

## Men's Basketball League Rules

*Last Updated: January 10, 2017*

*Rules subject to change*

1. REGISTRATION FEES | Any team that has not paid by the second game of the season is considered ineligible and will not be permitted to participate until payment is received.
2. GAME LENGTH | Each game will consist of four (4) 10-minute quarters (2 per half) with a 1-minute timeout after the first and third quarters and a 4-minute halftime after the second quarter.
3. TIMEOUTS | Each team will be allowed three (3) 1-minute timeouts per game. Teams will receive one (1) additional timeout for each overtime period.
4. CLOCK MANAGEMENT | The clock will run continuously except for timeouts, foul shots, injuries and technical fouls. The following exceptions apply.  
*\*Regulation Clock = stop on all whistles/dead balls*
  - a. First Quarter – regulation clock for final thirty (30) seconds
  - b. Second Quarter – regulation clock for final thirty (30) seconds
  - c. Third Quarter – regulation clock for final thirty (30) seconds
  - d. Fourth Quarter – regulation clock for final sixty (60) seconds plus clock stops on all made shots in the final thirty (30) seconds
5. SUBS | Substitutes must check in at the score table and then wait for the referees to waive them into the game on a dead ball.
6. JUMP BALLS | Alternate possession will be used after the opening tip-off to determine jump balls.
7. FOUL SHOTS | During foul shots, only six (6) players plus the shooter are permitted to rebound (4 defense; 2 offense). Players may enter the lane on the release. Anyone outside the three-point line must wait for the ball to hit the rim before passing the three-point line.
8. PLAYER & TEAM FOULS | Players get five (5) fouls per game. On the fifth **defensive** team foul & above in each half, teams will shoot two (2) shots (double bonus). Offensive fouls still count towards a player's overall fouls but will not count towards the team's overall fouls.
9. TECHNICAL FOULS | On Technical Fouls, two (2) foul shots and the ball will be awarded to the opposing team. If a player receives one (1) unsportsmanlike conduct technical fouls in a game, he will be automatically ejected from the remainder of the game and be ineligible to play until approval from the League Commissioner. If a player receives a technical foul for "flopping", a warning will be issued to both teams and the next technical foul issued for "flopping" will result in an automatic ejection of the player for the remainder of the game.

10. OVERTIME | One overtime period is permitted and will be two (2) minutes in length with a running clock for the first minute, regulation clock for the final minute, and clock stops on made baskets in the final thirty (30) seconds. If the game is still tied after one overtime period, it will be ruled a tie.
11. FORFEITS | Teams must start the game with a minimum of four (4) players. There will be no penalty assessed for adding a fifth player during the game but the fifth player must check in at the score table prior to entering the game.
12. PLAYOFF ELIGIBILITY | A player must play in fifty percent (50%) of the regular season games or have paid the full registration fee in order to be eligible for the playoffs. Upon approval by a League Commissioner, exceptions may be made in the event of ***unusual circumstances***. However, all requests for exceptions must be presented a minimum of 24 hours in advance. League officials will not make exceptions at game time. Legitimate reasons for being granted an exception ***when you already have enough eligible players*** are as follows:
- a. Injured during season and ready to return to action
  - b. Joined team late because short on players due to lack of interest or injury (need to prove player attended most of the games once joined team)
  - c. Excessive amount of games played during short period (for example, team ends up playing six games in one week due to rescheduled games and one player happens to be out of town that week)
  - d. Family emergency situation lasting extended period of time (more than just needing to attend a funeral, something that requires extended attention)
13. TIEBREAKERS | If two (2) or more teams finish with same record at the end of the regular season, playoff seedings will be determined in the following ways.
- a. If two (2) teams:
    - i. Head-to-Head record
    - ii. Largest average point differential in head-to-head games only
    - iii. Largest average point differential throughout entire season
  - b. If three (3) or more teams:
    - i. Head-to-Head record in games only involving the tied teams
    - ii. If two (2) teams have the same record from #1, head-to-head record will apply
    - iii. Largest average point differential in only the games involving the tied teams
    - iv. Largest average point differential throughout entire season