NYCBBL League Rules

*****NEW RULE EFFECTIVE STARTING SPRING 2025 SEASON*****

FOULING UNDER 2 MINUTES

1. Under the 2-minute mark of the game, any two personal/team fouls will trigger the “1 and 1” rule if the team is under the seventh (7) team fouls threshold. The eighth (8) and ninth (9) team foul will remain “1 and 1” until the tenth (10) team foul. Any team fouls initiated on and after the tenth (10) foul will result in two (2) free throws.
    a. Ex: If Team A has three (3) team fouls with 1:35 remaining in the game, Team B will only have to initiate two (2) team fouls to initiate the “1 and 1” bonus, which would automatically bring Team A’s team fouls to seven (7)

MIDTOWN ARENA SPECIFIED RULING

1. To enhance the experience of a valid corner 3-point line, the entire width of the court will be used for play.
2. On this specific court, the 'WALL' will operate and serve as 'OUT'. If a player or ball touches the wall at any point during live game play it is considered same as touching a line and 'OUT'
3. The lines operating from each basketball will remain valid as out of bounds
4. All bench players should remain underneath baskets and out of bounds. To signal substitutions during the game, please inform the game manager at the table by signaling.





I. Eligibility

1. Regular Season Eligibility
All players must meet all of the following requirements in order to participate:

A. Be a registered league member or a fill-in player approved by both the team captain and the league office.
B. Have completed the NYC Basketball League Waiver.
C. Be wearing a NYC Basketball League jersey and appropriate basketball shorts and sneakers.
D. Follow any instructions given by the present official (s) to remove any equipment, clothing, or jewelry that the officials) deem to be a risk to players.

2. Playoff Eligibility:
To participate in NYC Basketball League Playoffs all players must meet all of the following requirements.

A. Meet all 4 requirements under I. Eligibility 1 A-D.
B. Be on the final team roster before the teams' first game is played **or** have played in at least 3 (THREE) of the regular season games played by the team.
C. ***EFFECTIVE FALL 2026***

Please be advised that the league is taking a stricter approach to substitute players, and an official ruling regarding substitute and ineligible players:

If a team suspects that an opposing team is using ringers, unauthorized fill-in players, or players who were not previously on the roster, they have the right and should request an identity verification before the game begins. In such cases, teams may elect not to proceed OR start with the game until league officials and statisticians have verified the players' identities by checking their IDs against the official team roster.

However, if both teams voluntarily proceed with the game despite any concerns regarding player eligibility, the result will be considered FINAL, and no eligibility-related disputes will be considered afterward.

II. Uniform Requirement

Players are required to wear a jersey/T-shirt assigned to their team color. Each player should have a visible number.

The league is lenient over the course of the regular season. However, during the playoffs - If a player does not have their jersey/T-shirt of similar color at the game, they will be penalized one technical free throw to the opponent. For every member on the team that doesn't have a T-Shirt/jersey of similar color, the opposing team will be awarded one technical free throw each.

III. Clock, Format & Forfeits

1. Game Length

Two twenty two-minute halves on running clock except in the last 30 SECONDS of the first half & last 90 SECONDS of the second half and during time-outs. The clock will NOT stop if a team is up by 10+ points in the last 90 seconds of the second-half, with the exception of the two official's discretion.

Time-outs

A. Each team will have: one sixty second time-out
B. Each team will have two twenty second time-outs
C. If Overtime should occur teams will receive one additional twenty (20) second time-out ONLY if they have not used all 3 timeouts during regulation. Additional timeouts in overtime will NOT be given if a team has remaining timeouts left in the regulation period.
D. Timeouts are ALLOWED to be called after a made basket by either team, unless the referee has already started his count for the inbounds play.

3. Time-outs in Final Minute of Regulation or Overtime

In the final one minute of regulation and/or overtime if a team with possession of the ball calls a time-out the ball will advance to the opponent's side of the court on the sideline 25 feet from the baseline (5 feet out from the top most point of the 3 point line).

4. Overtime

The length of the first overtime will be two minutes with a stopped clock in the last one minute. Second overtime will be one minute in length with a stopped clock. A third overtime will result in 'first basket wins'

5. Lateness to Game

A. All efforts will be made for games to start at the scheduled time. If one or both teams are unable to start at the scheduled time the start time can be delayed by up to five minutes. Five minutes after the scheduled start time the running clock will begin even if the game has not yet started. This is to prevent delay in other games and programs later into the night.
B. If one or both teams have four players and would like to start with four they can do this. If a team with only four players present would like to not start the game on time the team can elect to accept a technical foul and delay the start of the game by five minutes
C. If a team has only 3 or fewer players present a technical foul will be assessed to that team at the scheduled start of the game.
D. An additional technical foul will be assessed to the team with too few players every five

minutes after the scheduled start of the game.

