



**CITY OF MERIDIAN PARKS AND RECREATION
DEPARTMENT**

ADULT BASKETBALL RULES

For Any Questions about the League contact.

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www.meridianscity.org/parks/sports

The City of Meridian, players, coaches, umpires, and the community, in general, have joined forces to build a bigger and better softball program.

League play with the City of Meridian will operate under a Code of Conduct (See Rule 1). All participants and spectators are expected to abide by the rules. It is imperative everyone supports a climate of respect, positive sportsmanship, and safety of self and others. Every guest will be held accountable for their behavior. The abuse of any of the rules and regulations stated herein will result in disciplinary action.

The City of Meridian reserves the right to add, delete, and/or change any rules at its discretion for the betterment of the league.

1. Code of Conduct

- 1.1. League play with the City of Meridian operates under a Code of Conduct. All participants, coaches, managers, and spectators are expected to abide by this Code of Conduct while on City of Meridian fields and facilities. Unsportsmanlike conduct, violence, threat of violence, and profanity will not be tolerated.
- 1.2. Respect the rules of the game and how it should be played.
- 1.3. Respect opponents by remembering a worthy opponent brings out the best in a player.
- 1.4. Respect the game officials even when calls are not agreed with.
- 1.5. Respect teammates and remember commitment on and off the court.
- 1.6. Respect the tradition of the game and remember it is a privilege to participate.
- 1.7. Be mindful of personal conduct. Make sure no action occurs that could reflect adversely on sponsors or teams. Remember, inappropriate action of even one player can reflect upon the entire team and the game of basketball.

2. Accidents and Injuries

- 2.1. All accidents or injuries incurred before, during, or after an official game by players, spectators and/or league officials, shall be reported to the League Coordinator and recorded on an Accident Report.
- 2.2. Injuries incurred before, during, or after the course of an official game by players, officials, and/or spectators, shall not be the liability of the City of Meridian – Parks and Recreation Department, City of Meridian, their officers, and employees, or any organization cosponsoring or participating in the program.
- 2.3. City of Meridian – Parks and Recreation does not carry medical liability insurance for its participants.

3. ADA Accommodations

- 3.1. A player requesting ADA accommodations must provide written documentation to the Sports Coordinator.

4. Age Minimums

- 4.1. Players must be at least 18 years of age or older to play in the adult league program.

5. Alcohol/Drugs Ordinances

- 5.1. Any player that is playing under the influence of alcohol/drugs that could cause injury to themselves or others participating in the game will be removed from the game and serve a minimum of a one game suspension.
 - 5.1.1. This will be determined by the judgement of the official, City of Meridian Staff, and/or Meridian Joint School District #2 Employee.
 - 5.1.2. No smoking or drinking alcoholic beverages will be permitted on City of Meridian, and/or Meridian Joint School District #2 facilities.
 - 5.1.3. No cigarette butts should be found at the entry or in the parking lots of Meridian Joint School District #2 facilities.
 - 5.1.3.1. Participants, all accompanying guests, and family members need to respect the property.

6. Awards

- 6.1. Awards will be given to the 1st place teams at the end of the season tournament.
- 6.2. First place teams will receive individual awards. *Awards are subject to change.*

7. Coach/Team Representative Responsibilities

- 7.1. Coaches/Team Representative is responsible for turning in a completed Registration form, current season roster form, team fee, and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*
 - 7.1.1. To register first complete the current registration form, and current roster form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.
 - 7.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit

card after emailing in both the completed registration form and roster form to recreation@meridiancity.com

- 7.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and roster and pay in person with cash, check, or card.
- 7.1.1.3. Mail-In: Mail your completed registration form and roster with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.
- 7.1.1.4. Must be received by the deadline and still have available spots open.
**Sponsorship payments must be in by the deadline with current completed registration form, current roster form, team fee, and player fees.*

