



ORGANIZATION

1. Each team must have their complete roster on file in the office before the first game.
2. Players should be 18 and over to be eligible. However, a team may have two players that are 16 or 17, their parents must sign the release form for them to be eligible.
3. Each player must sign the liability release form to be kept in the office.
4. All players are responsible for their own insurance.
5. The schedule will not be changed once it is completed (unless a mistake is made by the office.)
6. In case of a question concerning player eligibility, a player must be able to provide positive identification to the official or program supervisor.
7. **All players on a team must wear matching jerseys with different numbers on the back. The numbers must be permanent. No magic marker, painted or taped on numbers is allowed. In the event of same color jerseys, the visiting team must change to alternate color or wear pullovers.**
8. Switching jerseys during a game is not allowed unless it is torn or has blood on it.
9. In the event of a tie in the season-ending standings, it will be broken by with the head-to-head system (the team winning by the most points against each other in regular season).
10. Players must remove all jewelry before the game.
11. Teams will sit according to how they are facing the scoreboard.
12. Make sure that the scorekeeper has correct names and numbers for your team before time for the game to begin.
13. Any team that forfeits more than two ballgames will be dropped from the end of season tournament.

PLAYING RULES

1. All games will be played under these league rules and in conjunction with FIBA.
2. The game will consist of two twenty minute halves with a three minute half-time.
There will be a running clock except for the final two minutes of each half.
3. Teams are allowed four 60-second time-outs for the game
And one for each overtime period. They may be carried over to any over-time period.
4. The game will begin with a jump ball and then directional play will be used.
Any overtime period will begin with a jump ball.
5. An overtime period will be three minutes in length.

6. Game time is forfeit time---the clock on the wall inside the gym will serve as the official clock.
7. A team may begin the game with four players. A technical foul will be charged at the start of the game as the penalty. If the 5th player does not arrive by the beginning of the second half, the game will be a forfeit.
8. **A player is considered present for the game only when he is in the gym dressed and ready to play.**
9. A player who has committed five fouls must leave the game. *Individual player technical fouls do count towards personal fouls and team fouls.*
10. When a team has committed seven player fouls (personal or technical), the other team will be in a bonus situation. All subsequent fouls will result in the awarding of two free throws to the offended player.
11. A closely guarded situation occurs when a player in control of the ball in his/her team's front court, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball. The distance shall be measured from the foot/feet of the defender to the forward foot/feet of the ball handler. A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.
12. **A team with a 30-point lead in the second half may not press full court. The defense may pick up at half court. Violation will result in a technical foul.**
13. **All technical fouls are 2 free throws plus ball thrown in at the division line.**

RULES OF CONDUCT

1. Unsportsmanlike conduct, bad attitude, disrespect, vulgarity, and profanity will NOT be tolerated at any time.
2. The official has control of the game. You must listen and abide by whatever decision he makes. Failure to do so could result in player ejections and/or forfeiture of the game.
3. Any profanity heard by an official will result in a one shot technical with the ball remaining in the possession of the team who had control at the time.
4. Three technicals on a team for unsportsmanlike conduct will result in the game being forfeited to the other team.
5. Any person being ejected from a game will automatically be suspended from the following game as well.
6. Any person receiving two ejections will be suspended for the season.
7. Only the designated coach will be allowed to discuss any problems or ask questions of the officials.
8. The staff at the scorer's table are to be left alone to do their jobs. In the event of a mistake, please give them a chance to correct it. If any problems occur, please take your questions to the officials on the floor.
9. Teams will be responsible for the behavior of their players while on the premises. Any fighting could result in the team being dropped from the league.
10. There will be no drinking or the possession of alcoholic beverages or drugs allowed on or around city property.
11. **Shorts must be worn at the waist with no underwear showing.**