



Northwest Hoops Leagues Policies Handbook:



League Structure:

League	Division	Location	Game Time	Details	# of Teams	# of games
Spring-2014	Pilot Season	Seattle, Capitol Hill	Sundays: 3-9pm May-July 2014	Men's division (Women welcome to join)	4-6 teams	6 + playoffs

League Registration and Dues:

- **League Dues:** \$XX per team. For this fee, the following services will be provided:
 - ☐ Scheduling and gym reservations in Seattle for regular season games, and at least 1 playoff game.
 - ☐ Game Officials.
 - ☐ Stats keepers and Scorekeepers.
 - ☐ Maintenance of team and individual player statistics on a public website (www.northwesthoopsleagues.com), to include box score stats.

The following services will be provided depending on staff availability:

1. In game photography. Photos will be posted on the league website or Facebook.
- **Deposit:** Captains must pay either a jersey deposit of \$35.00 per jersey order to reserve their team's spot in the league, or a team deposit \$300.00, whichever is greater. The jersey deposit will go towards payment for the jerseys. The team deposit will go towards the team's league dues. All remaining balances are due at the season opener. Deposits are due at the registration deadline. Deposits are non-refundable.
 - **Payment (League Dues):** The remaining balance of league dues (League Dues less Jersey/Team Deposit) is due at season opener. The following forms of payment will be accepted:
 - ☐ Credit Card
 - ☐ Debit Card
 - **Payment (Jersey/Team Deposit):** This deposit is due at the registration deadline (2-3 weeks prior to the season starting). Deposits not received by this date may result in forfeiture of your team's reserved spot in the league. Wait listed teams



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would then be given the option pay their deposit and join the league. Jersey orders **will not** be placed without payment. The following forms of payment will be accepted for deposits:

- - ☐ Venmo Account (Preferred- visit <https://venmo.com/info/product> for more information)
 - ☐ Bank Transfer
- **Jersey Fee:** \$35.00 per jersey. Each player on a team roster must have an official league jersey. League jerseys will be customized for each registered player (last name and number), and can be used for all future seasons. A player must be wearing their own official jersey (with appropriate name and number) for each game. This jersey may be used for all future seasons.

There will be a 3pt penalty for any registered player not wearing their assigned league jersey.

Levels of Competition:

Pilot Season- Player skillset for the pilot season will vary. Ideally, most will have some experience playing organized basketball on a competitive level. Former college, former varsity high school players, and improved adults are the target skillsets. Team skill level should be on par with a 4-1 Noonball team (For those of you familiar with Noonball at Seattle University).

Rosters:

- Each team must appoint a team captain for their roster. All official correspondence between teams and league officials must come through the captain.
- All players must be age 21+ to participate. A valid state driver's license is required to be shown to league officials prior to a player playing their first game. Players will not be added to the website database until proof of age is provided.
- Team's rosters must have a minimum of 7 players, and a maximum of 9 players. No more than 9 players can be eligible for any individual game.
- Players **will not** be able to play for multiple teams in a single season.



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- Each team will be afforded 4 Guest Player Credits for the regular season. Multiple credits may be used in a single game.
- Rosters are **finalized** after the first week of games for the season.
- In the event of a season ending injury, serious illness, relocation, or other extenuating circumstances to a player not attributable to poor roster planning, captains may request to drop the player, and add a replacement.

Guest Player Credits:

- Guest Players will not be eligible to participate in the playoffs.
- Guests will be required to wear a top of the same color as the team he/she is guesting for.
- If a roster has fewer than 9 players, and the guest would like to become a permanent member of the team roster and have their stats tracked, and fewer than half of the regular season games have been played, that guest may become a permanent player on the roster, and be eligible for playoffs. The guest player credits used by that individual will not be reissued to the team.
The guest will be required to purchase a jersey.
- Multiple Guest Player Credits may be used in a single game.

Forfeits & On-Time Starts:

- Teams with 4 players in the facility at the scheduled game time will be required to begin the game with 4. This would not be considered a late start.
- Teams with 3 players in the facility at the scheduled game time will be required to begin play after a 7 minute grace period, or when their 4th and/or 5th players show up, whichever is soonest. This will only be considered a late start if the team chooses to utilize the 7 minute grace period. A team may begin a game with 3 players.
 - ☐ 18 minute halves will be played for a game starting after the scheduled start time, and less than 7 minutes late.
 - ☐ 15 minute halves will be played for a game starting 7-15 minutes late.



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- Games not starting within 15 minutes of scheduled game time will be scored as a forfeit. The offending team will be issued a loss. In the event of a double forfeit, both teams will be issued a loss.
- Teams with a forfeit will automatically lose any playoff seeding tie breaker.
- Teams with 2 or more forfeits will be ineligible for playoffs.
- Teams responsible for 3 or more late starts will automatically lose any playoff seeding tie breaker.
- Teams responsible for 5 or more late starts will be ineligible for playoffs.

Standings Tie Breakers:

- 1) Head to head
- 2) Total point differential
- 3) Total points scored
- 4) Total points allowed
- 5) Coin toss