- 7.2. Roster forms must be current at all times. This includes full names, age, phone number, street address and/or PO Box, city, state, ZIP code, and t-shirt size for each player, coach, manager, or team representative.
- 7.3. Ensure that all players, coaches, managers, and team representatives have read and signed the Roster form prior to playing. Players, coaches, managers and team representatives who have not signed the roster may not participate in the City of Meridian programs.
- 7.4. Immediately notify League Coordinator of any coaching and/or team representative changes, including new contact information.
- 7.5. Maintain control of team/players during a dispute. Team coaches and/or designated team representatives are ultimately responsible for personal and team member actions.
- 7.6. On game nights, coaches must be prepared to meet with the assigned referee and opposing team's coach to discuss game rules, variations, and/or disputes.
- 7.7. Teams are responsible for the conduct of spectators who are affiliated with their teams. A game may be suspended until an offensive spectator leaves or until police arrive.
- 7.8. Children must remain with an adult at all times.

7.8.1. If kids become a distraction to the game or cause damage to the facility in any way, the game will be stopped until the situation has been taken care of, the clock will keep going during this time.

7.8.2. Teams can be removed from the league if children are not supervised during the game. The City of Meridian Parks and Recreation Department encourages teams to bring their children to the games but please keep them supervised.

7.9. Clean up the bench area after each game.

8. Disciplinary Appeal Process

- 8.1. Individuals may appeal a disciplinary action. Appeals shall be directed to the Sports Coordinator. The individual must submit the appeal in writing to the Sports Coordinator, City of Meridian Parks and Recreation, 33 E. Broadway Ave., Suite 206, Meridian, Idaho 83642, or via email within three business days from the date of the violation.
- 8.2. Appeals will be addressed by the appropriate City of Meridian staff and/or appeals committee.
 - 8.2.1. The committee will consist of a minimum of 3 of the following but not limited to; Sports Coordinator, Recreation Manager, and Head Referee Official.
- 8.3. All suspensions will begin at the time of ejection regardless of when the appeal meeting takes place.
- 8.4. If the City of Meridian staff feels the appeal is warranted, a disciplinary action hearing will be held within five business days.
- 8.5. If the appeal date is missed, then the disciplinary action will stand.
- 8.6. The decision of the hearing and/or appeal will be made and communicated within 24 hours. Players will be notified by phone call, letter, and/or notification of team coach.
- 8.7. Should a suspended player play a game prior to the appeals hearing, the appeal is automatically denied, and the team they are playing for will forfeit all games played with the suspended player. A team that knowingly allows a suspended player to play will be subject to *Rule Ejections/Suspensions*.

9. Ejections/Suspensions

9.1. A player, manager, coach, or spectator ejected from a game must leave the premises immediately. The ejected person is not allowed on the premises for the remainder of the evening. *Failure to leave the facility will result in the game ending and a forfeit for the associated team.* They will be subject to the following penalties:

9.1.1. First Ejection

One-game suspension from the facilities and from the next scheduled league game with that team and cannot be involved in the next game in any way. Probation for the remainder of the season.

9.1.2. Second Ejection

A 30-day suspension from the facilities, from all league play with that team and any other team for which they are rostered, and from any tournament play scheduled within that 30-day period. Probation for the remainder of the season.

9.1.3. Third Ejection

Banned from the facilities, the league, and tournament play for one calendar year.

9.1.4. Game Removal

At the discretion of the game official, a player may be removed from the game for minor infractions.

9.2. Any individual or team may be ejected from a game for one or more of the following but is not limited to.

9.2.1. Displays of un-sportsmanlike conduct.

9.2.2. Derogatory remarks or gestures.

9.2.3. Taunting or degrading any person.

9.2.4. Unnecessary rough or unusual tactics against the body of any person.

9.2.5. Threats of violence.

9.2.6. Acts of violence.

9.2.6.1. No Player shall be physically aggressive toward any person. This includes any unwanted physical contact including, but not limited to, pushing, shoving, and spitting.

9.2.6.2. No player shall be guilty of a physical attack (striking or punching) as an aggressor upon any person.

9.2.7. Other behavior deemed detrimental to the league.

9.3. Teams will be subject to the following penalties for using an ineligible player or falsifying the lineup:

9.3.1. During the tournament, only the game in which the ineligible player was discovered will be forfeited and the team will potentially be removed from the tournament.

