

# Men's Basketball Rules (5 vs 5)

## OVERVIEW:

- Two 15-minute halves
- Each team is allowed (2) time-outs per half - unused TO's do not carry over to 2nd half
- In the last 2 minutes, clock will stop on fouls, and other dead ball situations, unless a team is up 20 points or more. In that case, the clock will continue to run.
- In the case of a tie at the end of regulation there will be a 2:00 minute overtime with each team being awarded one time-out for the overtime period. Time outs do NOT carry over into OT.

## BEGINNING OF THE GAME:

- We will begin every game with prayer.
- The beginning of the game starts with a jump ball. Possession for all following jump balls are alternate possessions. The start of all overtimes begin with a jump ball.

## TEAM SIZE:

- Each team shall field no more than 5 players on the court at one time. Teams may have up to 8 players on their roster.

## FORFEITS:

- Each team shall field no more than 5 players on the court at one time. Teams will have until 10 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a minimum of 4 players. Teams fielding less than 4 players will receive a forfeit (Exception: Teams with less than 4 players may still play a "legal" game but only with the opposing teams consent. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win.)

## SUBSTITUTIONS:

- There is no limit on the amount of substitutions per team. Substitutions will be done during a dead ball stoppage.

## TIME:

- Play is divided into (2) 15-minute halves separated by a brief halftime break. During the final 2 minutes the clock will stop on all whistles, unless a team is up 20 or more, and timeouts. The clock will be maintained by the scorekeeper or one of the referees. Each team is granted 2 timeouts per half, unused time outs do not carry over to the second half.

- **OVERTIME:**

- Each overtime period is 2 minutes. The clock runs continuously during the first minute and stops in the last minute on whistles and timeouts. Each team is awarded 1 timeout per overtime period. Time-outs do not carry over from regulation to the overtime period. The game will end in a tie after the overtime period has been played. Except in the Championship game, 2 minute overtimes will continue until there is a winner.

**PERSONAL/TEAM FOULS:**

- Personal fouls will be recorded for all leagues. Players will foul-out after being awarded their **5th** personal foul. All technical fouls will be recorded as personal fouls.
- On the tenth team foul, teams will be awarded two free throws for that and every team foul during the remainder of the half. If a technical foul happens to be the seventh team foul, the team will shoot the two free throws for the technical and receive the ball, however they will not receive the bonus one and one. All shooting fouls are 2 shot fouls unless the shooter is attempting a 3 point shot. Then they will receive three shots. If a foul is an intentional foul the player will receive 2 shots and possession of the ball.

**TECHNICAL FOULS:**

- Technical fouls are counted as personal fouls. Any individual that is assessed two technical fouls will result in being ejected from the game. (Depending on the severity of the technical foul a player can be ejected after being assessed 1 technical under the discretion of the referee.)
- All technical fouls result in 2 free throws and ball possession.
- Technical fouls will be assessed for unsportsmanlike language.

**NCAA:**

- Normal rules and penalties of the NCAA apply unless exceptions have been made herein.
- The 3-point field goal is in effect if the court has a line marked.
- Backcourt violations will be in effect unless otherwise noted.
- Dunking is allowed in the Men's league.

Any player, other than the free thrower, who does not occupy marked lane space must be behind the free throw line extended and behind the three-point line.