

ADULT BASKETBALL LEAGUE RULES

TEAM:

1. A team consists of a maximum of 1 players.
2. Rosters are due the first week of play and must be final by week 6.
3. A person cannot be on two rosters during the same season.
4. To be **eligible** for the league tournament, a player **must participate in at least two (2) regular season games.**
5. All players on the team must have the **same colored shirts with different numbers** on the back.
6. All forfeited games will result in a **\$50/per game fine to the forfeiting team.** Must be paid before returning to the league/tournament play.

GAME:

7. Games will consist of two – 20 minute halves with the clock stopping during the final three (3) minutes of each half. There will be a three (3) minute halftime.
8. Schedule game time is start time. Will allow a 5 minute grace time, however as long as there are team members there games will start game.
9. The mercy rule will be in affect the second half if a team is leading by 20+ points the clock will continue to run.
10. Each team is permitted 3 time-outs per games.
11. Team may substitute players during any dead ball, but the player **MUST report to the score table.** Players need not check in for substitutions during time-outs or half time.
12. A bonus condition will exist on the 7th team foul in each half. Bonus shots will only be taken during the final three minutes of each half.
13. A player will be out of the game on his 5th personal foul.
14. Technical fouls/unsportsmanlike conduct:
 - a. Any player who receives a technical for any reason must **sit out four (4) minutes** of the current game.
 - b. Any player(s) who receives a technical for any unsportsmanlike conduct toward another player, official or fan will be suspended from the current game and must pay a **\$25.00 fine before they can return to play** the following week. The YMCA director in charge of the league will review all suspensions and fines.
 - c. Any player who receives two (2) technical fouls during a game will be out of the game and must leave the gym area (including the fitness area and track).
 - d. Any team that receives four (4) technical fouls (bench or individual) during a game will forfeit on the fourth technical
 - e. Team/players that are technical during games will be responsible for paying technical fines.
15. Overtime
 - a. There will be three (3) minute overtime with the clock stopping during the last minute.
 - b. **Bonus shots will only be taken during the final minute.**
 - c. Each team will receive one (1) time out per overtime period all exiting timeouts will be forfeited out.
16. The officials will be in charge of each game and will control play. Any disputes will be handled by the officials, and their decisions will be final. No player shall make physical contact with any official/player or they will be suspended from the league for one year.
 - a. Any player causing damage to the facility/equipment will be suspended from current game and will be fined the amount of repairs or replacement of damaged facility/equipment.
17. Profanity is considered inappropriate behavior and disrespectful to others. Any team or player who exhibits this type of behavior will be warned once, if the behavior continues after he has been warned the player will then receive a technical foul and will be removed from the remainder of the game and will be fined.