9.3.2. All ineligible players will be removed from the offending team's roster.

9.3.3. The team Manager will receive a 2-game suspension. A suspended Manager cannot participate in the match in any manner.

9.4. Team Managers are responsible for the behavior of their team. For any team that receives several and/or continuous un-sportsmanlike conduct or unnecessary contact penalties during the season, the manager will automatically be suspended for two games.

9.4.1. If after the suspension of the manager, this team receives one more un-sportsmanlike penalty or unnecessary contact penalty, the entire team will be suspended for the remainder of the season and tournament.

9.4.1.1. If a game is stopped due to team conduct, that team loses that game regardless of the score, and if officials or recreation staff end a game prematurely due to both teams failing to heed warning of their un-sportsmanlike conduct, the game will result in a double forfeit.

9.5. Teams will be subject to the following penalties:

9.5.1. Any team with 2 or more players ejected from a single game will automatically forfeit the game, and play will be discontinued.

9.5.2. Any team that forfeits more than two games because of disciplinary action will be suspended from the facilities and from league play for the remainder of the season.

9.6. Approaching a referee after the completion of the contest in any negative action.

9.6.1. If any personnel from a team approaches the referee after the contest in any negative fashion (determined by the referee and Meridian Parks and Recreation staff), they will receive a multiple game suspension. Severity of the suspension will be determined by the Sports Coordinator. If the individual approaching the referee is a non-player, the associated manager and the spectator will receive the suspension.

- 9.7. Any player(s) involved in any aggressive physical attack, verbal threat, abusive language will be automatically suspended for a minimum of one year from the date of the infraction up to life. The participant will have the option to appeal the Sports Coordinator and appeal committee following the appeal process outlined in the *Rule Disciplinary Appeal Process*.
- 9.8. One game suspensions are non-appealable.
- 9.9. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or the facilities.

10. Eligibility

- 10.1. Age Requirements. Players must be 18 years of age as of the date of the first game.
- 10.2. Players can play on more than one team under the following conditions: A player cannot play on more than one team in the same division unless the divisions were combined. A player cannot play more than 2 divisions lower than their highest level of play. Players must register on all teams and pay any fees required.
- 10.3. Ex-college players are encouraged to play at a higher level that meets their ability.
- 10.4. New Players. Additions may be made to team rosters by the new player or team captain coming into the Parks and Recreation Office from 8:30 a.m. to 5:00 p.m. weekdays. New players are eligible to play the same day they register. Deadline to add players to roster: January, 27th 2023.
- 10.5. Hardship. When a team's (active) roster is reduced to below five players for some unforeseen reasons, the team captain may claim hardship. The team captain may then

request to add players after the new player registration deadline by submitting a written report detailing the events and reasons leading to the request. Such reports must include the names of players no longer with the team and reasons for leaving. The Sports Coordinator may allow additional players to bring the roster up to five (5) players. Players added must be equal to or less in ability than the players they are replacing. Team Captains that pick-up players from our office player list and put these players on their roster must communicate all scheduled games and play each player fairly. Note: It is not the responsibility of the Meridian Parks and Recreation office to ensure player(s) playing time or refund individual fees.

- 10.6. All players must be registered prior to competition. Added players must complete an Official Team Roster and pay the player fee.
- 10.7. If a roster is checked by the City of Meridian or a roster call is made by the opposing team, and the team being checked is in violation, the current game is forfeited by the team in violation. All roster checks are handled by the City and not the referee. Coaches for the team that have an unregistered player will not be allowed to play or coach in the next game. If the team is found to have an unregistered player on any subsequent game in the season, a more severe penalty will be imposed on the coach and/or the team, pending review by the Sports Coordinator.
- 10.8. A player may be on a maximum of two rosters in the Meridian Men's Leagues and two rosters in the Meridian Women's Leagues.
- 10.8.1. The two teams may not be in the same division.
- 10.8.2. The two teams the player is on have to be adjoining divisions. *Example: A player can play on a Elite team and a Recreational team.*
- 10.9. A player will be considered ineligible and potentially banned from play for the remainder of the season or a full calendar year if they do any of the following:
- 10.9.1. Rostered on more than one team.
- 10.9.2. Play prior to completing and filing a signed roster form or pickup player form.
- 10.9.3. Play under an assumed name.

