



The Glory League Rules and Guidelines



The following Guidelines shall be used to govern play in the GLORY League sponsored by IAM Sportswear. All issues not specifically covered by these guidelines shall be reviewed and resolved by the Counsel, as they occur. All the Counsels decisions are final and failure to comply may result in EXPULSION from the GLORY League, with no refund of fees paid and/or forfeiture of any awards due.

I. ENTRY FEES

Entry Fees are collected from each team and are used towards the following expenses:

1. Payment of Facilities and Personnel.
2. Up to 10 (ten) official IAM uniforms per team (additional jerseys are available at the cost) See Section 2.
3. Purchase of trophies and awards. See Section 9.
4. Payment of referees fees and jerseys for the IAM All Star Extravaganza

A. ALL TEAM FEES ARE DUE IN FULL BEFORE THE THIRD REGULAR SEASON GAME. NO EXCEPTIONS

1. Entry fees for this Men's League will be \$500/team.
2. Any team whose fee isn't paid in full by this date, shall forfeit its third game all subsequent games until the fee is paid in full. One forfeit will cause the expulsion from the League.
3. In some cases, exceptions MAY be made to allow additional time for the turning in entry fess. These exceptions will only be made at the determination of the Counsel.

(Note: Players dropping off, or failing to pay their portion of the team fees will NOT be considered as an exception. It is considered the coaches responsibility to choose reliable players.)

II. ROSTER/PLAYER ELIGIBILITY

A. Rosters

1. Each team shall have a minimum of seven (7) players and maximum of ten (10) players.
2. Each team should have a coach, 8 member players + 2 non-member players. NO Trading shall be allowed between teams. Teams can have all 10 members of the church be on the roster.
3. ANY ROSTER CHANGE MUST BE REPORTED TO THE COUNSEL A DAY BEFORE THE GAME IS ACTUALLY PLAYED IN ORDER FOR THE PLAYER (S) AFFECTED TO BE ELIGIBLE FOR THAT WEEKS GAME. NO EXCEPTIONS!!

4. In order for players to be eligible for playoff competition, they will have to have participated in at least 7 of the regular season games. Only the counsel approval will exceptions be granted.

B. Eligibility

1. Any Players participating will have to fill out an entry form.
2. Any Players participating will have to fill out a waiver form. (Copy of Waiver is Enclosed)
3. Its up to the Coaches to get these forms collected. The League or I.A.M is not responsible for retrieval of these forms. Any team found in violation of these rules can or will be expurgated.
4. No Exceptions!!!!
5. NON-MEMBER PLAYERS MUST ATTEND 4 CHURCH SERVICES OF THE CHURCHES THAT HAVE ENTERED. It can be ANY of the churches. They must provide proof of their attendance. We will be checking randomly. Anyone found of cheating of this simple task will result in your team forfeiting ALL games and expurgated from the league. No Questions asked.
6. Members (Players & Coaches) that are identified with their church should have some documentation(s) stating so. This will ensure that you are a member like the church says you are.

III. DRESS CODE

A. Any player not wearing their official IAM GLORY League tourney uniform will not be allowed to participate. **THIS RULE WILL BE ENFORCED!!**

B. Numbers and names must be recorded and reported at the scorers table prior to the start of play. Failure to do so will cause a technical foul to be called against the player(s). (See Section 6.G) Failure to comply will result in fines and/or Expulsion. (See Section 6.G)

IV. GENERAL RULES

A. Games will consist of two (2) twenty (20) minute halves, running times with the clock stopping on all time-outs and whistles in the last minute of the first half and the last two minutes of the second half.

1. Each team will be allotted three (3) full timeouts and two (2) twenty second timeouts per game. Each will last for one (1) minute. It can be shortened, at the discretion of the team that called it.
2. Overtime, if necessary, will last three (3) minutes. The clock will stop on all time-outs and all whistles in the last minute.
3. Halftime shall last five (5) minutes. expect time to be shortened if game is running late.
4. Warm-up time will be five (5) minutes. (Starting five minutes before game time, or immediately following the conclusion of the prior game.
5. Forfeit time shall be fifteen (15) minutes from the scheduled game time, or from the conclusion of the prior game. Two (2) forfeits will cause the expulsion of

the team from the GLORY League, with no refund of fees paid and forfeiture of any awards due. (See Section 9.A)

6. If a team does not have enough players to begin at start time, the team will be penalized 2 points per minutes until the forfeit time has been reached.
7. Referees fees must be turned in to one of the IAM Representative in the gymnasium before the game or at half time. Failure to do so with disqualify team from play from that game and fines will be assessed.
8. The league will provide the game ball. All games will be played with this ball. The league is not responsible for warm-up balls.
9. Teams must start a game with (5) players. They can end with a minimum of four players.
10. **ONLY PLAYERS AND COACHES FOR THE SCHEDULED GAME ARE ALLOWED ON THE FLOOR OR IN THE BENCH AREA DURING GAMEPLAY.**
11. Each team must designate a coach and a captain. These individuals will be informed of official league matters and are responsible for relaying the information to their team.
12. The rules used in the GLORY League will be 2008-2009 N.B.A. rules with the modifications to suit our league. Some examples are as follows:
 - (a) Players are allowed six (6) personal fouls.
 - (b) Technical fouls will result in two (2) free throws attempts.
 - (c) New NBA Rules will apply in the GLORY League.
 - (d) All counts will be enforced.
13. Abusive language and unsportsmanlike conduct will not be tolerated, whether aimed at an official, or another player. (See Sections 6.A and 7A.)
14. Fighting, or any attempt at fighting will cause the offending player to be expelled from the GLORY League with no refund of fees paid and forfeiture of any awards due. This rule covers any instance of a player(s) provoking a fight, or pushing an argument to the point of fighting. Any pattern of team fighting will cause that team to be expelled from the GLORY League with no refund of fees paid and forfeiture of any awards due. It will be the Counsels decision on the conduct of the players defending themselves. If a Player that receives 3 technical fouls during the season will be expurgated.
15. **ZERO TOLERANCE applies!!!**

