

**ADMINISTRATIVE & OPERATIONAL PROCEDURES FOR CONDUCTING  
FORT BLISS – BASKETBALL SUMMER LEAGUE 07 JUNE– 26 JULY 2025**

**REFERENCES:** AR 215-1 Military Morale, Welfare, and Recreation Programs and Non-Appropriated Fund Instrumentalities (24 September 2010)

NCAA Men’s Basketball 2024/2025 Rules

**WHAT:** Fort Bliss – Basketball Summer League

**WHEN:** 07 JUN – 26 JUL 2025

**WHERE:** Soto PFC

**LEAGUE STRUCTURE:** Depending on number of teams registered, the league will consist of four Saturday matches. The fifth Saturday will consist of a single elimination playoff between the top teams. Games will be played Saturdays starting at 0800.

**ELIGIBILITY:** Open to the public 18 years and older. Players must present ID prior to their scheduled games. Lack of proper ID will result in player being ineligible to play in tournament.

Team rosters will be limited to 12 players, and one non-playing coach. Rosters must be typed and turned into the Tournament Director prior to first scheduled game. The roster must consist of a team captain POC (email address, contact number), First/Last name of each player, and t-shirt size of each player.

**Players cannot play with multiple teams. Once they play for a team, they cannot change teams. This will result in a forfeit for the second team.**

**REGISTRATION:** **Registration:** IMLeagues.com through 30 May 2025.

\$20 – Active Duty / Retirees / Family Members / DOD/DA Civilian  
\$30 – All others

**\*Registration fees are per player. 10 player minimum per roster\***

All teams must be registered and paid by 30 May 2025. Teams can register and pay at the Sports Office, located at Soto Physical Fitness Center (20751 Constitution Ave.). Registration includes a

shirt. Top 2 teams will receive individual medals and a team trophy.

**LEAGUE PLAY:**

Play will be conducted in accordance with the 2024/2025 NCAA Basketball Rules unless otherwise covered by these by-laws:

- a. Length of game will be two 20-minute halves with the first 18 minutes using a running clock. The last two minutes of each half will be regulation clock. **Noted exception is during the last minute of the game, the clock will NOT stop after a made basket.** The only time the clock will stop during the first 18 minutes of each half will be for injuries and time-outs.
- b. Half-time is 3 minutes.
- c. Each team will be allowed two 30-second timeouts each half. Unused timeouts from each half will not carry over to the next period of play. Each team will have one 30-second timeout for overtime.
- d. Overtime periods will be three minutes in length, with a running clock. There will be 1-minute between OT periods.
- e. If a team is up by 20 points or more, the clock will continuously run with no stoppage.
- f. Teams may start games with a minimum of 4 players.
- g. No dunking will be allowed during warmups, before a game, or at halftime. Dunking will only be allowed during game play.
- h. Coaching box is restricted to the 28- foot line.
- i. There will be a 5-seconds closely guarding count if the player with the ball is dribbling in the front court.

**FORFEITS:**

If a team is not prepared to play at their scheduled time, the game clock will start and run continuously until the team is adequately prepared to play. If by the start of the second half the team is not adequately prepared to start playing, the aforementioned team will forfeit the game.

Forfeiture of two games during league play will result in disqualification from the league play and the Championship

Tournament. Players from disqualified teams are then not eligible to participate with any other teams.

**EQUIPMENT:**

Leg/arm braces must be wrapped in tape (NO metal showing).

Only non-marking court shoes are acceptable.

No jewelry allowed. NO EXCEPTIONS.

Gym shorts with zippers/pockets are **NOT ALLOWED** to be worn during games. The use of military issued shorts are acceptable at all times. Military uniforms/boots are not allowed.

Game jerseys will have an Arabic number visible on front and back of jersey and in contrasting color to the predominant color of the jersey at least 6 inches high and no less than  $\frac{3}{4}$  inches wide. It is recommended that at least a 4 inch high and no less than  $\frac{3}{4}$  inch wide number on the front of the jersey. If jerseys are in question players will be required to wear reversible jerseys provided by MWR. Numbered jerseys are to be worn and tucked in.

Undershirts do not have to match. Also, sweat bands do not need to conform in reference to color (any color is legal), but all other restrictions apply (size, logos, shape and how worn).

An undershirt may be worn as part of the jersey but does not have to be of a similar color as the game jersey. These undershirts do not have to conform to the NCAA rules, but should be of a non-offensive manner as far as logos, decorations, trim, commemorative patches, etc.

Teams and spectators are not allowed to use electronic communications devices to communicate with players, during the game.

**PROTESTS:**

A protest concerning **eligibility** must be submitted in writing to the League Coordinator by 1300 hours the following working day. A ruling will be decided before the team's next scheduled game.

**SPORTSMANSHIP:**

**Swearing and abusive remarks:** Whether directed towards opponents, team members, officials, fans or supervisors or indirect frustration about self-performance are behaviors which cast a negative atmosphere over intramural play and may lead to more serious problems. Officials may penalize such behavior and all cussing with a **technical foul**.

A player or coach being ejected from a game will result with a warning being filed. The second ejection in the season will result in a meeting with the Sport's Coordinator for a possible suspension. The third ejection will result in an automatic expulsion from the league. **Player or coach that has been ejected must leave facility to include the parking lot.**

A player, coach, spectator or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct. Any contest may be forfeited by the administrator or official of the activity when a team, a team participant, captain or coach exhibits unsportsmanlike conduct or disruptive behavior during the contest. Team captains or coaches may be warned prior to forfeiting the contests. However, it will be at the discretion of the administrators to forfeit that contest if deemed necessary to avoid a violent confrontation. Players/Coaches ejected for a first offense may be suspended indefinitely from participating in sports activities, depending on the severity of the offense. Taunting will be penalized with a technical foul.

**ALCOHOL/TOBACCO:**

Alcohol, smoking, vaping, or use of chewing tobacco is not permitted on the court or in the facility. Any player or coach under the influence of alcohol will not be permitted to enter the playing area.

**PETS:**

Pets are prohibited from all sports facilities IAW USAG 190-4 Sec. 1-10.

**RESPONSIBILITIES:**

During league play, the manager or coach is responsible for ensuring that:

- (1) All members of the team are familiar with the MOI.
- (2) The team is fully equipped and properly attired.
- (3) No illegal players participate in games.
- (5) Team roster is submitted prior to the first game.

**LEAGUE**

**ADMINISTRATORS:**

Anna Sutton / 744-5793  
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Matthew Orlowski  
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