



Official Basketball Rules

Team

1. **Team rosters shall include a minimum of 7 players.**
2. The maximum number of players on the court is 5.
3. The minimum number of players on the court is 3. When playing co-rec format, there is no gender minimum.
4. All players present for the game must have playing time on the court.
5. All players must be registered with the team to play with that team, except in situations in which the team is short the minimum number of total players. Unregistered substitutes are not permitted. Any team found to be playing with an unregistered player will forfeit the game.
6. If the team has fewer than 5 players available, that team may invite a registered player from another team other than their opponent as a substitute. This is permitted only during regular season games, and only if the team is short. A substitute from another team may only be used in the event of absence, not for the purpose of allowing rests or breaks for individual players.

Officials

1. Each game shall be officiated by 1 League-assigned referees who will be responsible for on court calls.
2. Each game will be scored by 1 League-assigned score keeper who will keep the game time, score, and track fouls by players/teams.
3. The referees may eject a player that engages in unsportsmanlike conduct.
4. The ejected player must leave the gym immediately; failure to do so may result in removal from the league and/or a ban from all future leagues.

Equipment

1. All equipment shall be provided by the League.
2. Players must wear their League-provided t-shirts of the appropriate color for their team.
3. Tennis shoes are required. No sandals, bare feet, or dress shoes.

Game Clock

1. Each game shall contain two 20 minute halves and a halftime of approximately 5 minutes.
2. The clock shall be a running clock until the last two minutes of the second half unless the score gap is at or more than 15 points. The clock will also stop during time outs.
3. **In the Regular Season, teams will compete in a Sudden Death, first to score format. A jump ball will determine possession and the first team to score a point will be declared the winner. Winners can be declared by Foul Shots.**
4. In PLAYOFFS- 2 minute overtime to determine a winner. It will start with a jump ball.

Gameplay

1. Each game will commence with a jump ball. The team that does not receive the initial possession will be the first to receive possession during a tie up called by the referee. There will only be one jump ball per game.
2. The following penalties will result in an automatic turnover:
 1. Walking- Taking more than two steps without dribbling.
 2. Double Dribbling- Dribbling with two hands or restarting a dribble after you have picked up the ball.
 3. Carrying the ball.
 4. Back Court Violation- Taking the court back across the half court line once you have crossed into offensive territory unless it has been touched by the defense.
 5. 3-Second Violation- An offensive player spends more than 3 seconds in the lane.
 6. Offensive Foul- Including, but not limited to, charges, elbows, or over the back rebounds.
3. Scoring
 1. Three Point field goals will be in affect when a line is present. Referees will signal the score keeper when a 3-point field goal is scored.
 2. All other field goals will be 2 points.
 3. All free throws will be worth 1 point.
4. Goal-Tending will be called.
5. Fouls
 1. Fouls occur when unnecessary contact occurs between players.
 2. Fouls will be tracked by the score keeper. A player will foul out upon committing their 5th foul.
 3. Team fouls will be tracked per half and will reset at halftime. 6 team fouls will result in a 1-And-1 Bonus, 10 team fouls will result in a two free throw Bonus.
 4. A foul committed on a shooter will result in free throws. 2 for regular field goals; 3 for 3-pointers.
 5. The space closest to the goal shall not be occupied. The 2nd spot shall be occupied by a player on the opposing team of the shooter. Then players shall fill in spaces alternating between teams. Any players not lined up on the lane must be beyond the 3 point line.
 6. Players may not cross into the lane until the ball leaves the hands of the player attempting the free throw.
 7. Fouls committed on non-shooters will result in restart of play. This included over-the-back rebounding fouls.
2. Out-of-Bounds
 1. The team that last touches the ball before it goes out of bounds will lose possession of the ball.
 2. The team awarded possession will inbound the ball from the spot it goes out of play.
 3. The player inbounding the ball must be stationary no matter what the time on the clock. There is no running the baseline.
3. There are no defensive restrictions concerning half-court or full-court defense. Teams may set up any defensive strategy they wish.
4. Substitutes may not occur on the fly. They must occur during stoppage of play or during a time out. The Field Manager keeping score shall buzz in all substitutes or be notified of the sub during time outs.
5. Time Outs- Each team receives two 30-second time outs per half. They can only be called when you have possession of the ball.

Mercy Rule

1. A game shall be called if a team is down by 30+ points with 10 minutes remaining in the 2nd half. The final score will be deemed what is currently on the scoreboard.

Forfeits

1. Teams must be ready to play and meet game start requirements at the posted game time. Any team not ready to play at this time shall forfeit, and the opposing team shall take a default win. The team that is present will win 30 - 0.
2. If neither team is ready to play, both teams shall forfeit.
3. Any team found to be playing with a player not registered with the League or team shall forfeit the game.

Seeding

1. Seeding for the playoffs will be determined by the following, and if inconclusive or to break a tie to move on the next measure:
 1. Overall Record
 2. Head-To-Head
 3. Overall Season Point Differential