

2011 Mile High Church Basketball League

Presented by The Hmong Foundation, Inc.
"Educating Youth & Building Community"

League Rules, Information & Reminders

Mission Statement: *To bring Christians together for "Fun, Fitness and Fellowship" through the game of basketball in an environment that promotes Christian principles, builds godly character, and witnesses to non-believers.*

1. **Season:** January 8th-March 12th, 2011. Games will be played on Saturdays late afternoons and evenings. This is a nine to ten week long commitment.

2. **Games:** Eight (8) regular season games and a single elimination post-season tournament games for a total of nine (9) guaranteed games. This is a 5-on-5 league using a full regulation middle or high school court. Games will be played at the Regency Student Housing Recreation Center, 3900 Elati Street, Denver, CO 80216.

3. **Game Schedules:** League game schedules will be posted as early as possible and confirmed by our directors. Once the schedule is set it's difficult to make changes due to limited gym availability. It's everyone responsible to make their games as scheduled so we don't have forfeits or no-shows.

4. **Game Schedule Samples:**

* Four Teams: 5:00 pm: Team 1 vs. Team 2; 6:00 pm; Team 3 vs. Team 4

* Five Teams: 5:00 pm: Team 1 vs. Team 2; 6:00 pm; Team 3 vs. Team 4; and, 7:00 pm Team 1 vs. Team 5

* Six Teams: 5:00 pm: Team 1 vs. Team 2; 6:00 pm: Team 3 and Team 4; and, 7:00 pm: Team 5 vs. Team 6

Should we have odd number of teams we'll have one team each week playing a double-header but games will not be back-to-back.

5. **Practices:** The league will not provide practice times for participating teams.

6. **Game Clock:** Two twenty-minutes running halves. The clock will stop in the last two minutes of the game if score is within 10 or less points. There is a 3-5 minute break between halves as time permits.

7. **Clock and Scorekeeping:** Each team must provide either a clock or score keeper for their game. A portable electronic scoreboard will be used.

8. **Game Rules:** National high school federation rules in effect unless stated otherwise. The league reserves the right to modify, add or delete rules anytime during the course of the season with or without notice.

9. **Scoring:** Normal high school scoring in effect. Three-points will be used where marked.

10. **Free-throw Shooting:** We'll shoot a 1-and-1 bonus from the 7th to the 9th team foul and shoot the double bonus from the 10th foul on. Note that when shooting free throws players cannot enter the paint area until the ball hits the board or rim.

11. **Overtime Game:** Regulation game that ends up in a tie will consist of one over-time period. The game clock is a two-

minute stop clock. If still tied, we'll go into "sudden death." The first team to score a total of two (2) or more points will be declared the winner. Games cannot end in a tie.

12. **Timeouts:** Teams are allowed three one-minute timeouts per game with one additional timeout per overtime period. Timeouts are not cumulative; use them or lose them.

13. **Player Disqualifications:** On the 5th personal foul a player is disqualified from the game.

14. **Substitutions:** Free substitutions on dead balls. Players must report to the scorer's table and be beckon in by the game officials prior to entering the game.

15. **Makeup Games:** Due to limited gym availabilities the league is unable to make games due to no-show or forfeits. It's everyone responsibility to play their scheduled games and plan their weekends accordingly.

16. **Standings:** League scores and standings will be kept by the league and updated weekly on our website: www.thehmongfoundation.com.

17. **Bench Assignment:** Home teams are assigned the bench right of the scorer's table and visiting teams left of the table.

18. **Game Balls:** The league will provide a game ball for games and will be the official ball. If the official ball is not available the home team will provide the game ball.

19. **Pre-Game Warm-ups:** Depending on time teams are allowed 3-5 minutes for pre-game warm-ups. It's important to have your team 10-15 minutes early for stretches and if time permits warm-up on the court. Remember, to warm-up opposite of your bench.

20. **Pre-Game Captain/Coaches Meeting:** Prior to the start of each game the officials will meet with the two captains/coaches and conduct a pre-game meeting.

21. **Check-Ins:** Prior to the start of the game, captains will need to have their players sign-in so we know whose playing and whose not. Any players not checked-in are deemed illegible. If they arrive late they can be added to the game scorebook after he has signed in.

22. **Fee:** Cost to play is \$60 per participant. Make checks, cashier's check or money order payable to The Hmong Foundation, Inc. All fees are due at the designed deadline.

23. **Teams:** A minimum of four and a maximum of eight teams for the league. If we end up with an odd number of teams, then at least one team will be scheduled a double-header but not a back-to-back game. When this becomes the case every team will have a least one double-header weekend, if not more.

24. **Captain/Coach:** Each team must have a designated coach or captain and will be their spokesperson and representative of his or her team as well as be responsible for the conduct of his or her team, bench personal and crowd. We encourage you to get players that will commitment to your team and actually show up for games and of course represent the league well.

25. **Roster:** Every team must fill a roster of a minimum of 8 and a maximum of 12 players. All players must have paid and be on the league roster in order to play. If a player has not paid or registered he or she cannot play. A forfeit will be assessed against any team that plays an illegal player. All players must be high schoolers (14 years or older) or above.

26. **Roster Changes:** All rosters will be frozen after the second game. No new players may be added to a roster unless

down to less than 8 players but must be approved by the league directors. Penalty is an automatic forfeit of games played by the illegal players. Fee for late registrant is \$75 per player if added between first and second game.

27. **Uniforms:** All teams must provide their jerseys and all uniforms must be similar in color and style. Jerseys must have numbers. **“No uniform=no play” policy!**

28. **Tournament Play:** After regular league play we'll have a single-elimination post-season tournament on March 5th and 12th, 2011 to decide the league champions and runner-up.. Note that this is not a double elimination format. Teams will be seeded according to records. For example, seed #1 vs. seed #4, and seed #2 vs. seed #3 if in a four-team league.

