

2021 Mankato YMCA Men's Basketball League Protocols/Game Rules

Enter/Exit

Enter and exit through the front doors. If you are a member, scan in just as you normally would. If you are not a member, please sign in on our guest log sheet at the front desk. A YMCA staff member will be in the Red Gym no more than 15 mins prior to the game start time.

Health Screening Questions

1. Within the last 10 days, has someone in your household (including yourself) tested positive for COVID-19?
2. Are you experiencing any symptoms of illness? For example: fever, new cough, shortness of breath, chills, headache, muscle pain, sore throat, fatigue, congestion, or loss of taste or smell

COVID Procedures

1. Before arriving to the YMCA, you must be able to answer no to both of our Health Screening Questions (see above).
2. Participants are strongly encouraged to come dressed to play upon arrival. Face masks are recommended to be worn by participants at all times this includes sitting out of the game, warm-ups and during indoor competition.
3. Participants are asked to fill their water bottle and use the restroom before arriving to their sport event in an effort to limit the use of communal space.
4. YMCA will provide the game basketball. Individual teams are responsible for bringing their own warm-up basketball.
5. If someone on your team tests positive for COVID-19 please contact Sports and Recreation Director immediately to reach out to other teams who have been in contact. Your team must follow the MN Department of Health guidelines and quarantine for 10 days which will result in a forfeit for games within that time frame.

What to Expect

1. Communication will be done primarily by email, but in case of an emergency or cancellation due to weather or early forfeit a text will be sent to the team captains. Schedules will be available on our website once registration closes. www.mankatoymca.org <Fitness <Adult Recreation
2. Check your game schedules to make sure all contact information, team names, and team captain's name are correct. If incorrect, please contact the Sports and Recreation Director.
3. The score sheet needs to be signed by both team captains at the end of each game. You are signing it to tell us the score is correct and to post that score on the website. Please check what the referee wrote on the score sheet before you sign.
4. If someone is playing on your team they need to be listed on your official roster.
5. Your team must all be wearing the same color shirt for the game. Close toed gym shoes are required on the court at all times, no music is allowed in the gym, and ball caps with hard bills are not allowed.
6. We will be having a single elimination playoff tournament at the end of the season on Saturday, February 5th at the YMCA. All teams will make the tournament and will be guaranteed one game in the tournament.

In-House Rules

Minnesota State High School Leagues rules will govern all league games except for the following in-house rules:

1. Team lineups must be completely filled out on the score sheet at the score table no later than 3 minutes before the game time. Score sheet must include players name, jersey number, and COVID screening check. Failure to do so will result in forfeiture of the game.

2. Teams must have 5 players and one score keeper (scorekeeper must be listed on the roster) present at game time. There is no grace period. Failure to have players and scorekeepers present at game time results in automatic forfeit.
3. Duties for the two scorekeepers are:
 - a. Keep track of fouls and running score on score sheet.
 - b. Keep score and time on time clock.
4. Players must assist the scorekeeper and officials by raising their hand when a foul is called on them. All players must wear matching t-shirts with numbers to identify which team they are on.
5. Games will consist of two 20-minute halves. The first half will consist of 18 minutes running time and stop time for the last 2 minutes. The Elam Ending will be used for the second half and no overtimes will be played.
 - a. The Elam Ending calls for the game clock to be shut off at the first dead ball under four minutes in the second half. A target score is then established by adding eight points to the leading team's score. For example, if the score is 80-72, the two teams will play until someone reaches 88.
 - b. If a team is up by 25 points at the time of the first dead ball under four minutes, the game will end.
6. One time out per half.
7. When a backcourt violation occurs, the offended team may inbound the ball without the officials handling it.
8. Substitutions may be made at a dead ball only (out of bounds, free throw, etc.). Players must use hand sanitizer before entering the game.
9. Players will be allowed only 5 individual fouls per game. Technical fouls do count for disqualification. Four personal fouls and one technical foul and you are disqualified. Bonus in effect on the 7th team foul.
10. Disparaging, threatening, or insulting remarks to or about officials or opposing players will result in IMMEDIATE ejection from game and property.
11. The use of foul language for any reason is an automatic technical foul.
12. Players receiving two technical fouls in a game will be ejected for the remainder of the game and must completely leave the YMCA property. Failure to leave the property immediately will end all play and result in automatic forfeit for ejected player's team.
13. Any player ejected from more than one game during the season will be ejected from the league for the remainder of the season. Reinstatement the following year is at the discretion of the Sports and Recreation Director.
14. More than one team forfeit that is not COVID related will render a team ineligible for the following season.