- 10.10. A City of Meridian representative may check rosters and photo ID at any time, for any reason, for any league. If a player fails to provide proper ID, the player cannot return to play until proper ID is provided. If a player fails to provide ID on any subsequent games in the season with that team, they will not be allowed to play the remainder of games that night and are suspended for one week of play with that team.
- 10.11. Refunds shall not be considered or granted to any player or team who is suspended and/or ejected from play or from the facilities.

11. Equipment

- 11.1. The City of Meridian Parks and Recreation will provide the game ball.
- 11.2. Jewelry and watches cannot be worn.
- 11.2.1. If a player is wearing jewelry (including religious jewelry) and that item causes injury to them or another player, the person with the jewelry will be liable for all damages caused.
- 11.3. Braces must be soft and yielding or covered. All metal parts on any brace shall be padded.
- 11.4. No player may wear or use any protective equipment or any device that may endanger another player.
- 11.5. Court shoes, with no black soles must be worn, non-marking soles.

12. Facilities

- 12.1. If any damage occurs to a net, hoop, standards, or facility, financial obligation will be the responsibility of the person who causes the damage.

13. Forfeits

- 13.1. One game missed in one night's play constitutes a forfeit.
- 13.2. Anytime a team drops below four players, a forfeit will be declared.
- 13.3. If a coach knows his/her team is going to forfeit, they must notify City of Meridian a minimum of 24 hours before the scheduled game time to avoid a forfeit fee. Teams must notify City of Meridian of anticipated forfeit, even if it is past the 24-hour deadline, so that

the opposing team and the officials may be notified.

- 13.3.1. Canceled games will not be rescheduled and will count as a loss for the canceled team.

13.4. A forfeit will be recorded with a score of 50-0.

13.5. Nonappearance Forfeit Penalties

13.5.1. First Offense

Defined as a warning, and next offense will be probation.

13.5.2. Second Offense

Team on probation for the remainder of the year.

13.5.3. Third Offense

Ejection from league for the remainder of the year. No refund will be given for remaining games.

14. Fouls

- 14.1. Players will be allowed 5 personal fouls. *Technical fouls count toward personal foul total.*
- 14.2. Personal and technical fouls are combined to reach the bonus, which begins with the 7th team foul of each half.

15. Game Play

- 15.1. During free throws, players will be allowed to enter the key upon the release of the shot.
- 15.2. There is no shot clock, stalling is not allowed.

16. League Standings

- 16.1. League standings will be posted weekly on the website. Standings will determine seeding in the end of season tournament.

17. League Structure

- 17.1. Winter Leagues will consist of 8 regular season games. The season will conclude with a double elimination tournament.
- 17.2. Spring League will consist of 8 games and will have an end-of-season tournament.
- 17.3. Summer 3v3 League will consist of 5 regular season games. The season will conclude with a single elimination tournament.
- 17.4. All games will be played at the following facilities; Heritage Middle School, Cole Valley

Christian School, Meridian Middle School (Wes Lowe Gym), Willow Creek, Victory Middle School, and Meridian Homecourt.

17.5. Games will be scheduled between the times of 6:00 p.m. and 10:30 p.m.

17.6. Time choices are not guaranteed. There will be no time preferences during the end of season tournaments.

18. Minimum Number of Players

18.1. Teams may start or finish a game with as few as 4 players.

18.1.1. There will be no grace period after game time before a game is considered a forfeit.

19. Pick-up/Sub Players/Substitutions

19.1. Teams will be allowed 5 pick-up players per season, during regular season only. *There are no pick up players for the end of season tournament.*

19.2. You can use multiple pick-up players per game.

19.3. Pick-up players are eligible for one game only.

19.3.1. Before a pick-up player plays in their second game, they must sign the roster and pay their player fees before they play.