29. **Tiebreakers:** If teams are tied and to determine either the league champions or seeding for the tournament we'll use the following: 1) tiebreaker will be head-to-head between or among the tied teams; 2) least points against in all their league games, and 3) if still tied then strength of schedule; and 4) least points against between the tied teams.

30. **Tournament Eligibility:** A player must have played in at least 5 of their 8 regular season games in order to be eligible for post-season play. We'll have roster check-in at the game so captains will know who's maintaining his or her tournament eligibility. Captains/Coaches: get your players to your games.

31. **Awards:** We'll hand out team trophies will be awarded to the tournament champions and runner-up.

32. **Game Cancellations due to Weather:** In the event of increment weather, directors will call all captains/coaches at least one to two hours prior to game time as time permits. Every effort will be made to make up cancelled games; however, it's not a guarantee that they can be made up if gym space is unavailable.

33. **Forfeits/No-Shows:** A minimum of four players will be needed to start a game or it will be a forfeit. We'll allow a 10 minute grace period if team has 3 or less player but we'll start as soon as there is four player prior to the expiration of the grace period. A game can finish with one player if that team is in position to win the game. Any team with two or more forfeits or no-shows will may be removed from the league or barred from tournament play. There is no reason to forfeit your games or to no-show. Get your players to plan accordingly so your team is fully staffed.

34. **Protests:** All decision made by the game officials are final unless it involves in-house rules or player eligibility. Judgment calls are never protestable. Protests must be made to the referees before the conclusion of the game and must be brought to the attention of the league director within 24 hours.

35. **Game Officials:** Two paid experienced high school officials will be provided for all games. Paying your fee **does not** give you a right to verbally abuse the decisions of the referees. All judgment calls by the officials are final and their authority must be respected.

36. **Supervision:** At least one board member or league director will be in attendance to oversee and direct league activity. All captains and coaches are expected to cooperate with board members or league directors.

37. **League Directors:** Our basketball league directors will be Souli Vue (720) 226-3487, soulivue@gmail.com, and Sax Vue (303) 960-0427, saxvue@gmail.com. They will be your main point of contact so please call or email them with questions, comments or concerns.

38. **Insurance:** Program insurance will be provided by to cover the facility, players, game officials, and all league representatives but will only act as a secondary policy. All participants are expected to have their own primary medical or health insurance.

39. **Ejections:** Any player, coach or manager or team representative or fan ejected from a game must leave the premises immediately, except for minors. If the ejection involves team members or coaching staff he or she must sit out the next

scheduled game. Three ejections in the same season will be an automatic disqualification from league play. Exceptions: Any person using game tactics dangerous to others and self or antics belittling others or dishonoring the game may be removed from the league. Good sportsmanship, fair play, player safety will be strictly enforced at all time! Remember, a second unsportsmanlike technical in the same game is an automatic ejection!

40. Team and Crowd Control: All captains or coaches are responsible for the conduct of their players, spectators, and team personnel and must cooperate with board members, officials and directors to promote a safe and positive environment. A team may be removed from the league if problem persists.

41. Personal Conduct: All coaches, captains, players and spectators will be expected to conduct themselves in an honorable manner. Taunting, verbal abuses, indecent gestures, or citing fights or the likes are not tolerated whatsoever. We represent Christ and it's our intentions to ensure that others view our participations in the positive. Players, coaches, captains and adults involved must model Christ-like behaviors that ensure the survival of our league and the image we wish to impact to the younger players, guest players, our children and spectators.

42. Fight Policy: Any person engaging or inciting a fight or riot will not only be banned from the league and future events and may prosecuted to the fullest extend of the law.

43. Food and Drink Policy: The facility forbids food, gum and beverages into their gyms. Only bottled water is allowed. Teams and captains/coaches will be responsible for cleaning their bench area after their game and enforcing this policy to their fans and players.

44. Drugs, Tobacco, and Alcohol Policy: The gym facility management forbids all illegal drugs, smoking or crewing tobacco and the consumption of alcoholic beverages on its premises. Violators will be asked to leave immediately.

45. Jewelry: Wearing jewelry, earrings, wedding rings, or any metallic items during games are not permitted unless allowed by rules. Exceptions are religious or medical alerts. For example, you may wear a metal cross but it must be taped to the inside part of the uniform. Medical alerts may be visible but must be securely taped to the uniform or person. Religious or medical alerts must not be sharp or dangerous. Baller-bands and other decorative items are not permitted on the person. Head or wristbands are allowed; wristbands are not allowed above the elbows. Bandanas, however, is a allowable items.

46. Minors: All minors attending the games must be inside the gym area. Children may not play in the halls, restrooms, and classrooms or in any areas not permitted. Please provide supervision for your children if they plan to attend your games.

47. Free Agency: Any player looking for a team and not already on a team may declare their availability to the league and the league will distribute their names to any teams interested in picking them up.

48. Pre-Game Prayers: Prior to the start of the game, the home captain/coach will conduct the pre-game prayer. Include in the prayer please mention player safety and good sportsmanship as points of emphasis.

49. Christian Principles: Our league will be guided by Christian principles in how we interact with other players, spectators, referees and teams. Sports can be a great tool to build godly character as well as open the door for ministry. Basketball can be a great median for fellowship for believers and non-believers alike. What's more fun than to bring our Christian brothers, friends, family, neighbors and co-workers to share in this great sport and to play in a Christian environment where we all can grow athletically, socially, physically and spiritually.

50. Remember, whatever we do we need to do for the glory of God! We're the light of the world, the salt of the earth! And we, as Christians, are ambassadors of Christ and therefore, our actions will speak louder to our non-Christian friends, children, and family than any word we can possibly say!