

Sportsplex League Rules

League Rules:

Games Rules: All games scheduled by the SPORTSPLEX BASKETBALL Program are under the National Federation of High School (NFHS) rules except where changed to fit league play.

Coaches: Each team is allowed a Head Coach and an Assistant Coach. The Head Coach is responsible for the conduct of all persons connected with their team (assistant coach, players, parents and fans). In the event that neither coach is available, a parent may act as the stand-in head.

Players: Only players listed on the official roster maintained at the Sportsplex office are eligible to participate in games. Guest players are not authorized at any time or under any circumstances unless granted by Sportsplex Basketball Director. Players may play in their grade and up a grade but **may not play on more than one team per division.**

Scorekeeper: The Home team is responsible for doing the score and keeping the book. Coaches must make sure all their kids number are in the book prior to the game.

Forfeits: A team must have a minimum of 4 players and 1 coach in order to start the game. If a team unable to field a team (4 players and 1 coach) within 10 minutes of the scheduled game time the game will be forfeited. **Forfeited games will not be rescheduled.**

Bench: Only Eligible players and coaches on the official roster.

League Play:

Game Length: There will be two (2) twenty (20) minute halves of regulation play for all divisions except 1st and 2nd grade. 1st and 2nd will play two (2) sixteen (16) minute halves. The clock will run during regulation play and will only stop during the last one (1) minute of both halves. The clock will also stop during time outs. Halftime is two (2) minutes long. If a team is up by twenty (20) points the clock will not stop except for timeout.

Game Ball: Sportsplex will provide all game ball
All girls teams will play with 28.5 size basketball

1st- 5th grade boys will play with 28.5 size basketball
5th grade- High School will play with 29.5 size basketball

Timeouts: Each team is allowed three (3) timeouts. Each team is allowed three (3) 30 second timeouts. A team may only use 2 timeouts per half, so if a timeout is not taken in the 1st half, only 2 timeouts in the 2nd half will be available.

Bench: Only eligible players and coaches on the official roster. Once the game is over it is the team's responsibility to pick up and clean any trash around the bench.

Fouls:

- Individual fouls: A player must leave the game after receiving five (5) fouls.
- Teams Fouls: Every foul count as a team foul, including offensive and technical fouls. On the seventh (7th) foul, the team will be in the bonus (1 and 1) situation. On the tenth (10th) foul, the team will be in the double bonus (2 shots).
- Technical Fouls: Result in two (2) free throw and loss of possession. Two (2) technical fouls against a players or coach will result in ejection from the game. The player or coach must immediately leave the playing area. Technical fouls assessed for inappropriate behavior by the fans or bench will be assessed to the head.

Disciplinary Action:

- Disciplinary action may be taken against a coach/player for violation of the rules. Depending on the severity of the infractions, a recommendation may be made to suspend the coach/player for the remainder of the season.
- Fighting will not be tolerated. Players or coaches who fight, start or attempt to instigate a fight will be expelled from further league play. There are no refunds to players expelled from the league.
- Any Spectator who demonstrates rude or abusive behavior will be required to leave the game site immediately. They may also cause their team to be assessed one or more technical fouls.

Overtime: 3 minute running clock, clock stops the last minute. Each team get 1 timeout. If the game is still tie after the first overtime period, the first teams who scored a point win the game.