

2010

CITY OF ST. PETE BEACH

BASKETBALL RULES

*** Official High School Basketball Rules except for the following:

1. Fifteen (15) player roster limit.
2. All rosters must be in prior to the first game. All roster changes can be made through the recreation office within the first two (2) weeks of the schedule season only. No players can be added to the roster after the second game.
3. 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.
4. Each team will receive two (2) time-outs per half. Unused time-outs will not carry over to the 2nd half.
5. 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.)
6. 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.
7. 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. No shirt, No number, No play. From week two (2) to week ten (10) this rule will be strictly enforced.

8. Bonus is in effect on the seventh (7th) team foul with two (2) shots per technical foul. Double bonus is in effect on the tenth (10th) team foul.

9. **NO GRACE PERIOD** will be allowed for the 2nd and 3rd games. There will be a 3 minute warm-up period starting at the end of the previous game.

10. **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 participate in that game. If a valid ID is produced by the next game the player will be allowed to play.

11. **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 a 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 season is an automatic year suspension. All suspended players may be reinstated by the referees or league coordinator.

11A. Players underwear showing will not be tolerated. This is a violation, and players will be replaced by a substitute player.

12. The team manager/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 time-out or dead ball. Any player in violation of this rule will be called for an un-sportsman-like technical foul.

13. The referees have an option to sit a player down for a period of five (5) minutes (game clock time) instead of giving technical fouls.

14. Active professional players cannot participate in this league.

15. Any unnecessary roughness will result in a 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.

16. Teams will be allowed to start with four (4) players, but if the fifth player have not arrived within the first ten (10) minutes of the game, that team will forfeit. (first game only)

17. Any player using profanity directed towards another player, referee, or scorekeeper will be ejected from that game and asked to leave the gym.

18. **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.

19. **LEGAL NUMBERS**: Each team player must have a legal number on their jersey that requires only one hand to report a foul. Teams can only have one (1) number 0 or one (1) number 00, not both on their roster and the number must be on the shirt, or you will be charged a technical foul.

Legal numbers are: (there are 35 legal numbers)

0-00 or 1,2,3,4,5 ,10,11,12,13,14,15,

20,21,22,23,24,25,30,31,32,33,34,35,

40,41,42,43,44,45,50,51,52,53,54,55

20. Any player given an unsportsman conduct technical, will have to leave the game for five(5) mintues.(no exceptions.)