

# BASKETBALL LEAGUE RULES

## General Rules:

- The games will consist of four 10 minute quarters, running clock, with a stopping clock (a) the last minute of the first half; and (b) the last three (3) minutes of the game only if the difference of score is equal to or less than ten (10) points.
- Scorebook score is the official score.
- If the score is tied at the end of the game, overtime will start with a jump ball; and the winner will be the first team to seven (7) points.
- Each team has two time-outs per half. Any remaining second half time-outs may be used in overtime.
- A team must have four (4) players to start the game. One non-team substitute, *approved by the opposing team captain*, may be used to achieve a maximum of four players [or five if approved by the opposing team captain]. Subs from the official Sub List will be given first priority, League players second priority, any warm body if necessary.
- *With four players, the ball must be dribbled across the half court line following a defensive rebound or turnover.* The first violation will result in the ball being brought back and put back into play under the opposing team's basket. Thereafter, it will be a turnover.
- If a team has no more substitutes and a player receives a fifth foul, *if approved by the opposing team captain*, that player may be allowed to stay in the game. Each subsequent foul by that player will result in two free-throws and the opposing team will also receive possession of the ball.
- On team fouls seven (7) to ten (10), the one plus one [1 + 1] bonus is in effect. After ten (10) fouls, the fouled player will shoot two (2) free-throws.
- The referee does *not* have to touch the ball after a made basket or free throw.
- Substitutions are to be made on a dead ball only. Players must *check with the score keeper before entering the game*.
- The backboard, support, rim and net on the two side baskets are out of bounds.
- In general, collegiate rules apply except where noted otherwise.

## Technical Fouls:

- Only a team captain may talk with the officials. Violation will result in a team technical foul.
- A technical foul is equivalent to a personal foul. A player assessed with two (2) personal technical fouls in the same game will be immediately ejected from the game *and* the next game.
- On a personal technical foul, the opposing team shoots two (2) penalty free-throws and receives possession of the ball.
- Any player assessed with three (3) separate personal technical fouls during league play will be immediately ejected for the remainder of the league.
- A flagrant foul is one with intent to injure and is equivalent to two technical fouls (i.e. immediate ejection). The opposing team shoots two penalty free-throws and receives possession of the ball.
- Fighting will result in ejection from the game and the league, and is grounds for membership review and possible membership termination.
- A team technical foul will be assessed for rules violation; e.g., excessive players on the floor. The opposing team shoots two (2) penalty free-throws, and possession remains the *same*.
- A conduct technical will be assessed for swearing or use of obscenities and counts as a personal foul, but not a [personal] technical foul (i.e. no game ejection). The opposing team shoots two (2) penalty free-throws, and possession remains the *same*.