

2011-12 MUNICIPAL WOMEN'S BASKETBALL PROGRAM
Burdick School/Monday (WB-201)
 Burdick School – 4348 S. Griffin Avenue. 53207

*IN THE EVENT OF A WINTER STORM: League play is cancelled ONLY if the Milwaukee Public School District cancels school. Updates will be listed on any major news network or call our weather hotline: **414-475-8192.***

DAY OF THE WEEK: MONDAY

	<u>JAN. 9TH</u>
Northwestern Mutual (Vs.) Nobodies	6:15 PM
Kelly's Bleachers (Vs.) Walker's Pint	7:15 PM
Red Mill Inn (Vs.) Dee's Elegance	8:15 PM
Milwaukee's Best (Vs.) R.A.M.P.	9:15 PM

	<u>JAN. 16TH</u>
Nobodies (Vs.) Kelly's Bleachers	6:15 PM
Red Mill Inn (Vs.) Milwaukee's Best	7:15 PM
Northwestern Mutual (Vs.) R.A.M.P.	8:15 PM
Walker's Pint (Vs.) Dee's Elegance	9:15 PM

	<u>JAN. 23RD</u>
Red Mill Inn (Vs.) Northwestern Mutual	6:15 PM
Dee's Elegance (Vs.) Kelly's Bleachers	7:15 PM
R.A.M.P. (Vs.) Walker's Pint	8:15 PM
Nobodies (Vs.) Milwaukee's Best	9:15 PM

	<u>JAN. 30TH</u>
Kelly's Bleachers (Vs.) R.A.M.P.	6:15 PM
Milwaukee's Best (Vs.) Northwestern Mutual	7:15 PM
Dee's Elegance (Vs.) Nobodies	8:15 PM
Red Mill Inn (Vs.) Walker's Pint	9:15 PM

	<u>FEB. 6TH</u>
R.A.M.P. (Vs.) Red Mill Inn	6:15 PM
Walker's Pint (Vs.) Nobodies	7:15 PM
Milwaukee's Best (Vs.) Kelly's Bleachers	8:15 PM
Dee's Elegance (Vs.) Northwestern Mutual	9:15 PM

	<u>FEB. 13TH</u>
Milwaukee's Best (Vs.) Dee's Elegance	6:15 PM
Nobodies (Vs.) R.A.M.P.	7:15 PM
Walker's Pint (Vs.) Northwestern Mutual	8:15 PM
Kelly's Bleachers (Vs.) Red Mill Inn	9:15 PM

	<u>FEB. 20TH</u>
Walker's Pint (Vs.) Milwaukee's Best	6:15 PM
R.A.M.P. (Vs.) Dee's Elegance	7:15 PM
Nobodies (Vs.) Red Mill Inn	8:15 PM
Northwestern Mutual (Vs.) Kelly's Bleachers	9:15 PM

SCHEDULE TO FOLLOW FOR: FEB. 27TH, MAR. 5TH, & MAR. 12TH (UPPER/LOWER BRACKETS)

Standings: League standings are posted weekly on the Milwaukee Recreation Website...
www.milwaukeeerecreation.net

2011-12 NFHS rules govern the Milwaukee Recreation Adult Basketball Leagues; however, the following rules are adaptations/additions supersede the 2011-12 NFHS Rule Book.

1. **GAME CLOCK**

- A. All periods of regulation play shall be **eighteen (18) minute running halves**.
- B. The clock will stop ONLY for time outs, except during the last two (2) minutes of each half when the clock will operate in accordance with the National Federation High School Rules (NFHS).
- C. **Mercy Rule:** If with 2 minutes remaining in the second half of the game, a team leads by 20 points, the clock will remain a running clock for the remainder of the game.
- D. Overtime periods:
1st OT - 4 minutes / **2nd OT** - 4 minutes / **3rd OT** - Sudden Death: First team to score wins
- E. In overtime periods, running clock except during the last one (1) minute of each overtime period when the clock will operate according to NFHS.

2. **TIME OUTS**

- A. Each team has **three (3) full length timeouts** per game.
- B. Unused timeouts carry over into OT and one additional timeout is awarded for each OT.

3. **TEAM UNIFORMS/SHIRT**

- A. Each team is **REQUIRED** to supply its own team uniforms (failure to do so will result in a forfeit).
- B. **Uniform/Shirt COLOR** - Chosen at the time of registration (all teammates must have the same color) **Uniform/Shirt NUMBERS** (Characteristics of legal jerseys)
 - 1) **Number Placement:** Each jersey must have a number (placement may be printed on the front or back of the uniform HOWEVER, all uniforms must be identical as to the placement of the numbers).
 - 2) Numbers must be PERMANENT (silk-screen, iron-on method, sewn on or some other permanent method). Tape is not acceptable according to the NFHS basketball rules. Numbers attached with tape, composed of tape, hand drawn with magic marker or other material will be considered **illegal numbers**.
 - 3) The penalty for an illegal number is a technical foul charged to the team when the first illegal jersey enters the game. Only one administrative technical foul is charged regardless of the number of offenders. Once a technical foul is assessed, all illegal jerseys become legal for the rest of the game.

- 4. **BENCH DECORUM** - If a technical foul is committed by a team member, coach, team attendant or team follower who is not actively participating in the game, the offended team shall be awarded two (2) free throws and the ball at half-court.
- 5. **COACHES BOX** - The bench area must remain orderly. At all times, only one coach/player is allowed to legally stand in the bench. Failure to comply may result in a bench technical foul.
- 6. **TEAM MANAGER/FLOOR CAPTAIN REQUIREMENT** - In the event that there is no manager/bench coach present during the game – teams must designate a floor/bench captain WHO will be able to take the role as spokesperson for the team.
- 7. **PLAYER EJECTION – UNSPORTSMANLIKE CONDUCT (DOUBLE JEOPORDAY RULE)**
When a player is ejected and continues to be a disruption by berating officials, site personnel or opponents with verbal threats, profanity etc. and in the opinion of game officials delays or continues with unnecessary outbreaks, the designated manager or floor captain must try to alleviate the situation (i.e. instruct the ejected player to leave and control his behavior). If the manager or floor captain fails to take appropriate and reasonable actions to control ejected player(s), the manager or floor captain will also be ejected and suspended. All individuals involved are subject to additional disciplinary action and game will be terminated and forfeited.
- 8. **JEWELRY RULE - RULE 3.5** of the Official Rule Book reads in part that head decorations, headwear, or jewelry are illegal. This means that rings, wristwatches, hair curlers, combs, beads, earrings (including post types) or barrettes **CANNOT** be worn while playing basketball. **Rule Enforcement: If a player is caught with illegal jewelry on the court, that player must exit the game to remove it. The player or a sub can re-enter on the next dead ball.**
- 9. **LEGAL AMOUNT OF PLAYERS TO START GAME** - A team must have a minimum of four (4) eligible players to start the game.