Example:

If a game was scheduled to start at 8:00 PM and team 1 had 5 players present and team 2 only had 3 players or had 4 players and elected to accept a technical rather than play:
a. A first technical would be given to team 2 at 8:00 PM
b. The game clock would start at 8:05 PM even if the game had not yet begun and a technical would be assessed to team 2.
c. A technical free throw would be given to the team present for every minute the opposition is late
d. At 8:20 with the game clock at 5:00 team 2 would forfeit the game if they did not yet have enough players to play or if they elected to forfeit rather than to play with 4 players.
f. If both teams do not have enough players present, a double technical will be assessed at each of the times referenced above.
e. If both teams do not have full rosters by 20 minutes after the scheduled start time a double forfeit will be given.

IV. Violations & Fouls

1. Violations: Violation calls should follow NCAA rules

2. Fouls: Personal, Technical, and Flagrant Foul Calls should follow NCAA rules & guidelines. In the event that (six) personal fouls are given to a member on a team in which they only have (five) players, that member can remain in the game but a technical free throw is awarded on top of the original foul call.

3. Other Rules: The league follows NCAA rules unless otherwise specifically stated below.

V. Technicals, Flagrants, Ejections

1. Player and Team Fouls: As a reminder, players will be allowed six (personal fouls before they are disqualified from the game (foul out). Technical fouls will also count as a personal foul.

2. Foul “Bonus”: The “bonus” situation will occur when a team is charged with their seventh team foul of the half. All bonus situations will be treated as one and one. The tenth foul results in a 2 shot foul situation for the rest of the half.

FOULING UNDER 2 MINUTES

2A. Under the 2-minute mark of the game, any two personal/team fouls will trigger the “1 and 1” rule if the team is under the seventh (7) team fouls threshold. The eighth (8) and ninth (9) team foul will remain “1 and 1” until the tenth (10) team foul.

b. Ex: If Team A has four (4) team fouls with 1:35 remaining in the game, Team B will only have to initiate two (2) team fouls to initiate the “1 and 1” bonus

3. TEAM CAPTAIN/SPOKESPERSON: Only the team captain should address the official. Players may only address the official through their captain.

4. Technical Fouls: Referees have been instructed to handle technical fouls in the same manner they would during High School or NCAA games. As a reminder:
A. There should not be taunting of referees or opposing players.
B. There should be no hanging on the rim at any time.
C. There should be no arguing with officials or other players in an unsportsmanlike manner
D. Technical fouls will result in 2 free throws and possession of the ball for the opposing team.
D1. A (one) technical free throw will be given for every player missing jerseys without a visible number during the playoffs at the beginning of the game or half time.
E. If a double technical is given with a technical given to players on both teams no free throws will be shot and possession will be determined based on who had possession or if it is a jump ball situation by the possession arrow.

5. Flagrant Fouls: Referees have been instructed to handle flagrant fouls in the same manner they would during High School or NCAA games. As a reminder:

A. Zero Tolerance - No Fighting -
We have no tolerance for fighting. Involvement in fighting will result in an investigation by the league which may result in suspension or expulsion from the league.

B. Zero Tolerance- Intention to do Bodily Harm
Fouls which are intended to do bodily harm to the offensive player, will result in a flagrant technical foul and ejection from the game.

C. Flagrant Free Throws
Each team will shoot two (2) free throws and the alternating possession arrow will determine who gets the ball. Note: a single player can also be called for a flagrant technical as a result of fighting or hitting an opposing player.

D. Suspensions & Expulsion From League
One or more player ejections may result in a suspension or expulsion from the league.

6. Follow & Comply with Facility Rules, Regulations & Schedule
Players and guests who fail to follow and comply with facility rules and regulations will be subject to be removed from the gym, and potentially banned from future entry. Players and guests should remove themselves from the gym floor once their game ends. Teams and players should exit the facility momentarily as soon as their game ends, especially if it is deemed the last game of the day/evening.

VI. Facility Specific Rules

The official(s) present can decide to implement facility specific rules they deem to be necessary because of the unique layout or other aspects of a facility before a game. These facility specific rules will apply only to the game being played and they may be adjusted in future games as needed based on the assessment of official(s) present to officiate games at the facility in the future.

1.Until further notice, YMCA Bowery St will feature two 20-minute halves in efforts to keep games on schedule, and to prevent games from running past rental time. The facility is strict with turning off lights at the end of night if the league goes beyond rental times.

A. All players must remain in lobby until told to go upstairs to gym
B. Please do not change in the lobby as there are restrooms readily available in the hallway between the two reception desks of YMCA and University Settlement.

2. Village Community School (VCS) does not allow entry until allocated game time to ensure safety of children inside the school.

VII. Officials and Protests

The officials have full authority over all aspects of the game, as defined by the NCAA Rules. Official(s) have the ability to end a game when they deem it is necessary, as is the case with NCAA rules. In the absence of team coaches, officials will have team captains as their point of contact. Calls and decisions during the game will be under the official's discretion.

If league members have a complaint over performance and/or decisions made by official(s) they should contact the league office. The league office will do its best to fully investigate all complaints and to respond in a thorough and equitable manner.