



MEN'S OPEN BASKETBALL RULES

Sports Ministry Program
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Men's Open Basketball Rules

Equipment

1. Regulation size ball will be used for this league.
2. Players must wear a reversible red and black First Friends Sports Jersey (if a player does not have one, jerseys are available for sale in the sports office). The home team will wear red and the visiting team will wear black.
3. Players are not permitted to wear any jewelry except for wedding bands.
4. Players shall not wear any equipment/objects that may cause injury to other players.
5. All equipment used by players must be appropriate for the game and not designed to give an unfair advantage.

Game

1. Games are played 5-on-5, but a team may play with only 4 players; however, the opponent is not required to reduce its team to 4 players.
2. A team is required to have a minimum of 4 players to start a game. Otherwise the game will be forfeited.
3. Games will consist of two 24-minute halves. The clock will run continuously except for the last 30 seconds of the first half, and the last 2 minutes of the second half, during which the clock will stop for all dead-ball situations.
4. The clock will stop for 20 seconds between mandatory rotations substitutions.
5. Halftime shall be 2 minutes in length.
6. The 24-second clock will used during the last 5 minutes of the 2nd half and overtime.

Rotation/Substitutions

1. Mandatory rotation/substitutions will be made in 4-minute increments (24:00, 20:00, 16:00, 12:00, etc.)
2. A copy of the team's rotation sheet must be turned in to the scorekeeper prior to the start of the game.
3. There will be no free substitutions during a game except for the mandatory rotations or injury.
 - a. In the event of an injury to a player, the officials may stop the clock. If the injured player cannot continue to play immediately (within approximately 20 seconds) he must be substituted for and must sit until his next turn in the rotation.
4. All substitutions are at the invitation of the official. Scorekeepers will sound the horn and stop the clock on the instruction from the officials at the appropriate time.

Men's Open Basketball Rules

Fouls/Technical Fouls

1. Players are permitted 6 fouls per game. A player will foul out on his 6th personal foul of the game. That player may continue to play if a substitute is not available, but any subsequent fouls by that player will be treated as an intentional foul with 2 points awarded and the opposing team will retain possession of the ball.
2. On the 7th team foul, a free-throw bonus will be in effect. At 7 fouls the individual fouled will shoot a one-and-one free throw. At 10 team fouls the individual fouled will automatically shoot 2 free throws.
3. Players may enter the lane on the release of the ball by the shooter. The shooter must remain behind the free throw line until the ball makes contact with the rim. Players not in the lane may not cross the 3-point line until the ball makes contact with the rim.
4. Intentional and Technical Fouls will not be awarded free throws. They result in 2 points and possession of the ball by the opposing team.
5. A technical foul is also recorded as a personal foul.
6. Any player that receives a technical foul, must be substituted out of the game immediately.
7. Technical Fouls: **Any technical foul received by a player or coach will result in that player sitting out the rest of that half.** If a player receives a 2nd technical foul in a season, that will result in sitting the rest of the current game and a 1 game suspension. A 3rd technical foul in one season will result in that player being dismissed for the remainder of the season with no refund being made.
8. A technical foul with ejection requires that player to immediately leave the grounds of First Friends Church, or the game will be forfeited. That player is automatically suspended for the next game on the schedule.
9. Three technical fouls in a season will result in an automatic expulsion from the league.

Timeouts

1. Each team will be given 2 full timeouts (1-minute each) per half.
2. The ball may be advanced to half-court on a timeout. It must be your timeout to advance the ball. You cannot advance the ball on your opponent's timeout.
3. Overtime is an extension of the second half, therefore all timeouts carryover. No additional timeouts will be provided.

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Overtime

1. In case of a tie score at the end of regulation, a 2-minute period will be played initiated by a jump ball. Overtime is an extension of the second half and the rotation on the floor at the end of regulation must remain on the floor for the overtime period.
No substitutions are permitted except for an injury.
2. The 24-second clock will be used in overtime.
3. If the score remains tied after the 2-minute period, a tie game will be declared and so indicated in the standings.

Devotional/Huddle

1. All players must attend the mandatory devotional/huddle each week.
2. A player that does not attend the devotional/huddle must sit out the first half of the next game.

*All other rules not specifically outlined here are governed by standard OHSAA rules.