

# ADULT BASKETBALL RULES

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1. 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 2<sup>nd</sup> technical foul in a season, that will result in sitting the rest of the current game and a 1 game suspension. A 3<sup>rd</sup> technical foul in one season will result in that player being dismissed for the remainder of the season with no refund being made.
2. Technical fouls can be given for any of the following reasons: Arguing with a referee (in any manner), gesturing at/towards/against a referee (in any manner), bantering with opposing players/teammates, contact with the referee or league official, swearing, overtly aggressive play threatening the safety of opposing players/teammates/officials, physical altercations, verbal altercations, and/or any kind of behavior, attitude or talk deemed inappropriate or excessive by the game referee or league director/staff member on duty.
3. **SCOREKEEPERS:** Must mark Technical Fouls on the Score sheet with a Red marker/pencil in order to delineate the infraction. Further, the Scorekeeper must fill out a Technical Foul Report Card and submit it with the Score sheet folder.
4. **PLAYERS:** If a referee delivers a second technical or a technical w/ ejection, players must leave the grounds of First Friends Church (aka leave the building and proceed off the premises).
5. A technical foul will be 2 shots and the ball. Clock runs during a technical (unless during stop clock periods – see Rule #6)
6. Games will be two 24-minute halves with running clocks. The clock will stop on all dead balls in the last 30 seconds of the first half and last 2 minutes of the game. The 24-second clock will be used in the final 5 minutes of the second half only.
7. Games will begin with a jump ball. Balls will be in-bounded where the officials decide to put the ball in play.
8. The free throw bonus will be in effect on the 7<sup>th</sup> team foul of the half. At 7 fouls, there will be a 1 and 1. At the 10<sup>th</sup> team foul, teams will start shooting 2.
9. A player will foul out on the 6<sup>th</sup> personal foul of the game. That player may continue to play but any subsequent fouls by that person will be treated as an intentional foul (2 shots and the ball).
10. Players may enter the lane on the free throws on the release of the ball by the shooter. Player not on the lane may not cross the 3 pt. line until the ball contacts the rim. The shooter, and players outside the 3 point line, must remain behind the free throw line until the ball contacts the rim.
11. Substitutions will be **at the 20, 16, 12, 8, and 4 minute marks of each half.** That is the only times subs should be made. Exceptions are for injury. The Rotation Sheet should be followed at all times. All subs are at the invitation of the official. The score keeper will sound the horn at the appropriate time.
12. In case of a tie, one 2 minute period will be played initiated by a jump ball. If it remains a tie after the overtime, a tie game is declared. Shot clock is used in overtime
13. Please note that overtime is an extension of the second half, therefore all timeouts carry over. Thus, if you utilized all of your second half timeouts in regular time, you will enter overtime with NO timeouts.
14. Each team has 2 time-outs per half. **The ball may be advanced to half court on a timeout. It has to be your timeout to advance it. It cannot be your opponents timeout.**
15. **All other standard basketball rules will apply and be enforced by the officials.**

16. Players who do not attend the huddle shall sit the first 12 minutes of the following game.

Huddles will follow each game. This will be enforced by the coach.

17. **Respect for the officials is and will be the foundation of our league. They are our partners in ministry and should be appreciated and respected (defended by coaches) at all times. This has to become our culture and expectation. Nothing less is acceptable.**

### **SPECIAL TOURNAMENT GAME RULES**

1. Tournament Games consist of two 16-minute halves (game length can be adjusted at the discretion of the league director). The clock will run continuously except in the last minute of the first half and the final minute of the game.
2. Substitutions will be made at the 12, 8 and 4 minute marks. That is the only times subs should be made. Exceptions are for injury. The Rotation Sheet should be followed at all times. All subs are at the invitation of the official. The score keeper will sound the horn at the appropriate time.
3. Each team will have **one (1) timeout** per half (In case of an overtime situation, teams DO NOT receive another timeout for the OT but can use their one timeout for the half if they haven't already done so).
4. Fouls assessed will be standard basketball rules with free throws being shot.
5. Overtime will be a 2-minute period serving as a continuation of the second half. The clock will run continuously except in the final 30 seconds of the period.
6. If the game is tied after the overtime period, teams will shoot foul shots until a team misses, starting with the lower seeded team shooting first. Once a player has shot a foul shot, they can not shoot again until the entire roster present has shot first.