Men's Open Basketball League Rules

ARTICLE I – GENERAL LEAGUE INFORMATION
PLAYING LOCATION – All games will be played at Windsor High School Gymnasium. Windsor High School Gym is located at 8695 Windsor Rd.

ALCOHOLIC BEVERAGES – Alcoholic beverages are PROHIBITED at all Town of Windsor Recreation Leagues, Parks, bleachers, general complex "area" and parking lots. Officials have the authority to remove any player or fan who is consuming or under the influence of alcohol. Suspension and/or forfeiture of game may result from violation. **NO ALCOHOL!**

ARTICLE II – MANAGERS MEETING
Each team must have a representative attend the preseason managers meeting. If the manger him/herself cannot attend, they must designate another representative to attend the meeting. If a team fails to send a representative to the managers meeting that team may be dropped from the league.

ARTICLE III – PLAYER ELIGIBILITY

A. AGE: All players must be at least 18 years of age.
   a. An illegal player in a game or games will cause his/her team to forfeit that game and all previous games in which that player participated. Players must be prepared to show ID when requested to do so by the referee or recreation staff.
   b. If a similar incident by the same team occurs again during the season, that team will be removed immediately from the league, and barred from further competition.

B. Only players who have signed their team's roster, kept on file, will be considered eligible to play. If a non-signed player participates the team that player is on will forfeit the game automatically.
   a. **It is the responsibility of the player and manager to know who has signed the roster.**

C. Players must participate in **at least 50%** of the guaranteed league minimum games to be eligible for the playoffs. If the final guaranteed league game falls in the first round of the playoffs, it may be counted towards the 50% minimum.
   a. **Ex.** 8 game season, player must play in at least 4 games.

D. Players currently playing college basketball and/or semi-professional basketball are not eligible to participate in any league.

E. Players dropped from one roster cannot join the roster of another team without the written approval of both managers.

ARTICLE IV – TEAM ROSTERS

A. Team rosters will be handed out at Managers Meeting. Team rosters must be filled out and handed in to a Town of Windsor Parks and Recreation staff member on the 1st day of games. Team rosters must be filled out completely with player's full name, address,

3/12/2026city/state/zip code, date of birth, and signatures. Failure to have completed rosters will result in ineligible players.

B. Players may be added and/or deleted through the 3rd game of the season. Team rosters will be kept at Windsor High School Gym with a Town of Windsor Parks and Recreation staff member.
    a. **Ex.** Up until BEFORE a teams' 4th game, players can be added. At start of 4th game, rosters will be frozen for the remainder of the season.
    b. NOTE: only additions, not deletions, are considered roster changes. Teams whose roster drops below the minimum number of players may add back to the minimum at any time during the season with the league coordinator's approval.

C. Roster Limits: Min. 7 Players – Max. 16 Players

D. ***Injury Exempt***- In the event a team requires the addition of a player due to injury, the *Frozen Roster Rule* shall be waived upon approval of the League Coordinator. Refer to *Article IV – Team Rosters, Section B, Example A* for further reference.

ARTICLE V – SCHEDULES

A. Each manager will receive league schedules for his/her team. League schedules are posted and able to be printed out on the Town of Windsor Adult Sports webpage. Schedules and standings can be found at:
    a. http://www.townofwindsor.com/adultsports.

ARTICLE VI – FORFEITURES

A. If a team fails to field the minimum of 4 players when the official calls 'game time' at the designated scheduled time.
    a. If a team starts the game with four and a player goes out that team will only have three players and is forced to forfeit.
B. If, in the opinion of the official, a manager does not have control over his/her team.
C. If there is continued delay of the game after the official has called 'game time.'
D. If there is any harassment of officials, scorekeepers, players, coaches, or spectators.
E. If there are team and/or spectator violations of park rules and regulations.
F. If players are not properly in uniform.
G. If illegal players are used.
H. Teams dropping below the minimum number of players during gameplay.
I. A forfeit counts as a 1.5 game loss.
J. Any forfeits shall result in the loss of the sportsmanship refund.

Please call Vanessa at (707) 838-1267 or email swallace@townofwindsor.ca.gov ahead of time if you know your team will have to forfeit.

