

BASKETBALL LEAGUE

LEAGUE INFORMATION

Practice(s): First Practice of Season is a free half court rental. All other practices can be booked at a rental rate.

Games: Each team is guaranteed 8 games. The season will conclude with a round robin tournament!

ROSTER RULES

Players: Only players listed on the official roster maintained at the Game On Sports Complex office are eligible to participate in games. Guest players are not authorized at any time or under any circumstances.

Rosters: Teams are limited to 12 players on their roster. Additional players may be added to the official roster prior to the 2nd week of the season.

Game Roster Forms: Game On Sports Complex Game Roster will be completed online. All changes must be sent by email or done in person 48 hours before scheduled game.

GAME RULES

TIME MANAGEMENT

Score Sheet: Game On Sports Complex will provide rosters to the score keepers for each game. If a participant is not on the official roster, they need to report to the front desk/director to be added to the roster.

Score Keeper: The home team must provide a scorekeeper to handle the scorebook. The first team listed on the schedule is the home team. 1. Scorekeepers are required to sit on either side of the timekeeper. Scorekeepers may not sit in the stands or on the team bench. 2. Record individual scoring, personal fouls, team fouls, time-outs and player participation.

Time Keeper: The visiting team must provide a Time Keeper to handle the time. The second team listed on the schedule is the away team. 1. Time Keeper is required to sit at the main score table. Time keepers will start and stop the clock for:

- (1) 5-Minute warm up
- (2) 20-minute running halves
- (1) 3-minute halftime
- (1) 2-minute overtime (clock stops)
- (1) 1-minute DBL overtime – SUDDEN DEATH. (clock stops)

**Clock will only stop for injury or time outs.

Defensive Restrictions: NO RESTRICTIONS to full court, half court or zone defenses.

TEAM & INDIVIDUAL RULES

Fouls: 1. Personal 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 (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).

3. 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.

Bench: Only eligible players and coaches (limit 2) on the official roster are permitted on the bench. During the game, coaches are not permitted on the court and must stay within the bench area. Referees may require that coaches remain seated. Failure to follow the referees' instructions may result in a technical foul. After the first technical, the coach must remain on the bench.

Ten Second Rule: Teams have ten (10) seconds to get the ball over the half court line. Timeouts taken prior to crossing the half court line will reset the ten (10) second clock.

Jump Ball: Games will start with a center jump ball. Thereafter, teams will alternate throw-ins on jump ball situations. The referee/scorekeeper (Home Team) will maintain the possession arrow.

Substitutions: Prior to entering the game, all players must report to the scorer's table. Failure to do so may result in a technical foul.

Time Outs: Two (2) 60 Second Time-Outs per game. One (1) additional Time-Out for each Overtime

Over Time: If the game is tied at the end of regulation, a two (2) minute overtime period will be played. 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, is One (1) minute. Overtime periods start with a center jump ball.

POLICIES

Uniforms: All t-shirts (uniforms) will be given to the coach/manager on their first game.

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 +1 coach) within 10 minutes of the scheduled game time the game will be forfeited. Forfeited games will not be rescheduled.

Cancellations: Cancellations must be made 48 hours prior to schedule game time. Coach must notify Game On Sports Complex league director cauth@gameonfw.com / mcalvin@gameonfw.com / 817-367-7800 by phone or email. Cancelled games will not be rescheduled for the team that cancels. Game On Sports Complex league director will attempt to find a replacement game for team affected by cancellation. If no replacement game can be made, the opposing team can use the court for practice. 1 Reschedule Per Season

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 or ban the coach/player from all Game On Sports Complex sponsored events.
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. Two (2) technical fouls against a player or coach will result in ejection from the game. Any ejection also carries an automatic one (1) game suspension. The suspension will be served in the next scheduled game (regular season, tournament or playoff).
4. 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.

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