V. LEAGUE PLAY, ALL-STAR GAME, PLAYOFFS.

A. Regular Season Games-Oct. 21st

B. All-Star Week Nov. 27th

1. The All-Stars from each team will play at the designated location and times.
~TBA
2. There will be 4 (12) minute quarters.

C. GLORY League PLAYOFFS

1. Teams will be seeded from the regular season games, Playoffs will be single elimination.

2. Championship Night in Chicago ~TBA There will four (12) minute quarters.

VI. TECHNICAL FOULS

A. Unsportsmanlike conduct is detrimental to the existence of the league and cannot be tolerated. Acts of unsportsmanlike conduct shall be designed by, but not limited to the following:

1. Any player who engages in any act (verbal or physical) that is perceived as abusive, abrasive, flagrant, disorderly, or otherwise disrespectful, in the judgment of the game officials.

B. Unsportsmanlike conduct technical fouls, can be assessed to a teams bench and will be charged to the coach. Each unsportsmanlike conduct technical foul will count against the players individual total and his teams total. If a coach or any bench personnel is assessed an unsportsmanlike conduct technical foul, it will be added to his teams total.

C. Unsportsmanlike conduct technical fouls shall carry a fine, (See Section 7) which must be paid before the charged player can enter another game.

1. Any player with an outstanding fine, who enters a game, will cause his team to be charged a technical foul, with no refund of fees paid and forfeiture of any awards due.
2. Any player who chooses to drop out of the league, due to refusal to pay his fine is not entitled to any refund of fees paid, or to any awards due.
3. Further, any such player, who in the judgment of the Counsel, disrupts, delays, damages or causes any problems for the league, shall cause his team to forfeit the game, or if flagrant continued, be dropped from the league, with no refund of fees paid and forfeiture of any awards due.

D. Any player who received two (2) unsportsmanlike conduct technical fouls during the season will be:

1. Ejected from the game if both are received during the same game. No exceptions will be made!
2. Suspended for one (1) game. He will be allowed to finish the game that he receives the second foul in, unless he receives both in the same game.

E. Flagrant fouls shall carry the same predetermined penalty as an unsportsmanlike conduct technical foul.

1. Any player who receives two flagrant fouls during the season will be suspended for one game and ejected from the contest, if both are received in the same contest.
2. Should a player be assessed three flagrant fouls during the season, he will be expelled for the remainder of the season and subsequent playoffs.
3. Any player who receives three (3) unsportsmanlike conduct technical fouls during the season will be expelled from the league for the duration of the season, including the All-Star game and playoffs, with no refund of fees paid and forfeiture of any award due.

4. Technical fouls (i.e.: hanging on the rim, delay of game, etc) shall carry no fine. (Note: We will give warnings about the hanging of the rim. There will be a fine assessed if warned an excessive number of times.)

VII. FINES

A. All fines must be paid in full to an IAM Representative, BEFORE; the team participates in another game. Failure to do so will cause his team to forfeit any game he or team plays.

1. A TWENTY-FIVE-dollar (\$25) fine accompanies all unsportsmanlike conduct technical fouls; the 2nd offense will be FIFTY dollars (\$50) and etc.
2. A FIFTY-dollar (\$50) fine, plus referees fees BOTH teams shall be charged to any team that forfeits a game.
3. A TWENTY-FIVE -dollar (\$25) fine will be charged for any League Misconduct Fine. This fine is assessed by the Counsel and covers any act of misconduct outside the jurisdiction of the game officials. This fine will carry the same penalties and will be counted as any unsportsmanlike conduct technical foul. (See Section 6.A)

VIII. PROTESTS

A. Teams may protest any issue resulting in a dispute over interpretation of game rules or league rules. Any such protest must be submitted, in writing by the coach of the team, to the Counsel. The game official must be informed, during the game, of the protest. No protest will be acknowledged after the game is over. **NO PROTEST CAN BE MADE CONCERNING AN OFFICIALS JUDGMENT!**

IX. AWARDS

A. Awards will be given to the following:

1. Teams that finish first and second place.
2. The individual(s) voted as the regular season MVP.
3. The individual voted as the GLORY League MVP for the league.
4. MVP of the Playoffs, including Championship Night.
5. The individual(s) who wins Scoring Champion in the ENTIRE GLORY League.
6. The individual(s) voted as the Rebounding Champion from the ENTIRE GLORY League.
7. The individual(s) voted as the Assist Champion from the ENTIRE GLORY League.
8. The individual chosen as All-Star Classic M.V.P.
9. The Team that wins the GLORY League.

X. LEAGUE LIABILITY

A. You play at your own risk, which means the Chicago Park District nor I.A.M.Sportwear responsible for bodily injuries which in freak accidents etc. Waiver must be signed.