

# Rules & Regulation: Men's Basketball

## Gametime:

- Games will consist of two (2) halves with each half being 23 mins runtime.
- Halftime will consist of a 1 minute break.
- Last two minutes of the game will be stop time after all made baskets if score within 10 points or less.

## Timeouts:

- Each team will be given 2 (two) timeout per half
- 45 second timeouts per half.
- Timeouts can be called on a dead ball, or if your team is scored upon.
- Timeouts cannot be carried over
- Timeouts in the last 2 (two) minutes of the game has the option to advance the ball to mid court

## Bonus:

- Double bonus on the 8th foul (per half).

## Technical Fouls/ Flagrant Fouls:

Technical Fouls and/ or Flagrant Fouls will be handed out at the discretion of the games Officials. Any call by the games Officials are final and will stand.

- player is automatically ejected from the game if they receive two technical fouls, or a Technical and Flagrant 1, or one Flagrant 2 foul.
- Any ejected player will be issued an automatic 1 (one) game suspension and will be reviewed by SLC
- SLC reserves the right to suspend and/or ban any player(s) who is/are ejected from a game for unsportsmanlike conduct, or any actions that is not in the best interest of SLC

## Jump Ball:

- After the initial jump ball, any jump ball / tie-up situation will be determined by a possession arrow.

## Overtime:

- If a regular season game is tied at the end of regulation, a 2 (two) minute overtime period will be played.
- Overtime periods during regular season will be capped at 2 overtime periods (for scheduling purposes)
- Foul counts are extended from the second half and one additional timeout is given to each team.
- The clock only stops in the last minute of overtime and only if the score differential is under 10 (ten) points.
- If a regular season game enters a 2nd overtime, the first team that scores the first basket from anywhere on the court will be awarded as winner. (Sudden Death)
- **Playoff Overtime** – will consist of 2 (two) overtime periods (2:00 each period)
- If a playoff game goes into a 3rd overtime period, the team that scores first will be determined as the winner.

## Team Size:

- Teams can have a maximum of 15 players on their roster. 5 dressed players are needed to avoid a forfeit.

## FORFEITS:

If a team fails to put 5 players on the court within 15 minutes of the start time that team will be forced to forfeit the game:

- The game clock will start running 5 minutes after the scheduled game time and a technical foul will be given to the offending team to start the game if the offending team is ready to play.
- After 15 minutes have lapsed and the offending team is unable to dress 5 players then the game will be forfeited.

If your team forfeits a match during the season, the following rules apply:

**First Offence:** game recorded as loss, warning issued and team is issued a formal warning.

**Second Offence:** game recorded as loss and SLC reserves the right to remove team from league and playoffs with no refund for games not played or the team can be issued a \$150 fine.

**Third Offence:** Removal from the league and playoffs with no refund for games not played.

### **Player Eligibility:**

- All players must be registered with SLC
- For insurance and liability reasons, players cannot play unless registered with the league. Any team caught using players that are not registered during games will automatically be forfeited for that game and any game that the player had played.

### **Playoff Eligibility:**

In order to be eligible for the playoffs, the player must have dressed for a minimum of 6 games of the regular 13 game season.

- In the event that the player was injured for the season but will be available for the playoffs, the player must show-up/ sit on the team bench for games to qualify.

### **Bench rules:**

- Only registered players and designated coach's may sit on the bench. Non-registered players, non-registered coaches and fans are not permitted to sit on the bench.

### **Coaches:**

- Each team must designate their coach on or before week 4.

### **Tiebreakers for playoff purposes:**

- Tie breakers will be based on head to head records, if both teams are still tied then point differential will be used. If still tied after point differential then the team who allowed the least amount of points will advance.

### **Uniform Policy:**

- All team jerseys must be the same colour and cannot have visible logos of other basketball leagues unless approved.
- Teams with players wearing a non approved jerseys will be issued 1(one) technical free throw to start the game or when a player enters the game.