19.4. Pick-up players cannot be currently playing in a higher/more competitive league.

19.5. All pick-up players need to sign the one time use waiver located at the courts. This needs to be completed prior to the start of the game.

19.5.1. If teams get caught using a pick-up player without signing the waiver, that team will forfeit the game and the manager will be suspended for one game.

19.6. An unlimited number of substitutions may be made during each game.

20. Profanity

20.1. The City of Meridian Parks and Recreation facilities will, at all times, offer a family atmosphere; therefore, profanity is considered unsportsmanlike behavior and is unacceptable.

20.2. The first time profanity is used, a verbal warning or ejection will be issued.

20.3. If unsportsmanlike behavior continues, the player will be ejected. Should the coach not

gain control of his/her team and profanity continues, the team will forfeit the game.

20.4. Excessive profanity, abuse, or unsportsmanlike behavior could result in a player, coach, or spectator being asked to leave on their first offense. See *Rule 1 Code of Conduct*. Enforcement of this section of rules and regulations is the responsibility of City staff and/or the on-duty referee.

20.5. Any use of the 'f' word will result in an immediate ejection. Quiet use will result in a bench sit down for the remainder of the game; however, the player will be eligible to play the next game. Loud use of the 'f' word will result in an immediate ejection.

21. Protests and Referee

21.1. Referees are contracted by the City of Meridian Parks and Recreation Department through USSSOA. If team Captains are satisfied or dissatisfied with the performance of a referee or scorekeeper, the Team Captain is requested to file a via e-mail or in writing, specific concerns or suggestions to the Sports Coordinator. *Please remind players not to speak to the scorekeeper during the game (for distraction purposes).*

21.2. The written protest (email to the Sports Coordinator) must be filed within 24 hours of the game in question and the protest must contain: the date, time, location of the game, names of the teams, the rule(s) and section(s) of rule allegedly misinterpreted, the conditions surrounding the making of the decision and all other essential facts involved in the matter protested. Only team captains may submit complaints.

21.3. A player eligibility protest (not a roster check) may be verbal or written and can be made at any time during the game, but must occur before the final play.

21.4. A '12 hour rule' will take effect if there is a complaint about an referee.

21.4.1. Manager's wishing to complain about an referee must wait 12 hours after the completion of the game.

21.4.2. After waiting 12 hours (allowing time to cool off and become collected), please

submit written complaints to the Sports Coordinator.

22. Registration

22.1. Coaches/Team Representative is responsible for turning in a completed Registration form, current season roster form, team fee, and player fees prior to the registration deadline. *Spots are on a first-come, first-serve basis and not guaranteed until payment is received in full. Paperwork and payment must be received by the deadline and still have available spots open.*

22.1.1. To register first complete the current registration form, and current roster form. Once, paperwork is completed follow the below steps to complete and secure your teams spot in league.

22.1.1.1. Phone-In: Call 208-888-3579 and pay over the phone with a credit card after emailing in both the completed registration form and roster form to recreation@meridiancity.com

22.1.1.2. Walk-In: Come into the office during business hours at 33 E. Broadway Ave., Suite 206, Meridian, ID 83642 with completed registration form and roster and pay in person with cash, check, or card.

22.1.1.3. Mail-In: Mail your completed registration form and roster with payment to 33 E. Broadway Ave., Suite 206, Meridian, ID 83642.

22.1.1.4. Must be received by the deadline and still have available spots open. **Sponsorship payments must be in by the deadline with current completed registration form, current roster form, team fee, and player fees.*

22.2. Team fees for the league must be submitted to the City of Meridian Parks and Recreation office by 5:00 p.m. on the last day of registration. Registration deadlines can be found on the website. *Late registration will be held until the league fills, or once the schedule has been made.*

22.3. Registration Fees:

22.3.1. Team Fee: Found on the registration form for the current season.

22.3.2. Meridian Resident Player Fee: \$10 per player.

22.3.3. Non-Meridian Resident Player Fee: \$20 per player.

Player fees are non-transferable from player to player.

