



e-mail the scores the next day to Tony Arenas: [tarenas@gmail.com](mailto:tarenas@gmail.com)

Mail the hardcopies to Joy Kitzerow:

Joy Kitzerow

2749 N 97th Street, Milwaukee, WI 53222

or scan and email to [joyscym@yahoo.com](mailto:joyscym@yahoo.com)

**Ejection Information** (Please notify Larry Bahl within 24 hours 262-679-3876)

Date: \_\_\_\_\_ Time: \_\_\_\_\_ Gym Location: \_\_\_\_\_

Teams: \_\_\_\_\_ vs. \_\_\_\_\_

Individuals Involved (Player or Coach):

Name \_\_\_\_\_ Jersey # \_\_\_\_\_

Name \_\_\_\_\_ Jersey # \_\_\_\_\_

Name \_\_\_\_\_ Jersey # \_\_\_\_\_

Reason for ejection (Including injuries):

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**Important League Rules**

(See handbook for the complete set of rules)

1. Games consist of two(2) 20 minute halves.

Time-Outs: Each team is allowed three full (1 Min) timeouts and two 30 second timeout per game.

2. In case of a tie, the game will go into 3 minute overtime period(s). The clock will stop on all whistles, free throws, and substitutions. Each team will have one full time out in each overtime period.

3. **No Dunking or Grabbing the Rim or Net at any time**, before, during, or after the game. Penalty for violation will result in technical foul, a one game suspension, and a fine of \$25.

4. **Uniforms:** There are NO illegal numbers in CYM between 0 and 99. All players must have a basketball jersey or shirt with numbers on the front and back, (preferably 4" on front and 8" on the back). All team members must be wearing IDENTICAL JERSEYS. Jerseys will be tucked in at all times. Undershirts are permitted and all team members must wear the same base color undershirt. All players are to wear black shorts unless the team has purchased coordinated uniforms. The black shorts ARE allowed to have a small logo and/or stripe(s) of any color on the side. Sweatpants, cut-offs or spandex are NOT allowed. Any player not conforming to the uniform guidelines will be considered out of uniform and will be given a technical foul counting as both a personal and team foul. The penalty will be assessed when the player who is deemed out of uniform enters the game. The "out of uniform penalty" will be assessed only once per player for that game.

5. Technical Fouls will result in an automatic 2 points and possession of the ball out-of-bounds for the opposing team.