

LVMBBA 2019/2020 Rules

Games are at 9:30am, 10:50am, 12:10pm, and 1:30pm. Teams must be ready to begin at game time. First game has an 8 minute window to wait for players if both teams agree. 4 players are required for a team to not forfeit. (Pickup game can be played but patched refs cannot ref.) The next 3 games will have a minimum of 8 minutes on clock to warmup after end of previous game, or will start at designated time (which may allow for longer warmup time). The first payment of \$450 is due the first week of the season, and the balance of \$400 is due Jan 5, 2020. Any team that has not paid will forfeit games until they do.

All playing rules will follow current high school rules, except for the following:

- 2 Halves of 20 minute stopped clock with a 5 minute halftime
- 6 fouls per player, individual technical fouls count as personal fouls also, other team gets 2 shots, but go back to point of interruption
- F bomb is automatic 1 shot tech, not a personal foul, and \$5 fine for that team or that player doesn't play next week
- 2 Technical Fouls = Lead ref decides if a suspension is warranted in addition to the ejection. F Bomb Techs count towards ejection
- 3 timeouts per half (2 full, 1 30) / use em or lose em
- Backcourt timeouts advance ball to half court
- 4 Minute Overtimes until a team wins

Only captains can talk to refs... - refs need to address the captain as well

Any fight (punches thrown, take down of player not in game flow, etc) results in a 2 game suspension.

After any player has been ejected from 2 games, captains vote whether that player should be suspended for the remainder of the season and/or banned from the league for good.

If either captain has an issue with any decisions by refs, or other unforeseen circumstances in a game, the other 5 not involved vote. All who vote by Saturday noon are counted...in the event of a tie, the lead ref of the game where the dispute occurred will weigh in to break a deadlock.

Week 3 final rosters (12 man maximum) are due and the Saturday night before this game is the trade/free agency deadline – both captains have to agree and \$50 paid by the player who switches team. Could be both players if it's a true trade versus someone jumping ship.

If a player is injured, notify captains when injury occurs and games don't count against you. Then that player needs to make half of the games that he wasn't injured.

If a team has less than five guys due to injuries, up to two players can be picked up. Fee would be waived if another team gives you a guy. Players picked up during season due to injury are playoff eligible if they make half of the games left from when they were picked up.

Bottom 4 teams from previous season can pick up 1 player from outside of Lamoille County, Craftsbury, Cabot, Hardwick and Waterbury, which are where all players in league must reside unless they have played, refed or kept book/ipad in previous years, and are therefore grandfathered in. City of Residence needs to be added to iPad on week 1.

Regular Season Tiebreakers : 1-Head to Head Record, 2 – Head to Head Point Differential 3 – Total Points Scored (2016 passed by unanimous decision – 2019 Nate brought up #3 becoming total differential but it's so rare we decided not to change)