



# McDermont Men's Basketball Rules

**UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** Excessive swearing, fighting, arguing with the referee, and excessive or individual cited for unsportsmanlike conduct can be ejected from the game. At the league's discretion, a player may be further suspended or removed from the league for any unsportsmanlike conduct. No refunds will be provided.

## **WAIVER OF LIABILITY**

All participants must complete a waiver of liability form. All participants in the league assume the risk of injury. The McDermont Field House and Sports Center, its volunteers, its employees are not be liable for injury to person, loss or damage to personal property arising from, or in any way resulting from, participation in the league.

## **TEAMS**

Submitting a roster: EVERY PLAYER MUST BE 18 YEARS OLD. B, and C divisions must submit a roster with a maximum of twelve players., and play 12 Rosters must be submitted and a waiver form must be signed **before any player may take the court.** Rosters must be finalized and **no changes are allowed after the 2nd week of play. Teams without a roster on file will forfeit each game until we get their roster.** The league Director (Rene Hernandez) will allow changes to a team roster if that team would otherwise not be able to field enough players each week due to injury, illness, players moving, or other special circumstances. The league may also choose to deny a team's request if the addition of a replacement player would significantly improve a team's level of play. A player must be on the roster and have signed a waiver form to play in the league. **Roster's will be posted at each game. Each player must present a photo I.D. to play in their game, to verify that they are in fact on the roster. Players may only play on one roster team for all division expect 40 and over**

Maximum players/team on the court: 5

Minimum Players/team on the court: 4

## **GAMES**

**\*\*\*There will be a \$50 charge for a team that forfeit's a game during the season.**

1. **Length of periods:** Playing time will be two 20-minutes halves, with a 2-minute half time. Time will run continuously, except in the following cases:

- A. Team time-outs
- B. Injuries
- C. The official's discretion
- D. Game must be within ten points to stop the clock in the last 2 mins of the game.

The clock will stop during the last 2 minutes of the game for all whistles. Running clock during the first half. Time outs will stop the clock in the first half, and last min of the half for free throws only.

2. **Start of game**- The game will be started with a jump ball. All games will start at their scheduled time. If after five minutes any team is not ready to play, a forfeit will be called. Game time clock will start regardless

3. **Overtime**-If a game ends in a tie score, then a two-minute overtime will be used, and one time out per team. Stop clock last min. Time outs will not be carried over from regular game. 2<sup>nd</sup> overtime 1 min stop clock and 1 timeout per team only. 3<sup>rd</sup> over time sudden death situation. A jump ball will be used to begin the overtime.

4. **Timeouts**-Each team may take **two timeouts per half**. Timeouts may not last longer than 1 minute.

5. **Substitutions**-A team may substitute only on dead ball situations(after a free throw is made, a whistle is blown, or a timeout. The substituting player must inform the score keeper that they will be entering the game and then wait for the official to motion them onto the court. Repeated failure to wait for the signal will result in a team technical foul.

6. **Three- point shots**- The three point-shot will be in affect. A player's feet must be behind the line as the shot is attempted to be considered a 3 point shot. If a player is fouled in the act of shooting and misses the shot, three foul shots will be awarded. If the player makes the shot he/she will be awarded one free throw(chance for a 4-point play).

7. **Hanging on rims or nets**- This situation will result in a technical foul, and may result in immediate ejection from the game, pending discretion of the official.

8. **Foul Shots**- Players around the lane may leave their positions when the ball makes contact with the rim. The shooter and players beyond the 3-point line must also hold their positions until the ball hits the rim.

9. **Free-Throw Shooting**- The clock will stop on free throw shots only in the last minute of the first half and in the last 2 minutes of the second half only within 10 pts. The two-point bonus situation will be effect on the 10<sup>th</sup> team foul per half. All fouls (including double and technical fouls) will be counted into the player and team foul tallies. The number of team fouls accumulated at the end of regulation will be carried over in the event of overtime.

A PLAYER IS DISQUALIFIED FROM THE GAME ON THEIR 5<sup>TH</sup> FOUL. Any player fouling out of a game may not return to the game under any conditions.

10. **Intentional fouls and Technical Fouls**-These calls are at the discretion of the official. Any Technical fouls results 2 pts and possession of the ball. Intentional fouls results 2 free throws and possession of the ball @ point of interruption. These fouls count as personal fouls for the offending player. A player shall not use unsportsmanlike tactics, such as:

- A. Disrespectfully addressing or contacting an official
- B. Climbing on a teammate to secure greater height to handle the ball
- C. Failure to replace a disqualified player in 30 seconds when a Substitute is available.

Two technical fouls on any one person will result in ejection from the game. Three technical fouls on one team will result in a forfeit.

11. **Fighting**-Fighting will result in the offending player(s) being prohibited from participating in basketball for the remainder of the season. A repeat violation will result in suspension from all McDermont sports for one year.

12. **There is NO mercy rule**. Only Discretion from a Referee or site Coordinator to run the clock for the safety of all players