

2020-2021 ANCHORAGE SPORTS ASSOCIATION ADULT BASKETBALL LEAGUE

RULES FOR MANAGERS AND PLAYERS

COVID Mitigation Policies are in Red*

1. All ASA Mitigation Plan Policies are applicable.
2. No spectators are allowed at any ASA basketball games until further notice.
3. Players are required to wear a mask while inside the O'Malley Sports Complex. Once a player is on the court for their game, they may remove their mask.
4. O'Malley has hand sanitizing stations and restrooms available for players to use to their personal comfort level. We ask that you sanitize or wash your hands prior to participating in a match. Hand sanitizer will also be available on the court.
5. After the conclusion of the match, teams must leave the court as soon as possible. Teams may do a group cheer before they exit the court. No high fives or handshakes at the end of games.
6. Benches will be spread out so that players are distanced as much as reasonably possible. Benches will also be sanitized between each game. Teams will not be allowed to take the bench until sanitation is complete.
7. Any interaction with an official during matches must be made from an appropriate social distance of 6 feet or more.
8. In the event of a confirmed positive case, all players on the team of the COVID-positive individual will be removed from ASA events for a 14-day period, after which point they may resume play if they are symptom free. Alternatively, a negative COVID test result from a test taken 7-14 days after the date of exposure may clear a player to resume play.
9. In the event that games, or parts of the season, are cancelled due to COVID players and teams will be refunded as follows; ASA will calculate any liabilities from games (court times, officials etc...) and pay those liabilities from team fees and player fees. If after ASA has covered liabilities related to basketball there is still team fee and player fee money, we will refund that to the individual parties.
10. Games will be played in two (2) twenty (20) minute, running clock, halves. During the final two (2) minutes of each half, regulation time will be kept. A running clock means the clock stops only for time outs and at the official's discretion. A break of five (5) minutes will occur between halves. *Note: In the second half if the point difference is 20 points or more the final two minutes will still be a running clock.
11. If a team is short players at the scheduled game time a five (5) minute grace period may be permitted if agreed upon by both teams. If the grace period is used it will result in a fifteen (15) minute first half game clock.
12. You may start a league or tournament game with four players; if the fifth player arrives they must be inserted into the game immediately. When starting a game with four (4) players a technical foul will be called and the other team will shoot two (2) free throws and get possession of the basketball to start the game.
13. Anchorage Sports will provide the official scorekeeper. In the event the scorekeeper is delayed or absent each team will provide an emergency scorekeeper. If no time clock is available the game will be played in two (2), twenty-five (25) minute running clock halves with the clock stopping in the last two (2) minutes for time outs only.
14. **The act of playing a non-eligible (NON-REGISTERED) player is against the rules and may result in the player and manager being suspended for one year from the day of the game.** The official scorekeeper will already have your team's roster in the scorebook. It is the responsibility of each player to check in at the score keeper's table before the game and let him or her know what number you are wearing.
15. Remember, this is a recreational league, **HAVE FUN**. The scorekeepers are there to help you. If they do not have the correct score on the clock, they will soon. The score in the official book is the one that matters. Scorekeepers are taught to do the scorebook first.
16. Each team will be allowed four (4) thirty second time outs per game. One extra time out will be added in the event of overtime.
17. In the event of a tie, an overtime period of five (5) minutes will be played. Overtime will be a running clock except during the final two (2) minutes where regulation time will be used. If the game is still tied after the

overtime period a second overtime period will be played with the first team to score three (3) points being awarded the victory.

18. Games will be played where players may move once the ball is released on a free throw attempt.
19. All players must have matching or similar jerseys/shirts with a minimum of a six (6) inch number on the back or the front by November 25th. All players must have different numbers. Prior to this date players must at least wear similar jerseys or shirts with a number on either the front or the back. Forfeits may be called if your jerseys do not meet these requirements.
20. Teams will be disqualified and dropped from the league if they reach three (3) forfeits during the season.
21. Read the COURT RULES that are posted as you enter the courts. No street shoes are allowed on the courts, please use gym shoes. Keep the gym clean by picking up trash in the area around your bench when the game is over.
22. **Dunking is not allowed in any of our leagues**
23. Players must be rostered for at least four (4) league games to be eligible to participate in the end of the season tournament.
24. **Players or managers receiving a double technical foul will sit the remainder of that game and the next scheduled league game. If that individual is ejected from a second game they will sit that game and the next two scheduled league games. If the same individual is ejected a third time they will automatically be disqualified from all ASA play for the remainder of the season. No physical violence will be allowed. Any problems will result in a one or more year's suspension. Do not use profanity; the officials will call you on it.**