

# SPORTSPLEX LEAGUE RULES

## I. LEAGUE RULES

- A. Game Rules:** All games scheduled by the SPORTSPLEX BASKETBALL Program are played under the National Federation of High School (NFHS) rules except where changed to fit league play.
- 2<sup>nd</sup>/3<sup>rd</sup> Grade divisions Free Throw line is one Foot in front of line
  - Play the upper block on Free Throws.
- B. 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 Coach.
- C. Players:** Only players listed on the official roster maintained at the Sportsplex office are eligible to participate in games. Guest palyers 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.**
- D. Scorekeepers:** Sportsplex League provides scorekeepers and bookkeepers. Any team wanting to keep a book is allowed to sit at the scores table.
- E. Forfeits:** A team must have a minimum of 4 players and 1 coach in order to start the game. If a team is 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.
- F. Bench:** Only eligible players and coaches on the official roster

## II. LEAGUE PLAY

- G. Game Length:** There will be two (2) twenty minute halves of regulation play. The clock will run during regulation play and will only stop during the last one (1) minute of the first half and the last two (2) minutes of the second half. The clock will stop during time outs. Half time is three (3) minutes long.
- H. Playing Time:** There are no mandatory mimimum playing time requirements for the Sportsplex Basketball League other than **every player must touch the floor during the first (1st) or second (2) half of regulation.** The length of the playing time is determined by the coach.

**I. Pressing:** Teams may press at any time during the game. After one team achieves a 20 pt lead, pressing is not allowed.

**J. Jump Ball:** Games will start with a center jump ball. Thereafter, teams will alternate throw-ins on jump ball situations. The timekeeper will maintain the possession arrow.

**K. Substitutions:** Prior to entering the game, all players must report to the scorers table. Failure to do so may result in a technical foul.

**L. Time outs:** Each team is allowed two (2) thirty (30) second timeouts per game and two (2) full (1) one minute time outs per game. Time outs do carry over from half to half and from regulation into overtime. One (1) additional thirty (30) second timeout will be awarded during each overtime period.

**M. Fouls:**

1. Individual Fouls: A player must leave the game after receiving five (5) fouls.

2. Teams Fouls: Every foul counts as a team foul, including offensive and technical fouls. On the seventh (7<sup>th</sup>) foul, the team will be in the bonus (1 and 1) situation. On the tenth (10<sup>th</sup>) foul, the team will be in the double bonus (2 shots).

3. Fouls Shots: No player may enter the key until the ball hits the rim. If the ball does not hit either the rim, it will be a change of possession with the ball taken out under the basket.

4. Technical Fouls: Result in two (2) free throw and loss of possession. Two (2) technical fouls against a player 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 Coach.

**N. Overtime:** If the game is tied at the end of regulation, a three (3) minute overtime period will be played. The clock will run until the last one (1) minute of overtime. If the game remains tied at the end of the first overtime, a sudden death overtime period will be played. In the sudden death overtime period, the first team scoring any combination of two (2) points wins. Overtime periods start with a center jump ball.

**O. Tournament Qualification:** A player must play in at least four (4) regular season games to be eligible for the post-season tournament. Special exceptions may be granted by the League Director only.

**P. Disciplinary Action:**

1. 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.
2. 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.
3. Violations of playing time rules is not tolerated. A coach,, who violates the playing time more than once, will be brought to the attention of the League Director disciplinary action.
4. Two (2) technical fouls against a player or coach will result in ejection fromt eh game. Any ejection also carries an automatic one (1) game suspension. This means the next games scheduled, whether regular season, tournament or playoff.
5. Any spectator who demonstrates rude or abusive behavior will be required to leave the game site immediately. They may cause their team to be assessed one or more technical fouls.