



Basketball League Rules

Official High School Basketball Rules except for the following:

1. Open roster until the 2nd week of games – roster must be submitted week 2 of the season. Any team that has not submitted their rosters by week 2 will receive a forfeit until said roster is submitted. No team player may be added after the half way point if they have not played previously in the season, with the exception of a player receiving a season ending injury may add another player prior to the beginning of the playoffs with a doctors note.
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 (2) time-outs each half, which may be used at any time. Timeouts will not carry over if there is overtime, but each team will receive a time for each overtime period.
4. Overtime period is three (3) minutes Each team receives one timeout in OT, timeouts ***DO NOT*** carry over. Second overtime is sudden death (whoever scores first wins the game) unless it is a playoff or championship game. Playoff and Championship games will consist of an overtime period repeated until a winner is declared.
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. Players who are ejected from a game (Does not include fouling out via two technical fouls) must leave the gymnasium. If the player does not leave the gymnasium within five (5) minutes, the team will forfeit the game.
6. **Technical Fouls** – There is a \$25.00 fine for the second technical received per player, Two (2) technical's which lead to an ejection WILL NOT be a double fine, but merely one (1) \$25.00 fine payable & due by the player prior to their next game they are eligible to participate. A player may not return to competition until their fine has been satisfied. Players who are ejected (Does not include fouling out via two technical fouls) will be suspended two games and must pay a \$40 ejection fee.
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.
8. 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.
9. **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. Players must play a Minimum of 2 games to be eligible for the playoffs. **Teams are also allowed one player under the age of 50 but not**

younger than 45 and must be noted on their team's roster. No current NBA, G-League, current collegiate athletes, or overseas professionals may play in this league.

10. LEAGUE EJECTION POLICY – Any player ejected from a game will be out of play for the remainder of that game and will be given a 2 game suspension. 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 or scorekeeper 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.
11. 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 unsportsman-like technical foul.
12. 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.
13. Any player using profanity directed towards another player, referee, or scorekeeper may be ejected from that game and asked to leave the gym if the referee deems it necessary.
14. MERCY RULE – In the event a team is winning by 20 points or more in the last two (2) minutes of the game. The game score clock will not be stopped during this time.
15. Games start at the scheduled game time. There will be a two (2) minute grace period maximum. Game clock will start at that point. The team with all their players will receive one (1) point per 30 seconds.
16. PLAYOFF GAMES –All team will make it to playoffs. Byes and matchups will be determined by number of teams and overall record. Same format as NBA, Lower seeds will play higher seeds.
17. You can start a game with four (4) players and after ten (10) minutes game is forfeited if a fifth (5) player does not arrive. Players may not be allowed to play twice in a night, as well be on two separate rosters.
18. Player who are 49 years of age but turn 50 within the season calendar may still play. Any players who turn 50 after the final week of the regular season are not regulated to play until next season, unless it is your one player under 50 and is noted on the roster..
19. **Any player or spectator who charges at an official, scorekeeper or Recreation representative before, during or after a game will be trespassed from the facility for a period of 2 years.**

Questions about rules must be directed to League Director- Kortnie Mailhot, (727) 363-9245 ext. 297.
or by email at: kmailhot@stpetebeach.org