

Rules and Regulations

EVENT AND GAME ADMINISTRATION

1. **League Play** The first three weeks of the league will be considered the “regular season” with each team playing 1 game per evening. Our end of season playoffs will be seeded based on regular season play. The team with the best record (Wins vs. Losses) will have the highest seed and we will use score differential as a tiebreaker for matching records. Each team will play three regular season games and is guaranteed a minimum of 2 playoff games.
2. **Game Times** Each game will contain two 20-minute halves with a 5-minute halftime. Each team will get one 30-second timeout per half. Games will have a running clock until the last 60 seconds of game play, where the clock will stop on any dead ball. In the event of a tie, overtime will be 1 minute and have the same rules as the last 60 seconds of regulation play. Teams will not receive additional timeouts but there will be a two-minute break between regulation and any overtime play.
3. **Boundaries** The basket structure, padding and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides shall be considered in-bounds.
4. **Basketball Size** 28.5 in. or size 6 basketball will be used.

GAMEPLAY AND RULES

1. There will be a designated home and away team for each matchup.
 - a. Home team is expected to wear “light” jerseys and the away team is expected to wear “dark.”
 - b. If teams show up in the same color, the home team must change colors.
 - c. It is recommended that teams bring one light and one dark jersey each week.
2. Team captains/managers are the voice of their team and are responsible for their team’s conduct.
 - a. All participants and spectators are expected to be respectful to all participants of the league.
 - b. Any taunting, name calling, insulting, or otherwise intolerant behavior will result in a technical foul and possible removal from the event.
 - c. All communications with referees should flow through Captains.
 - i. All referee feedback should flow through Captains to League Organizers.
3. Each game will start with a jump ball at center court.
 - a. Each possession thereafter will be alternated. The official scorekeeper or referee will keep track of the possession arrow.
4. Referees will be calling fouls (excessive contact) and it will result in loss of possession for the team committing the offense.
5. Teams will be allowed 7 team fouls before entering the bonus situations (1 and 1 rule).
 - a. Individual players will be allowed 5 fouls. Once a player receives their 5th foul, they will have to be substituted out of the game.
 - b. A flagrant/technical foul will result in a player’s immediate dismissal from the game. Return to play in following matches is subject to League Organizers’ discretion.
6. Game time is forfeit time! (A five minute grace period will be given).
7. Official scorekeeper or referees must be notified before a substitution can be made, which will be allowed on all dead ball situations.
8. Players wearing glasses are advised to wear a protector or have shatterproof lenses.

9. Removable jewelry may not be worn during the game; hats or headgear will be reviewed pre-match and wearable at officials' discretion.
10. All players must wear gym shoes and matching colored T- shirts/jerseys when playing.
 - a. See rule #1
11. While this league is intended to be competitive, please prioritize the safety of yourself, your teammates, your competition, and our referees.