22.4. Refund Policy:

22.4.1. To receive a refund, requests must be made 3 business days prior to the registration deadline. Managers will receive a full refund minus a \$5 handling fee.

22.4.2. No refunds, including team fees and player fees, will not be given after the 3 business days prior to the registration deadline.

23. Reschedules

23.1. Games will not be rescheduled unless there is extenuating situations.

23.2. If the game is less than a week out the game will not be rescheduled.

23.3. If the game is unable to be rescheduled due to unavailable gym space or the opposing team cannot make what options are available, the game will be considered a forfeit.

23.4. Tournament games will not be rescheduled. *Teams with players playing on multiple teams will need to plan accordingly if there are conflicts of schedules.*

24. Roster

24.1. Official team rosters are due at the time of registration.

24.2. All players must be on the official team roster.

24.2.1. An official roster must have a minimum of 4 players listed on the roster at time of registration.

24.2.1.1. Rosters with less than 4 players at the time of registration will be charged the Non-Meridian Resident Player Fee for empty spots up to the 4th spot.

24.2.2. There is no limit to the number of players you may have on your roster.

24.2.3. Roster additions or changes will only be accepted at the City of Meridian Parks and Recreation office between 8 a.m. and 5 p.m., Monday through Friday or via email to recreation@meridiancity.org and will not be accepted on the court.

24.3. Participants must sign the roster prior to playing in their first game. Parents/guardians must sign for minors.

24.3.1. The City of Meridian does not provide medical or accidental insurance coverage. The parent/guardian/participant is responsible.

24.4. Teams will be randomly selected to show proof of residency. If teams cannot provide a proof of residency, the team manager along with the player or players that cannot show proof of residency will receive a two game suspension and all games played will be considered a forfeit. Teams will be notified of a residency check one week before their next game.

24.5. A player may be allowed to change teams once during the season.

24.6. Team rosters freeze when there are two regular season games left.

24.6.1. The Sports Coordinator can give permission to add players after the deadline in the case of extenuating circumstances, such as injury but not limited to. If a team is granted permission to add players after the deadline, the following policies come into effect:

24.6.1.1. The injured player being replaced will be removed from the roster and cannot participate for the remainder of the season and tournament. *Written proof of injury may be requested. No refunds will be given to players.*

24.6.1.2. The added player will be required to pay the player fee.

24.6.1.3. If the Sports Coordinator deems the player is too skilled for the division, that player will be removed with no refund. No additional players will be added for that team.

24.6.1.4. Once the tournament starts, no players can be added for any reason.

25. Roster Protests

25.1. A team's roster must be protested prior to the start of the second half. Once the second half has started, a protest may not be initiated. Exception: *Should a team add a player during the course of the game, a protest may be made at the time of the addition.*

25.2. If a manager elects to do a roster check, both teams will be checked.

25.3. Players shall bring with them some form of ID to all games in case of proof of identity is requested by the scorekeeper to verify player eligibility. Acceptable forms of ID are:

25.3.1. Any form of government ID

25.3.2. Student ID cards

25.3.3. Pictures of the above ID

26. Team Reclassification

26.1. At mid-season, City of Meridian staff will re-examine the classification of all teams. Teams will be evaluated as a team to possibly be moved up or down leagues, which can include being moved to a different division. Teams will be examined that meet one or more of the following:

26.1.1. Teams with a winning percentage of .850 or higher.

26.1.2. Teams with a winning percentage of .200 or less, in which the majority of those losses are by 6 runs or more.

26.2. If a team feels they need to move up or down a division after the first two games, contact the Sports Coordinator. *This is not a guarantee as other factors can determine the move.*

26.3. Teams will not be allowed to move up or down a division once the 2nd half schedule is released.

26.4. Teams may ask to move up or down in the end of season tournament, but must ask prior to the schedules being published.

27. Technical Fouls

27.1. There will be no dunking or intentional contact with the rim during the warm-up period and halftime. Dunking is legal during game play.

