekeepers and officials will not be tolerated at Basketball. Any such incidents will be penalized with a technical foul. Any repeated conduct of this type will result in an immediate ejection of the player(s) involved, and those players will be subject to disciplinary action and removed from the league.

- The Scorekeepers are officials as well, they can call an official timeout if unsportsmanlike behavior is seen or heard that the referee might have missed. They have the ability to give a technical foul or eject a player from a game.

- ***Fighting will not be tolerated! Anyone involved in a fight will be suspended for a minimum of five games and may be banned from the league. Any type of disciplinary action (including but not limited to suspensions and ejections) will be at the sole discretion of the commissioner. Going after a ref, or staff member will result in police call and banned from the league.***

- **Any technical foul is a $20 fine that must be paid before the next game to be eligible to play.**

MERCY RULE

- If there is a 20-point (or greater) margin with less than 1 minute left in the game, the game will be stopped. If the margin is 20 at the 2 Minute mark the clock will continue to run.

DISQUALIFICATION RULE

- Players are disqualified after the 6th personal foul. Players will be disqualified from the game until there are four (4) players remaining. If any of the remaining four (4) players receive a 6th personal foul, that/those player(s) can continue to play, but a technical foul will be assessed on that player's 6th personal foul and for each additional foul committed by that player.

TECHNICAL FOULS

- All technical fouls will result in the opposing team receiving (2) foul shots and possession of the ball.

- All technical fouls will also count as a personal foul, except for pre-game technical fouls.

ROSTERS

- Rosters can contain a maximum of fifteen (15) players.

- If a non-roster player plays in a league game and that player has a significant impact on the outcome of the game, the game will be reviewed by the commissioner. The commissioner will make a final and binding decision. Teams may not let a player fill in to get the game started and after the fact decide that they want the game reviewed.

- Roster changes can be made up to the 4th week of the season.

- In order to be eligible for the playoffs, players must be on the original roster and play in a minimum of four (4) regular season games.

- Players can play on one team only rather is A or B division. No playing in both divisions.

PLAYOFFS

Due to scheduling conflicts, playoff games may not be scheduled on the league's usual night.

PLAYOFF TIEBREAKERS

- If teams have identical records at the end of the season, the following tiebreaker rules apply (in order):

1. Team with the fewest number of forfeits

2. Head to head

3. Point differential if tied Head to Head

League Cost: $800.00

- **The $450.00 league fee must be paid at the time of registration.**

- **The remaining balance will be paid on or before Jan 10th of $350.00**

- **Money is due in full, and schedules will be made in advance no week-to-week schedules.**

- **The league is 7 weeks long, weather permitting will allow for snow make-ups before playoffs. League must end by the end of March. Playoffs may include your 7 games, depending on weather.**

- **Delays or games cancelled are solely up to the schools. It will only be posted on the Winsted men's Facebook page.**

- **If someone is suspended from league for behavior, they will be allowed back the following year, second offense they are banned from the league for life.**

Team Registration Form

Manager/ Captain_____Cell #_____

Manager/ Captain_____Cell #_____

Player Name
