

LEAGUE RULES

GENERAL

1. National Federation (boys) rules will govern the playing of the games.
2. All players must wear their team's uniform in order to play and all team uniforms must include the player's number on the back; no exceptions.
3. No player shall wear any jewelry other than medical alert tags. No player shall wear any type of bandana; only athletic headbands and wristbands are permitted. It is recommended that anyone wearing glasses should wear a safety strap or sport's goggles.
4. Grades 6 and under will use a size 6 basketball (28.5). Grades 7+ will use a size 7 basketball (29.5).
5. Each game will begin with a jump-ball. Possession in subsequent periods will follow the alternating possession rule.
6. Three-point shots will be acknowledged at the three-point arc. The referee must put up his arm to acknowledge such a shot as a three-pointer.

GAME PLAYING TIME

Each game is allocated a 1-hour timeslot. The following guidelines will apply to help assure that games can be completed on time:

- **GRADES 7 and Under:** Playing time shall consist of two 18 minutes halves of 16 minute running time duration. The clock will only be stopped for dead-ball situations during the final (2) two minutes of each half. There will be a 2-minute break at halftime.
- **GRADES 8+:** Playing time shall consist of two 20 minutes halves of 18 minute running time duration. The clock will only be stopped for dead-ball situations during the final (2) two minutes of each half. There will be a 2-minute break at halftime.

TEAM ROSTERS AND PLAYER ELIGIBILITY

1. All teams must fully complete and submit the designated Team Roster Form, inclusive of Parent/Guardian signatures. Only players that appear on the team's roster are eligible to play.
2. Players are not eligible to play on more than one team within the same age/grade level division. A player may play on more than one team in different age/grade level divisions if the player meets the age/grade level requirements for both divisions.
3. In order to be eligible for any playoffs or championship, a player must appear in a minimum of 1/3 of the team's regular season games.

OVERTIME

1. Each Overtime period will be 2 minutes in duration. The clock will only be stopped for dead-ball situations during the final (1) minute of each Overtime period.
2. Each Overtime period will begin with a jump ball at center court followed by the alternating possession rule.
3. There will be a 1-minute break between Overtime periods.
4. Each team will be allowed (1) 30-second timeout per Overtime period. Timeouts will not carry over from regulation play.
5. Team Fouls carry over from the final quarter/half played in regulation time.
6. A player that has fouled out cannot return for Overtime.

TIMEOUTS

1. Each team will be entitled to (4) timeouts per game.
2. Players or Coaches may call for a timeout during their team's possession or any dead-ball situation.
3. Referees may call a timeout for any reason they feel is needed in order to clarify the play of the game or insure a safety situation, whether that is an injury or to prevent an injury.
4. Improper calling of timeouts will result in a technical foul.
5. Unused timeouts cannot be carried over, including into Overtime.

FOULS

1. A player who commits five personal fouls shall be out for the remainder of that game (including overtime).
2. If a team can only field less than 5 players due to players fouling out, they must do so for the remainder of the game. There are no other penalties (i.e. technical fouls) applicable.
3. Offensive fouls (including moving picks) are considered team fouls as well as personal fouls.
4. Any team acquiring seven or more team fouls in a half will be in a penalty situation. The opposing team will have a one-and-one opportunity at the foul line. On a team's 10th foul or more a two-shot penalty will be awarded.

TECHNICAL FOULS

1. A technical foul shall be counted towards the team foul total and will also be counted as a personal foul.
2. Technical fouls shall result in a penalty of (2) free throws followed by possession at half court. Any player from the opposing team that is in the game at that time may take the technical free throws.
3. If a technical foul occurs during the running clock portion of a half, the clock will continue to run during the free throws.
4. Any player receiving (2) technical fouls during the course of a game, will be benched for the remainder of that game and treated as a fouled-out player. That player will also be suspended from the next scheduled game (even if it is a playoff game).
5. Any coach receiving (2) technical fouls during the course of a game, will be asked to leave the gym and will be ineligible to return for any other games on that same day.
6. A flagrant foul will result in a technical foul.
7. Unsportsmanlike conduct will result in a technical foul. Depending on the severity of the unsportsmanlike conduct, a player, coach or spectator may be disqualified, removed from play or asked to leave the gym. This may also result in dismissal from the League.