

SPORTS LEAGUE

BASKETBALL

SPORTS LEAGUE Basketball follows standard high school basketball rules which are readily available on line and are commonly known among those who play basketball. Standard rules for offense (e.g. traveling, double dribbling, charging, etc) and defense (e.g. goal-tending, blocking, pushing, etc.) will apply.

Team Requirements:

1. A minimum of five (5) and a maximum of thirteen (13) competitors can register per team, each for Boys Basketball and Sisters' Basketball respectively .
2. Your team may collaborate with another team and compete together to form a coalition. All points and awards would be shared equally between collaborating teams (termed "coalitions").
3. All players must sign YOUR TEAMS Liability Waiver in order to play.

Procedures:

In addition to the regulations of high school basketball, the following rules also apply:

1. The game will consist of two 15-minute halves. If the score is tied after regulation, a series of 2-minute overtime periods will be played until a winner is determined after the end of such a period.
2. If the score is tied after regulation for a playoff game, a series of 5-minute overtime periods will be played until a winner is determined after the end of such a period.
3. The clock will run non-stop until the final two minutes of each half. During the last two minutes, the clock will stop on all whistles. An official or team time-out will stop the clock during the first 13 minutes.
4. Each team may be required to have one person sitting at the scorer's table to operate the clock and to keep score. A forfeit may result if a team does not comply with this rule.
5. Each team MUST have matching, numbered jerseys for every player. Legal numbers are expanded to include 0-99. A non-numbered jersey will not be allowed as "00". Your team coach will specify your team's color at the time of registration. The colors of other teams in your league will also be listed. There will be no "Shirts" vs "Skins" or taped-on numbers. Your team will forfeit if it fails to have the proper jersey at game time.
6. No basket may be scored on a player control (offensive) foul, regardless of when the ball is released.
7. Time-outs will last one minute and half-time will last two minutes. Teams have three (3) time-outs per game.
8. Two technical fouls on a player or coach will result in automatic ejection from the game. The ejected player must also leave the playing area.
9. Only one coach and assistant coach per team are permitted on the team bench.
10. Teams will enter the bonus (one and one) on the 7th team foul. On a team's 10th foul, all fouls will result in two free throws. Any player fouled on a 3-point attempt who does not make the basket will be allowed to shoot three free throws.
11. There will be a 35-point mercy rule after 10 minutes in the second half. In the judgement of the officials and supervisor, if a team is dragging or allows the team behind to make up baskets so the game will not be stopped, the game will be stopped immediately.
12. Substitutes must be reported to the score table and beckoned in by the officials. Illegal substitutions will result in a technical foul.
13. Slapping the backboard is not a technical foul in itself, but intentionally hitting the backboard hard enough to alter the flight of the ball will result in a technical foul.
14. Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul and the possibility of a game suspension.
 - a. Cursing at the officials, supervisors, or opposing players.
 - b. Insulting the officials, supervisors, or opposing players.
 - c. Participating in a fight (AUTOMATIC EJECTION).
 - d. Other unsportsmanlike acts will also earn a technical foul. All unsportsmanlike fouls will result in two free throws and of a possession of the ball, regardless of whether the foul is on a player or the bench.
15. The top 3 teams are eligible to compete at a National Tournament. All competitors must have registered and competed at regionals in order to be eligible to compete at Nationals.