ARTICLE VII – UNIFORMS/EQUIPMENT

A. Teams are required to have similar/like colored shirts with numbers on the back. Players without a matching shirt may not be allowed to play. The decisions on what is "matching" will be made by the official and/or scorekeeper.
    a. This will be considered a judgment call and cannot be protested.

ARTICLE VIII – PLAY REGULATIONS

A. GAME TIME – **Game time is forfeit time!** If teams are unable to field the minimum players required at the time scheduled for the game to start, it will be a forfeit and recorded as a 1.5 loss.
    a. *If a preceding game runs past the scheduled start time of the next game, a five (5) minute warm up period will be given following the final play of the preceding game. This will be the new game time and forfeit.

B. TIME OF PLAY
   a. Game consists of two (2) 20-minute halves with a 3-minute half- time. A running clock will be used for the first 19 minutes and 50 seconds of the first half and for18 minutes of the second half. A stop clock will be used for the last ten seconds (10) of the first half and for the last two (2) minutes of the second half. Otherwise, the clock will only stop for team time-outs and official time-outs.
   b. During the last 10 seconds of the first half and 2 minutes of the second half, the clock will stop on any foul, violation or free throw attempts (standard clock).
   c. In both the first and second half, the clock will continue to run if a team is up by 11 or more points.

C. OVERTIME
   a. NO GAME SHALL END IN A TIE.
   b. In case of a tie, there will be an extra 2-minute overtime period with all 2 minutes being stop clocked (standard clock).
   c. A jump ball will be used to determine possession.
   d. Each team will have only one 30 second timeout to use during overtime period.
   e. If the game is still tied after the first overtime period, sudden death overtime will be played, starting with a jump ball.
      a. During the 2nd overtime sudden death period there will be no clock, no timeouts, and no fouls to give (both teams will be in the double bonus).
      b. Game ends with first team to score.

D. GAME PLAY
   a. A 35 second shot clock will be in effect.
   b. All non-shooting fouls (except offensive) during the last 5 minutes of each half will be taken out of bounds if bonus situation has not been reached or shoot one-and-one if bonus situation has been reached.
   c. Common fouls will result in free throws, starting with the 7th team foul (one and one bonus). Two (2) free throws will result following ten (10) team fouls (double bonus).
   d. A team may start and finish with four registered players. If a team has less than four eligible players at any time they will forfeit.
   e. Any player who commits his fifth (5th) personal foul is automatically disqualified from further play for that game.
   f. Each team will receive two 30-second time-outs per half and 1 time-out during the first overtime period. No time-outs during sudden death play.
   g. Unused timeouts in first half do not carry over to second half.
   h. Anytime a team has possession in their own backcourt they may use a timeout to advance the ensuing throw in to the 28’ line of the frontcourt. The ball must be thrown into the front court.
   i. The 3-point shooting rule will be used.
   j. Dunking is NOT allowed before, during, or after the game at any Windsor Basketball facilities and will result in a technical foul.
      i. Dunking will result in a technical foul, 2 points for the opposing team, and the player who dunks must sit out for 10 minutes.
   k. During the last 2 minutes of each half, the team fouls for each team shall be raised to 5 if they are not already there.

ARTICLE IX – PENALTIES FOR UNSPORTSMANLIKE CONDUCT
   a. An unsportsmanlike technical foul will be called when a player displays unsportsmanlike behavior towards officials, scorekeeper, facility attendant and/or players, before, during or after the game.
      a. **Ex.** When a player verbally attacks an official or other player and/or uses profane language.

b. Any player that receives a technical foul must sit out for 10 minutes.
c. If the technical foul occurs in the second half with less than 11 minutes left in the game – the player may re-enter at the 2-minute mark (team may wait until stoppage in play or use a timeout if they have one).
d. In the case of any technical foul the opposing team will receive 1 point and the game will return back to the point of interruption.
e. Any player that receives two (2) technical fouls in a game will result in an ejection from the game and will have to leave the building immediately.
f. Any player ejected from a game is automatically suspended for a minimum of one (1) additional game and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game.
g. Any team that receives three (3) Unsportsmanlike Technical Fouls for unsportsmanlike conduct in one game will forfeit the game immediately.
h. Any team that forfeits two games during a season for unsportsmanlike conduct will be dropped from the league.
i. Any player that receives a total of three (3) technical fouls during season must serve a mandatory 2 game suspension.
j. Any player that receives a total of four (4) technical fouls during season must serve a mandatory suspension for the rest of the season.
k. Any team that is assessed four (4) unsportsmanlike technical fouls during the season will be dropped from the league.
l. If a team or player is dropped or suspended from the league there will be no refund of fees.
    a. Furthermore, if a team receives one or more wins by forfeit and subsequently are not able to participate in a "full schedule" of games due to the unsportsmanlike conduct of the other teams in the league-- it will not constitute a refund of any league fees.

