



Basketball League Rules

Official High School Basketball Rules except for the following:

1. Open roster until the week before Playoffs – roster must be submitted at final game before Playoffs. No team player may be added if they have not played previously in the season.
2. Games consist of two (2) twenty (20) minute halves with a running clock. The clock stops on dead balls in the last two (2) minutes of each half, on time outs and injuries. The clock does not stop on technical fouls, except if the foul occurs within the last two (2) minutes of each half.
3. Each team will receive two (2) time-outs per half. Unused time-outs will not carry over to the 2nd half.
4. Overtime period is three (3) minutes. Each team receives one (1) extra time-out. Second overtime is sudden death (whoever scores first wins the game).
5. A player with six (6) personal or two (2) technical fouls will be disqualified from the game. Technical fouls count as one (1) personal foul.
6. Teams must wear same color shirts with numbers. Players without the same color shirts will not be allowed to play. Teams without numbers will be assessed technical fouls for each player without a number. The first and second weeks of every season will be your only grace period on this rule.
7. Bonus is in effect on the seventh (7) team foul with one and one per foul. Double bonus is in effect on the tenth (10) team foul with two (2) shots.
8. **ELIGIBILITY** – If the opposing team protests a player's eligibility; the scorekeeper may question the player. The player must be able to produce valid ID upon request. If no valid ID can be produced, the player will not be permitted to play in that game. If a valid ID is produced by the next game the player will be allowed to play.
9. **LEAGUE EJECTION POLICY** – Any player ejected from a game will be out of play for the remainder of that game, plus the next game. Players must leave the gym when ejected and cannot return to the gym unless his suspension is served. Any player involved in a fight or physical confrontation with an official or threatens an official will be suspended for one (1) year. A second offense will result in suspension for life. The player may appeal the suspension and or ejection, resulting in the final decision being determined by the league office or game staff. Reports will be filled out on sight and evaluated by the league coordinator. Two (2) ejections within one (1) season is an automatic year suspension. All suspended players may be reinstated by the referees or league coordinator.

10. The team captain is the only person on a team that may approach a referee to question what call was made or to get an interpretation of the call, during a timeout or dead ball. Any player in violation of this rule will be called for an un-sportsman-like technical foul.
11. The referees have the option of sitting a player down for a period of five (5) minutes (game clock time) instead of giving technical fouls.
12. Active professional players cannot participate in this league.
13. Any unnecessary roughness will result in dismissal from the game. The referees will determine this unnecessary roughness. If a player is dismissed from a game and refuses to leave the game or continues to cause a problem, they will be asked to leave the gym, and are not allowed back for two (2) weeks.
14. Any player using profanity directed towards another player, referee, or scorekeeper will be ejected from that game and asked to leave the gym.
15. MERCY RULE – In the event a team is winning by 25 points or more in the last two (2) minutes of the game, the referee has the discretion to end the game. The game score clock will not be stopped during this time.
16. Any player given an unsportsman conduct technical, will have to leave the game for five (5) minutes.
17. Players, nor coaches are not allowed to the scores table for any reason except to substitute into the game. This rule will be strictly enforced, and violators will be assessed a technical foul.
18. Games start with a minimum of four (4) players. Teams will receive a five (5) minute grace period after the scheduled start of the game for final players to arrive. After five (5) minutes the opposing team will receive one (1) point for every additional minute and the clock will start. Team without all players can take the option of using a timeout or clock stays running when all players arrive and game starts from that point.

Questions about rules must be directed to League Director, (727) 363-9245.

