



RULES BOOK
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1. Rules

NCAA basketball rules apply with the following additions and/or modification.

(New for 2006) All rule infractions which result in awarding penalty points are automatic. Teams do not have the option of accepting the points.

2. Team Rosters

- 2.1. A team's roster may consist of five to twelve players.
- 2.2. Rosters may not be modified after the second week of the season unless approved by the league.
- 2.3. All requests for roster modifications after the second week of the season must be approved by the league one day prior to the team's next game.
- 2.4. A player may not play for a team if the player is not an entry on the team's roster. A team who plays a game with a player not on its team's roster will have that game end in a forfeit win for the opposing team.

3. Team Uniforms

- 3.1. Teams are required to have jerseys of the **same color** (navy and royal are not the same color).
- 3.2. Jerseys must have permanent printed on numbers, silk screened or iron-on. Jerseys with hand printed numbers are jersey violations. Tape may not be used to create numbers on jerseys.
- 3.3. Players are required to use the same number on their jersey throughout the course of the season. Any change of a player's number must be reported to the league one day prior to the team's next game.
- 3.4. Statistics are tracked by a player's jersey number, so make sure to wear the same number for the entire season if you do not want your stats recorded under a teammate or a teammate's stats recorded under you.
- 3.5. (New for 2006) A team failing to meet the jersey conformance rules in this section will result in awarding the opposing team five (5) points. The points will be automatically awarded to the opposing team as soon as the violation is recognized.
- 3.6. All players who do not have numbers printed on their jersey will be assigned the number not in use by their team. If more than one player on a team does not have a printed number on their jersey, they all will be referred by the same jersey number for all foul and statistic purposes. It is

not the responsibility of the officials to keep track of players' jersey numbers. Therefore, all players with no number will be identified with the same number. Example: Team A has two players with no jersey numbers (player a and player b). Both players will be assigned the same number, 99 for this example. Each time either player commits a foul it is recorded in the score sheet under the player 99 line score. If the line score for player 99 has five fouls recorded, then both player a and player b have fouled out of the game. Rules in section 8.3 then apply.

4. 6'1" Height Restricted Leagues

- 4.1. Teams participating in the 6'1" height restriction league shall have no player taller than 6'1".
- 4.2. If a team questions the height of a player from another team, the team captain may request that the player be measured. The request must be made **before** the start of the game.
- 4.3. If a measurement has been requested for a player by an opposing team, and the result of his measurement determines that he is eligible to participate in the height restricted league, then that player is eligible to play for the duration of the season (and post season, if his team qualifies). He cannot be measured again for the duration of the season (and post season).
- 4.4. If a player is ruled ineligible, he is disqualified from playing in the height restricted league. The team may replace the ineligible player. The player they select to replace the ineligible player will become part of the team's roster and may not be replaced except by approval by the league or if the change has been made in the first or second week of the season.

5. Age Restricted Leagues

- 5.1. Teams participating in the age restricted leagues shall have no players younger than the specified age limit for that league.
- 5.2. A player is eligible to participate in an age restricted league if the player's age is equal to or greater than the specified age limit.
- 5.3. A player's age is determined by what the player's age will be that calendar year. For example, in a 35+ summer league, a 34 year old player is eligible to participate in the league as long as the player's 35th birthday occurs in the current calendar year.

6. Game Length & Game Clock

- 6.1. Games will consist of two halves of twenty minutes. The game clock will be running clock format, meaning that the clock continues to run after all fouls and violations. The game clock can only be stopped by an official's or team time out.
- 6.2. An exception to the previous rule, the clock will be stopped for fouls and violations only in the last two minutes of regulation, if the point differential is **ten or less**. Clock continues to run after made field goals.
- 6.3. In the event that a tie score occur after regulation time expires, the first overtime period shall be three minutes in length. The clock will stop for fouls and violations only in the final minute of the overtime period only if the point differential is **ten or less**. Clock continues to run after made field goals.
- 6.4. In the event that a tie score occur after any over time period, each overtime period there after time shall be three minutes in length. The game clock will stop for fouls and violation only in the final minute of the overtime period and only if the point differential is **ten or less**. Clock continues to run after made field goals.

7. Time Outs

- 7.1. Each team is allotted two time outs in the first half of regulation play and three in the second half.
- 7.2. Time outs cannot be carried over from one period to another. If a team does not use their two allotted time outs in the first half, then they lose those time outs. The same rule applies for overtime periods.
- 7.3. Each team is allotted one time out for each overtime period played.

8. Game Play

- 8.1. Players are allotted five personal fouls. A player who commits his fifth personal foul is disqualified for that game.
 - 8.1.1. If the result of a player fouling out leaves the player's team with four or less eligible players, the team has the option of allowing a disqualified player (i.e., a player who had fouled out during the game) to continue playing. If the team allows a disqualified player to continue play, the opposing team is awarded a technical foul resulting in two free throws and possession of the ball for every foul the disqualified player commits.
 - 8.1.2. If a player fouls out and his/her team has five or more eligible players, the player fouling out may not continue to play in the game.

- 8.2. Players must check in with the scorer's table before checking into the game. Players not doing so will result in a warning the first time and a two shot team technical foul plus possession to the opposing team for every violation after the warning.

9. Scheduled Game Times

- 9.1. Team captains must report to the scorekeeper's table at their respective game times to sign in their teams and pay the official's fees.
- 9.2. A team must start a game with at least 4 players on the court. If additional team members show up, they must check in with the scorer's table before entering the game.
- 9.3. Game clocks will start at the scheduled games times or three (3) minutes after the previous game or earlier if both teams are ready to begin the game.
- 9.4. A team reporting late will result in awarding the opposing team points and possession of the ball at the start of the game. The team who reported on time will be automatically be awarded five (5) points if the game clock indicates 15:01 or greater at the time the late team reports to the scorekeeper's table. Ten (10) points will be awarded (to the team who reported on time) if the game clock indicates 15:00 or less. The game clock will resume from the time the late team reports to the scorekeeper's table. It will not be reset. For example: Team A arrives with the game clock indicating 16:43 remain in the first half, the game will begin play with 16:43 on the game clock and possession of the ball to Team B.
- 9.5. A team reporting with less than 10:00 minutes left on the game clock in the first half of regulation play will result in awarding the opposing team the option of taking a forfeit win or begin the game with a 10 point lead and possession of the ball to start the game.

10. Forfeits

- 10.1. A forfeiting team is required to pay a forfeit penalty fee of \$60 to cover officials' and scorekeepers' fees for the game forfeited. The opposing team is not required to pay any officials fees.
- 10.2. In the event that a team forfeits a game, after it has been played (i.e., roster violation), both teams will not be awarded a refund for officials fees.
- 10.3. A team which forfeits two games during a season will be disqualified for the remainder of the season. Team registration fees will **NOT** be refunded.

- 10.4. If a team forfeits a game, they must submit another forfeit deposit before their next scheduled game.

11. Disciplinary Rulings

All on and off court disruptions are subject to league investigation. All rulings are final and are not subject to further review. Hangtime Basketball Leagues reserves the right to refuse service.

- 11.1. Throwing a punch will result in a lifetime disqualification from the league.
- 11.2. Leaving the bench during any altercation on/off court during a game will result in a minimum suspension of at least one game.
- 11.3. A player is subject to investigation for being disqualified from a game.
- 11.4. Players who persistently promote problems will be subject to investigation. Maximum ruling can be up to a lifetime disqualification from the league.
- 11.5. A player receiving two technical fouls during a game will result in a one game minimum suspension to a maximum ruling of lifetime disqualification from the league.