ARTICLE X – TIE BREAKING PROCEDURES

A. In case of identical records the following tie breaking procedures will be used in order to determine which team will qualify. Criteria will be applied in the following order until the tie has been broken.
    a. Best record head-to-head among tied teams.
    b. Point differential head-to-head among tied teams.
    c. Most halves "won" over the season - where a team outscores their opponent in a half
    d. Coin toss.

ARTICLE XI – PLAYOFF/CHAMPIONSHIP

A. Playoff format will be determined by league coordinator and reflected on schedule.
B. Championship T-shirts will be awarded only to players who have participated in at least fifty percent (50%) of the guaranteed games. The Town shall provide shirts for eligible players only. Any additional shirts requested for players not meeting this requirement must be covered at the expense of the team manager.

ARTICLE XII – PROTESTS

A. The Town of Windsor does not recognize protests regarding judgment calls by the officials. Only roster irregularities and rule interpretations are subject to protest. Protests can be submitted by the team manager after a 24 hour "colling off period". Managers can contact the League Director in the Recreation Department.

ARTICLE XIII – FINES

A. Any team forfeiting two games will become subject to being dropped from the league and may forfeit all rights to participate in the playoffs. Loss of the Sportsmanship Deposit may occur.

ARTICLE XIV – PLAYER CONDUCT

The team manager shall communicate all grievances. Any unusual tactic, profanity, or derogatory remarks made by a player or manager shall result in ejection from the game and the park. Ejected players must leave the venue within one minute. Failure to do so will result in forfeiture of the game and the player being suspended for the remainder of the season. A player who is ejected from the games will receive an automatic suspension for the following league game. If a player is ejected from a game twice in one season, the second ejection will result in removing the player's name from the team roster and from further competition for the remainder of the season. If, in the opinion of the league coordinator, stronger action is warranted after the first ejection, such action shall be taken. Any team guilty of badgering umpires or staff will be removed from the league and banned from further play in the Windsor basketball leagues.

No player shall at any time lay a hand upon, shove, strike or threaten an official or staff.

Minimum Penalty:	Suspension for two league games and probation for the remainder of the season.
Maximum Penalty:	Suspension for the remainder of the season and any portion of the following year.

No player shall refuse to abide by the official's decision.

Minimum Penalty:	Probation for the remainder of the season.
Maximum Penalty:	Suspension for the remainder of the season and any portion of the following year.

No player shall appear upon the field of play at any time in an intoxicated condition. No player shall use any alcoholic beverages on the playing field, dugout or bleachers during the game.

Minimum Penalty:	Suspension for two league games and probation for the remainder of the season.
Maximum Penalty:	Suspension for the remainder of the season.

Officials are required to immediately suspend a player for play if this player violates any of the above rules. Officials are required to report this player to the league supervisor. The player shall remain suspended until the league coordinator and The Town of Windsor Programs Coordinator has considered his/her case.

ARTICLE XV – SPECIAL NOTE

A. Any player being placed on probation for the remainder of the season and reported again for violation of the Code of Conduct will be suspended for the remainder of the season and any portion of the following year.

ARTICLE XVI – REFUNDS

A. All payments for league participation are final. No refunds will be given to individuals or teams after registering for league play. Sportsmanship Deposits for eligible teams will be returned at the end of the season.

ARTICLE XVII – LIABILITY

A. The Town of Windsor does not assume any legal or moral obligation to care for a player who is injured while participating in the Town of Windsor programs. All players are required to sign their team roster, which includes a liability waiver for the Town of Windsor and its employees.

ARTICLE XVIII – ACCIDENT REPORTS

A. In case of an injury, immediately notify the scorekeeper or umpire. They will fill out an accident report. The report will be given to the league coordinator.