



## **The Pro Sports Academy Adult Basketball League/Tournament Rules**

All playing rules listed below will govern league/tournament play. If a situation is not listed below, it will default to the Florida High School Athletic Association Basketball Rules Handbook.

### **THE GAME**

1. Each game will consist of two (2) twenty-minute halves and a two-minute half time. The clock will run continuously and only stop on team timeouts, injuries, officials' timeouts **and in the last 2 minutes of the second half.**
  - a. Timeouts not used in the game are carried over to overtime with one additional timeout given to each team at the beginning of overtime.
2. Each team is allowed three (3) sixty second timeouts per game.
3. Overtime periods will be three minutes in length. In overtime, there will be a running clock until the last minute of overtime.
4. **MERCY RULE:** Anytime at or during the last 2 minutes of the game, if a team falls behind 20 or more points, the game is immediately over. If a team is to forfeit the game, the winning team is awarded 10 points towards their point differential.
5. **FOULS:** Players are allowed 5 personal fouls per game. Technical fouls of a specific player will add to the foul total.
6. **BONUS:** The one and one foul shots begin on the 7th foul per half. On free throws, it will be on the free throw shooter's release. Any player outside of the lane must wait until it hits the rim.
7. **DOUBLE BONUS:** The two foul shots begin on the 10th foul per half. On free throws, it will be on the free throw shooter's release. Any player outside of the lane must wait until it hits the rim.
8. No free throws will be shot on either a player-control foul or team control foul.
9. Any player checking into the game must report to the scorer's table before entering the game.
10. Only the coach or team captain can approach any official (including the official scorekeeper). **NOTE:** Failure to abide by this rule will result in a Technical Foul.
11. When both teams have the minimum number of players available (4), the games must begin at the scheduled times unless the previous game is the reason for delay, in which case the following game will start immediately following the conclusion of the previous game.
12. When one or both teams have less than the minimum number of players available to start the game, there will be a 5-minute grace period allowed for all games from the scheduled start time. Once there are 4 eligible players the game must begin. **NOTE:** If a previous game causes a delay of starting a game, teams must have 4 eligible players ready to start at the conclusion of the previous game. Teams must be on the court ready to start. **\*\*** If a team does not have enough players, 5 minutes after the scheduled game starting time/end of grace period, the game will be forfeited.
13. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 4 eligible players in the line-up before the end of the grace period; if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with the official(s) and refuses to continue the game, he/she will be ordered off the court, failure to comply could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. If a team forfeits 3 games (which includes all call ahead forfeits), that team shall be removed from the league. All players on a team that have forfeited out of the league will not be allowed to play the remainder of the season with another team in that league.
14. Any person using profane or vulgar language will be removed from the court. If a player is removed from the court for unsportsmanlike conduct, he/she shall be automatically suspended for the next game of the league/tournament. Pending review from PSA Executive Board, fines can be assessed, as well as suspensions of games and future tournaments/leagues.

15. EJECTIONS: Managers/Team Captains/Coaches, please see that your player leaves promptly.
  - a. TOURNAMENTS ONLY: Players are allowed to remain on the bench if ejected but may not check into the game. Any further technical fouls on a player not in the game will result in two free throws and the ball back to the opposing team.
16. Alcoholic beverages will not be allowed at any time during events concerning PSA. In the opinion of the officials, League/Tournament Directors, or PSA Staff, if a player or manager/coach has been drinking and is not removed from the game after the manager of the team involved has been notified, the game will be forfeited. When a player is known to be intoxicated, he/she must leave the gym – this is each manager's/Coach/Team Captain's responsibility.
17. Anyone that has possession or threatens the use of a weapon during events concerning PSA properties and facilities will be suspended indefinitely from all future programs, events, and facilities usage.
18. Anyone who threatens PSA personnel/staff, officials, participants, coaches, or fans will receive a suspension pending PSA Executive Board. Penalties and Fines may be assessed at this time pending review.
19. PSA Executive Staff reserve the right to supersede, alter, or change rules/guidelines as needed.

#### **ADMINISTRATIVE TECHNICAL FOULS**

1. Administrative technical fouls can be given to players for reasons such: wrong number on jersey, not checking in at the scorer's table, not having name in score book, etc. Those fouls will be reviewed by the PSA Executive Board and the issues should be addressed by the next game scheduled.
2. Administrative technical fouls do not count towards ejection from a single game or permanent removal from the league but do count toward a teams' foul count for a half for purposes of reaching the bonus.

#### **UNSPORTSMANLIKE CONDUCT TECHNICAL FOULS**

1. An unsportsmanlike technical foul includes, but is not limited to acts or conduct, such as: disrespectfully addressing or contacting an official; baiting or taunting, gesturing in such a manner as to indicate resentment towards an official; using profanity before, during, or after a game; intentionally or flagrantly contacting an opponent when the ball is dead and such contact is not a personal foul injuring players on opposing teams; etc. NOTE: Anyone in the team bench area will be considered a member of the team.
2. Should any player/coach receive 2 technical fouls for unsportsmanlike conduct in a game, that player/coach is ejected immediately. A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the officials.
3. If any player is ejected from the game, he/she shall be suspended pending review for a minimum of one game, additional punishment could be handed down pending review by PSA Executive Board. Additional punishment could be handed down pending review by the PSA Executive Board.
4. Any player/coach receiving two ejections during the tournament/league will be immediately suspended pending review from playing the remainder of the league tournament, and may be suspended indefinitely from all Pro Sports Academy programs and facilities pending review by PSA Executive Board.
5. If a player accrues 2 or more technical fouls in a tournament, an automatic game suspension may be assessed pending PSA Executive Board.

#### **Tournament Rules and Guidelines**

Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):

1. Point differential (per win), if still tied then
2. Head-to-head matchups between the tied teams, if still tied
3. There will be a coin toss by PSA Staff to determine seedings.