- 27.2. Any player receiving an unsportsmanlike technical foul will be immediately removed from the game for ten minutes.
- 27.3. Any technical foul, unsportsmanlike or not, will result in the opposing team receiving two points and possession of the basketball.
- 27.4. Any player receiving two unsportsmanlike technical fouls in one game will be ejected and suspension rules will be in effect.
- 27.5. Any player receiving four unsportsmanlike technical fouls during the season will automatically be suspended for one full year.
- 27.6. Managers are responsible for the behavior of their team. For any team that receives five unsportsmanlike technical fouls during the season, the Manager will automatically be suspended for one game. If, after the suspension of the Manager, this team receives one more unsportsmanlike technical foul, the entire team will be suspended for the remainder of the season.
- 27.7. If a game is stopped due to team conduct, that team loses that game regardless of the score, and if officials or Recreation staff end a game prematurely due to both teams failing to heed warnings of their unsportsmanlike conduct, the game will result in a double forfeit.
- 27.8. League officials shall make all decisions on protests and their decisions shall be final. The officials hold the right to make decisions based on the well-being of the league. The League officials shall include but not limited to the League Coordinator, Sports Coordinator, Recreation Supervisor, and Program Director.

28. Time Limit

- 28.1. All games will consist of two 20-minute running halves.
 - 28.1.1. The clock will stop on all whistles during the final 2 minutes of the second half unless there is a point spread of 15 or more with less than 2 minutes remaining in the game.
- 28.2. There will be a three-minute warm up period before each game.
- 28.3. Halftime will be five minutes.
- 28.4. Overtime the first period will be two-minutes. The clock will stop on dead balls.

28.4.1. During the regular season if the score is still tied after the first overtime, an additional 1 minute overtime period will be played until one team is ahead at the end of the period.

28.4.2. During the tournament, teams will continue playing two-minute overtimes periods until one team is ahead at the end of a period.

29. Time Outs

- 29.1. Each team will be allowed three, one-minute time-outs per game.
- 29.2. Left over time-outs will carry over into overtime, but no additional time-outs will be given during overtime.

30. Tournament

- 30.1. Should an end-of-season tournament be scheduled, rosters will be frozen at the end of the night, 2 scheduled weeks before the tournament. *Any exceptions must be approved by the Sports Coordinator.*
- 30.2. Players must play in a minimum of two league games to be eligible for playoffs. *Exceptions can be made for injury with prior approval in writing from the Sports Coordinator.*
- 30.3. Teams found to be using an ineligible player during the tournament, that team will potentially be removed from the tournament and only the game in which the ineligible player was found will be recorded as a forfeit.
- 30.4. Team's rosters if in violation, the game will be forfeit.
- 30.5. Teams with players playing on multiple teams will need to plan accordingly if there are conflicts of schedules.

31. Uniforms

- 31.1. Uniforms are required for league play. Uniforms need to be family-friendly; the City reserves the right to require a change or modification at any time.
- 31.2. Uniforms need to match with different numbers permanently printed on the front or back.
- 31.3. Uniforms need to be reversible or have both a dark and light option.

31.4. Teams must have these uniforms by their second game. *Failure to do so will result in the scheduled game being played but counted as a loss.*

32. Unsportsmanlike Conduct

32.1. Unsportsmanlike conduct will not be tolerated. Any abusive or inappropriate conduct (physical or verbal) will not be tolerated in the City of Meridian program. Abusive or inappropriate conduct directed towards spectators, referee, opposing players, league officials, or City of Meridian staff before, during, or after games may result in the suspension of the offending player(s).

33. Cancellations and Official No Show

- 33.1. In the event of a cancellation, games will be reschedule later in the season if time permits. Updated schedules will be posted online.
- 33.2. If a referee does not show up for a game, the game(s) will be rescheduled.
- 33.3. Teams may elect to use a volunteer referee, instead of rescheduling the game. If teams elect to use a volunteer referee, both managers need to sign a statement in the official book agreeing to this. If both managers agree and a volunteer referee is used, there will be no protests allowed for rule applications.