



# LEAGUE RULES

1) **Games are two 20-Minute running halves:** Clock stops the last “two” minutes of the second half only unless a team is winning by more than 20 points. If a game is at or within 20 points at any time in the final two minutes, the clock will stop.

2) **OVERTIME- If a game is tied at the end of regulation:**

\*First (1st) AND \*Second (2nd) Overtime procedure: two (2) minutes with clock stopping the last (1) minute of overtime. Each team has 1 time out per overtime period

\*Third (3rd) as well as additional Overtime procedure:

One (1) minute running clock. Each team has 1 time out per overtime. NO SUDDEN DEATH overtime.

3) **Team Time outs:**

Each team will be permitted two (2) full time out per half. No timeouts carry over into any overtime period.

4) **Player Fouls:**

PLAYERS will foul out on their 5th foul.

5) **Team Fouls:**

On the 7th team foul per half and or the bonus 10th team foul, the opposing team will be awarded:

A ONE FOR ONE FREE THROW BASKET. \*Player making the first free throw, team is awarded 2 points without shooting the second free throw. Same rule applies to bonus 10th team foul.

Players fouled within the 2-point shooting range: player making the first free throw, team is awarded 2 points.

Players fouled within the 3-point shooting range: player making the first free throw, team is awarded 3 points.

6) **Home team verses guest:**

The first team listed on schedule is HOME team and wears white/light jersey. GUEST team wears black/dark jersey.

7) **Uniforms:**

All teams shall wear similar jerseys with different number. New team players, awaiting uniform, must wear a similar color of their teammates. Player will be designated the number (0) or (00) if (0) already exist on the team roster.

Players with the same number must be identified by another distinctive characteristic between the players, such as: Shoe color. Teammates with same number, must be brought to the scorekeeper, officials and opposing coaches' attention prior to tip off.

8) **Rosters:**

No player may be added to the game roster after the game has started. Any player not added to game roster, prior to tip off but is placed in the game will result in an automatic Technical Foul.

Players may play on more than one team if they are grade appropriate and or are playing up on a higher-grade base team. No player may play on more than one team if it is the same age based and bracket level. Players must be on the original Rosters at season start or be given administration approval for player addition. Rosters are frozen after conclusion of second game played. Any coach challenges must be made known prior to the tip-off of the game to the officials. Coaches are responsible to provide appropriate documentation of each player per upon a challenge. Administration has final decision on all challenges.

10) **Basketballs:**

Home team is responsible to provide the game ball for the game. Regulation size basketball 29.5 for boy's 6th grade and up. A 28.5 size ball for 5th grade and below age groups. Coaches, if in agreement may choose to use a regulation ball for team's 5<sup>th</sup> grade and under brackets.

11) **Team Coaches:**

Two Coaches per bench, head coach may remain standing, assistant coach must sit. A technical foul upon any coach by official, he/she may coach but must remain seated the rest of the game. A second technical foul upon the same coach, must remove themselves without added heighten situations from the bench and leave the facility for the remainder of the game. Administration has the final decision on the coaches return to the bench for any games that may be scheduled for that day.

12) **Team Spectator/Fan/Parents Expectations:**

.....**HOME team fans/spectators/parents will SIT/CHEER together is signed designated area**.....

.....**GUEST team fans/spectators/parents will SIT/CHEER together is signed designated area**.....

All organizations are responsible for their teams' spectators/fans/parents' behavior. Any Spectator/Fan/Parent will be given a verbally warning by officials if there is unfavorable verbal language, personal remarks towards other Spectator/Fan/Parent/Players/Coaches/Officials. Coaches will be informed of the warning for coaches to speak to whom was given a warning. A TECHNICAL FOUL will result against their team if behavior has not been corrected after verbal warning has been given. Any Spectator/Fan/Parent after a technical has been given, will need to leave the facility. Game will be forfeited if procedure is not adhered to by individual receiving the technical foul.

Administration has final decision on circumstance. There is ZERO tolerance of physical misconduct.

13) **Player Expectations:** All players will follow the ZERO TOLERANCE RULES.

No taunting/teasing/degrading remarks toward other Players, Coaches, Officials, Spectators while on the court or while on team's bench. This includes the following behavior but not limited to the following: Players must refrain from unfavorable language, no clapping towards another player during the game, make personal verbal insults, have bad body language such as stomping, throwing down the basketball, hand jesters, lip syncing bad language and or any other provoking behavior that is deemed as unsportsmanlike. Players will be issued a verbal warning prior to receiving a technical foul against his team if behavior has not been altered. Players receiving a technical foul will be benched for the remaining portion of the game.

PHYSICAL fighting will result in A Technical Foul. Player will be benched the remaining of the game and or asked to leave the facility. Administration has final decision on circumstance.

14) **THE GAME EMPHANSIS: Always- Always**

Always, always remember that the game is about the kids. Adults that are present at games, have the responsibility to lead by example of what is right verses wrong. Mentoring is a privilege, so lead by example.

Be

the Change you want to see in the world. The game is not about winning or losing it is about learning to play fair, play with passion, play with others, play to succeed personally and as a team. Children need guidance, so make a choice to do it with care. They accept our words and actions as their own, so own your words and action by being positive and supportive.

Zone In Basketball at the LAB

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