

## 2011 Green Island Men's Summer League

<u>Day/Date</u>	<u>6:00</u>	<u>7:00</u>	<u>8:00</u>
Tues. 6/28	Purple - Green	Teal - Orange	Red - Grey
Thurs. 6/30	Grey - Teal	Green - Red	Orange - Purple
Tues. 7/5	Red - Orange	Purple - Teal	Grey - Green
Thurs. 7/7	Purple - Grey	Orange - Green	Teal - Red
Tues. 7/12	Teal - Green	Grey - Orange	Red - Purple
Thurs. 7/14	Purple - Green	Red - Grey	Teal - Orange
Tues. 7/19	Teal - Grey	Red - Green	Orange - Purple
Thurs. 7/21	Red - Orange	Purple - Teal	Grey - Green
Tues. 7/26	Grey - Purple	Orange - Green	Teal - Red
Thurs. 7/28	Teal - Green	Purple - Red	Grey - Orange
Tues. 8/2	Playoffs - Round 1 7:00PM and 8:00 PM		
Thurs. 8/4	Playoffs - Round 2 7:00PM and 8:00 PM		
Tues. 8/9	Championship	7:00PM	

**Captain James Charbonneau**  
**Captain Jason Davis**  
**Captain Pete Heffern**  
**Captain Joey Gardner**  
**Captain Rick Gardner**  
**Captain Shaun Pitcher**

**Safety Orange**  
**Red**  
**Grey**  
**Purple**  
**Green**  
**Teal**

## 2011 Rules and Regulations

- 2-20 minute halves; stop the last 2 minutes of each half.
- Double Bonus on the 10th team foul.
- 6 fouls and out; all contact and unsportsmanlike technical fouls count toward personal and team total.
- If only five players and last player fouls out, he can stay in the game and the team will be assessed 2 shots (not 2+2, just 2, unless the foul is committed in the act of shooting) and the ball each time that the player fouls. The same applies to any other player that is assessed their sixth foul after that. Players that fouled out previously must remain out of the game.
  - If a player commits an intentional foul the opposing player will get 2 shots and the ball. The opposing team will get 2 shots for the technical foul and the ball.
- Foul Shot Rule- ALL players must wait for the ball to touch the rim before entering the lane.
- The clock will stop when a technical foul is called. The clock will start again when the player gets the ball to shoot 2 (unless it's within the last 2 mins of half).
- Timeout Rules- 3 full (1 minute) timeouts per team per game. Add 1 full timeout for each team per overtime session.
- Any profane or abusive language will result in technical fouls, and/or ejection, and/or suspension (referee and/or Recreation Director's discretion).
- Any player ejected from the game due to unsportsmanlike conduct must leave the park. As a result the player will receive at least 1 game suspension and will return back to the game at the discretion of the referee and Recreation Director. Any unsportsmanlike conduct towards the players or referees from outside the fence will result in an additional 1 game suspension.
- Recreation Director reserves the right to invoke disciplinary action whenever deemed necessary.
- All overtime periods will be 2 minutes stop time.
- All players **MUST** wear the assigned numbered jerseys of the same color as the rest of their team.
- If there is a tie in the standings the winner will be determined by head-to-head point totals.
- To prevent a forfeit a team may play with 4 players (ABSOLUTE MINIMUM - 4).
- Any **PAID** player is allowed to participate in playoff games, regardless of how many regular season games he has played.
- **Profane language and disrespect shown towards referees will not be tolerated.**

ALL RULES NOT COVERED WILL BE HANDLED BY THE REFEREES ACCORDING TO THE NATIONAL HS FEDERATION RULEBOOK.