



- I. The league shall operate under the rules administered by the Athletic Director.
- II. PLAYER ELIGIBILITY
 - A. Each team must have a roster with a minimum of seven (7) players but no more than ten (10) players. Two (2) reserve players are allowed, but only ten (10) can be dressed for a game.
 - B. The team captain must submit to the league before the first scheduled game an official roster with all players on his team, complete with first and last name as well as birthdate. Changes, additions, or deletions may be made prior to the start of the third scheduled game in writing.
 - C. Players must be 18 years of age by the league start date.
 - D. A player must participate in a minimum of two (2) regular season games to be eligible to play in the playoffs. A player who has not participated in the minimum number of games because of an injury shall be eligible to play in playoffs upon approval of the League Director.
 - E. Players may not be on more than one team roster in the same league.
 - F. Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated. If a team uses a player under an assumed name, that team jeopardizes the present and future involvement in the league. Each game played with that player shall be forfeited to the opponent.
 - G. Protests as to the use of an ineligible player may be made at any time during the operation of the league. The protest must be submitted in writing to the league director. Players are to keep some form of photo ID accessible at games, should a challenge to a player's identity occur.
 - H. A player must arrive by the start of the second half to be eligible to play in the game.

III. LEAGUE PLAY

- A. NCAA HIGH SCHOOL EDITION OF BASKETBALL rules will govern play except as modified below:
1. The team must start the game at the scheduled starting time if four (4) players are present or as soon as four players are present after the scheduled start time.
 2. There shall be a five (5) minute grace period from the scheduled starting time of the first game. Subsequent games are not guaranteed a warmup period.
 3. The maximum recorded point differential for a game is set at 40 points.
- B. LENGTH OF GAME
- All games shall consist of two (2) 20-minute halves. There shall be a 3-minute halftime, to the discretion of the officials and the scorekeeper. The game clock will stop for timeouts, injuries, and on whistles within the last two minutes of both halves and overtime.
- C. OVERTIME
- In the event of a tie, there will be one two (2) minute overtime period (four (4) minute overtime period during playoffs) stopping the clock only for shooting fouls, team timeouts and official timeouts. If still tied, additional two (2) minute overtime periods will be played as needed. No additional timeouts will be awarded.
- D. TIMEOUTS
- Each team will be given two (2) timeouts per half. During any overtime period each team will be granted one additional timeout. Timeouts not used during the game cannot be carried over into the second half or overtime periods.
- E. LANE VIOLATIONS
- Players in the lane may enter the lane after the shooter's release. The shooter and players outside the 3-point arc must wait until the ball hits the rim.
- F. ADDITIONAL FOUL SHOTS/3 POINT TRY
- A player fouled on an unsuccessful 3-point field goal attempt will receive 3 free throws.
- G. SUBSTITUTIONS
- All substitutions must check in at the scorer's table and wait for an official to allow them to enter the game. Substitutions may be made when there is a dead ball, a foul called or during timeouts. The scorekeeper's table will buzz the horn to alert the officials during a dead ball after a whistle is blown.
- H. BLOOD RULE
- A player, team captain or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment and precautions have been administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's and the scorekeeper's judgment.

IV. DISCIPLINARY ACTION

- A. Any player that receives two (2) conduct-related technical fouls in a game will be removed from the game and suspended for the following game.
 - a. This can be appealed to the league directors
- B. Any player shall receive a technical foul by an official or for grabbing/hanging on the rim. Any dunking before the game will result in an Unsportsmanlike Technical Foul.
- C. Any player, team captain, or spectator who approaches an official or the scorekeepers in a negative manner, including verbal threats, shall be suspended for at least one (1) game.
- D. Anyone who makes physical contact with or threatens an official or scorekeepers or another player shall be suspended for the remainder of the season.
- E. Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the league.

V. GENERAL LEAGUE ADMINISTRATION

- A. NO JEWELRY may be worn at any time during games. This includes wrist bands, wedding bands, necklaces, etc.
- B. UNIFORMS
 - 1. It is required that each team member wear jerseys of the same color. Jerseys should have clearly identifiable numbers on the front and back. Jerseys MUST be worn by the start of the second game of the season.
- C. FORFEITURES
 - 1. Any team forfeiting two (2) league games may be dropped from the league if evidence indicates that the team may not be able to field a team. All scheduled games not played shall be forfeited to the opponents unless both teams can agree to a rescheduled gametime at least 72 hours in advance of the original scheduled gametime.

VI. FACILITY RULES

- 1. NO SMOKING OR DRINKING is allowed on the property. Teams reported as violating this policy will be removed from the league immediately.
- 2. No food or drink (outside of water and sports drinks used during play) is allowed in the gym.
- 3. Be respectful of the church property and church members when on the Pritchard campus, which includes parking lots and the parking deck. Loud music, cursing, or loitering on church property may result in removal from the basketball league.