



YWCA
Women's
 **Summer**
College
Basketball
League
2024

Registration Form

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Women's College Summer Basketball League

Registration Information

League Fees:

\$850 per team paid via check to YWCA Minneapolis or credit card (Visa, Discover, American Express or MasterCard). When registering, credit card number must be on the team roster. All team payments are non-refundable.

Registration:

Opens: Thursday, April 25

Closes: Sunday, May 26

No late registrations/payments will be accepted.

League: 10 game season

League games are **Wednesday evenings** with the exception for the first 2 weeks of the league and the last week of the league. Game dates are:

June *4, *5, *11, *12, 19 and 26

July 10, 17, *23 and *24 (There are no games the first week of July)

Location:

YWCA Midtown/Minneapolis Sports Center
2121 E. Lake Street, Minneapolis, MN 55407

Game Times:

Games start at 6:15 pm | 7:10 pm | 8:00 pm. Each team will have their schedules rotated weekly. Dates with a (*) will have a different start time.

Notes:

- No more than 10 players/team.
- All registration must be completely filled out with first and last names of all players.
- Team payment must be made before league begins or your team will not be added to league schedule.

If you have any questions or comments,
please contact Bruce Smith at 612-215-4303
or email at bsmith@ywcamppls.org

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Women's College Summer Basketball League Team Roster

ATTN: Bruce Smith

Team Name: _____

Captain Name: _____ (H) Phone #: _____

Email Address: _____ (W) Phone #: _____

Credit Card type: Visa Mastercard American Express Discover

Credit Card #: _____ Expiration Date: _____

Signature: _____ Date: _____

League Fee: \$850 per team

| | Player Name | Age | Email Address | Phone # |
|----|-------------|-----|---------------|---------|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |

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Women's College Summer Basketball League Game Rules:

We use the NFHS rules with the exception of rules noted with an asterisk (*).

- A.** To start the game, 4 players from the official team roster must be present.
- B.** *Forfeit time is 5 minutes past game start time.
- C.** *Any team forfeiting must notify the League Coordinator 24 hours prior to the scheduled game time.
- D.** *Only players on the official team roster will be allowed to play for their team. The League Coordinator and the opposing team captain should approve substitutes. This should be one prior to the tip off. Teams cannot dispute subs once the game has started regardless of the circumstances, unless once the game has started, a sub comes in the game who is not on the official team roster.
- E.** *A player is permitted to be on the official roster of more than one team.
- F.** All teams must have **numbered shirts, matching dark** and lights shirts/jerseys.
- G.** *Each team is allotted 2 - 30 second timeouts per half.
- H.** *Each game consists of two 20-minute halves. First and second half is running time. If a team is the lead by 11 points or more with less than 2 minutes left in the game it will stay running time. If the lead falls to 10 points or less, the clock will stop on the dead ball situations.
- I.** Substitutions can be made on dead ball situations only. The referee and scorer must acknowledge the substitute and buzz them in. A technical foul will be given if a substitute goes into the game without being acknowledged by both the referee and the scorekeeper. You must wait until the first free throw is shot when subbing on a two-shot free throw situation.
- J.** Bonus situation occurs on the 7th foul. Double bonus occurs on the 10th foul in each half.
- K.** *Players are allotted 5 fouls during the game. If a player receives their 5th foul and must stay in the game for their team to have enough players, each foul that player receives after their 5th will result in a technical foul.
- L.** *We play on "the release" for free throws.
- M.** *Overtime will be two minutes. The first minute will have a running clock and the last minute will be stop-time on dead ball situations. Triple overtime is sudden victory.
- N.** *NO PRESSING if your team is up by 20 or more points in the second half.
- O.** *All players must address the referees and score keepers in a polite, respectful manner. This league promotes good sportsmanship!
- P.** The league is a TEN game season.
- Q.** *No refunds on league fees.
- R.** NO JEWELRY CAN BE WORN DURING LEAGUE PLAY!
- S.** Please wait until there is a dead ball to ask our score keepers questions.
- T.** *All players must provide a valid picture ID (state driver's license or ID card) and sign-in at the check-in desk for admittance — no exceptions!
- U.** *Any fighting, be it physical or verbal, will result in suspension from the league. There will be no refunds. No exceptions.
- V.** **Home team must provide a person to operate the scorer's clock.**