



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 and out of High School. Elite, and B divisions must submit a roster with a maximum of ten players. 40+ teams may have 12 on a roster but only 10 may play in each game. 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 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.**

Maximum players/team on the court: 5

Minimum Players/team on the court: 4

1. SHORTAGE OF PLAYERS: Teams may pick up a maximum of 2 players from another team in order to field the minimum 4 players and avoid forfeit.

GAMES

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

Official NCAA rules will be used with the following additions, exceptions, and clarifications.

1. Length of periods: Playing time will be two 20-minutes halves, with a 3-minute half time. Time will run continuously except in the following cases:

- A. Team time-outs
- B. Injuries
- C. The official's discretion

The clock will stop in the last minute of the half and during the last 2 minutes of the game for all whistles.

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

3. Overtime-If a game ends in a tie score, then a two-minute overtime will be used. 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 hit's 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 minutes of the second half, per rule #1. The 1-and-1 bonus situation will be in effect on the 7th team foul per half. The two-point bonus situation will be effect on the 10th 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 5TH 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, and results in automatic 2 points plus possession of the ball. Technical fouls that happens in last 2 minutes of game MUST shoot free throws and get possession of the ball. 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.**