



BASKETBALL LEAGUE RULES

1. Game Duration:

- **Game Length:** We play two 20 minute halves
- **Running Clock:** We use a running clock, stopping only for timeouts, injuries, and on whistles in the last two minutes of the halves.
- **Halftime:** Typically it's a 5 minute halftime break.

2. Play-off eligibility:

- **Standings:** Top 8 teams make the play-offs, bottom 2 teams are relegated to the B division for next season.
- **Minimum games:** Players must play a minimum of 5 regular season games to be eligible to play in the play-offs. No exceptions.
 - **If a team is forfeited against, every player on the roster will be credited as if they played in the game.**

3. Fouls:

- **Personal Fouls:** Standard five fouls before disqualification.
- **Team Fouls:** At 7 team fouls, the opposing team shoots 1-and-1, 10 team fouls put the opposing team in the double bonus(two free-throws)
- **Technical Fouls:** Technical fouls count as a personal foul as well.
 - **Two technical fouls results in an ejection and automatic 1 game suspension.**

4. Overtime:

- **Overtime Periods:** 2 minute periods.
 - **If still tied, additional overtimes(double, triple) will start up immediately**
- **Timeouts in Overtime:** You get one timeout per overtime period

5. Timeouts:

- **Per Game:** 5 time outs to use during regulation. If not used before overtime they will no longer carry over.
- **Length:** Timeouts are about a minute long.

7. Sportsmanship and Conduct:

- **Behavior Standards:** We have a zero-tolerance policy for fighting.
 - While I understand that things get heated, it is a city ran, recreational basketball league
 - Any player who engages in any type of fighting will be ejected and suspended for the entire season
 - A repeat offender will be suspended indefinitely.
- **Ejections:** Immediate ejection for severe misconduct, with suspension for future games.
- **Please remain respectful of officials.**
 - Do not be under the impression that you paying for officials gives you the right to talk to them in a certain way
 - ANY PLAYERS WHO PUT THEIR HANDS ON AN OFFICIAL WILL BE SUSPENDED FROM THE LEAGUE INDEFINETLY.

8. Equipment:

- **Uniforms:** Teams should have matching colored uniforms with visible numbers.
 - Players with completely different color jerseys will not be allowed to play
 - Teams will receive a technical foul for every player without a number on their jersey

9. Forfeits:

- **Forfeit Fee:** Teams who forfeit will have to pay \$120(the officials fee for both teams) before the start of their next game.
- **Forfeit Score:** Teams who forfeit will record a 30-0 loss, this could play a role in your seedings as described in the tiebreaker section below.
- **Minimum Players:** Teams need four players present to start a game

- Games must start by the 10 minute mark of the hour(ie 8pm game has to start by 8:10)
- If a team does not have four players present by the ten minute mark.
 - the clock will start
 - the team that is ready to play will be awarded 3 points per minute until the game starts
 - At the 10 minute mark, the game will be considered a forfeit and the team will have to pay the forfeit fee

10. Tiebreakers:

- Teams that have identical records at the end of the season will come down to a tie-breaker that will be determined in this order.
 - 1) Clear head-to-head
 - This is straightforward when it is only between two teams, but if it is between three or more it can become complicated.
 - 2) Point differential
 - We take all the points a team scored throughout the season and all the points scored on them and come up with a number.

If you have any questions or concern, please feel free to reach out!