

ALL MENS & WOMENS LEAGUE

IN GAME RULES:

1. If a player commits 5 personal fouls in a game, they will Foul Out of that game. Technical Fouls do count as personal fouls
2. The Three Point Line is the College white line. Jump balls are always thrown up
3. Players may go for a rebound on the release of a shot during Free Throws.
- 4. Backcourt violations occur after 10 seconds.**
5. Teams will have 1 and 1 bonus at 7 fouls and double bonus on 10 fouls. Double bonus will also occur after the second foul in the last two minutes of the second half. During overtime, each team will be given 1 foul to give before double bonus
6. Half time will be 2 minutes long
7. Two 30 second timeouts per half. Timeouts DO NOT carry over. Advanced to half court with a time out after a made basket regardless of time frame (prior to inbound of ball)
8. Overtime rules: First Overtime 2 minutes, Second Overtime 1 minute, Third Overtime Sudden Death. Teams will have one timeout each for any Overtime. These do not carry over if a second or third overtime happens. Overtime is RUNNING CLOCK.
9. Any physical conduct (non basketball play) or verbal abuse; ZERO tolerance on refs, game officials, and players will result in two game suspension minimum, with potential to be suspended for an entire season depending on the situation.
10. One technical foul will be 2 free throws and the ball for the opposing team. Two is an automatic ejection and one game suspension from the following game. If a player refuses to leave after ejection, an automatic forfeit will be given to the player's team. If a player is issued a technical foul, the player must sit out for 3:00 minutes of game time
11. Referees: No physical contact or verbal abuse is allowed with Next Level Referees. Any Referee abuse will be subject to technical fouls, ejections, suspensions, or league expulsions.

12. PLAYING TIME: Game times are two (2) 20 minute halves running clock. Stop Clock only occurs the last 2 minutes of the second half if the game is within 8 points. If point differential is 20+ within the final 2 minutes of the game, the game will be called. If point differential is 15+ within the final minute of the game, the game will be called.

13. Blood: Any player bleeding, must leave the game immediately. The player may return to the game once the bleeding has stopped and has been checked by the Referee. Clothes that contains blood must be removed or replaced before entering the game.

QUALIFICATIONS: Must be at least 18 or over to play.

PLAYOFF QUALIFICATIONS: In order to be eligible for the playoff games a player must have played at least 4 of the 8 scheduled regular season games (2 of the 5 scheduled for half seasons).

IMPORTANT ADDITIONAL RULES:

1) Any protests regarding game eligibility must be made to the League Direction PRIOR to the game starting. This will be noted on the score sheet and the league director will handle it from there. Only a team's captain may protest. Protests regarding officials or scorekeepers WILL NOT be allowed.

2) All players must have filled out a waiver either online or in person or they will not be allowed to play. Players must check-in up front and on then sign in on the score sheet to be eligible to play.

3) Players may not play on multiple teams unless a special commissioner's exemption is made.

4) The Maximum amount of players allowed on a team roster is 10 players.

5) Uniform/Jewelry/Eye-wear: Every player must use Basketball Attire at all time while playing. The commissioner will have final authority on what is and what is not basketball attire.

Absolutely no jewelry is allowed during games. Sports Goggles is the only piece of eye wear allowed.

6) GAME TIME: Both teams must have at least 4 players to start a game. They will need jerseys with numbers on them in order to start the game. **If team members have the same jersey number or no number, it is a technical foul and will result in 2 free throws for the opposing team.** Teams need to have already signed in and paid the game fees before the game can begin. All games must start by their scheduled time. There will be a 3-minute grace period and then the game clock will begin to run. If one team is there and the other is not that team will receive 1 point for each minute the clock is running. If 10 minutes of game clock runs and there are not enough participants the game is a forfeit.

7) Forfeit / Points: It will be dash an automatic loss for teams who forfeit a game. It will also cost the team who forfeited \$36 dollars. Winning team will receive a win and +25 on point differential. Losing team will receive -25 on point differential.

8) Conduct: Team Players, Coaches, and fans must always conduct themselves in a respectful manner. Bad/Hostile Conduct is not allowed in ABS. Teams, Coaches, and Fans who cannot conduct themselves in a respectful manner will be immediately escorted out of the gym, with their team subject to forfeiting the game

9) Refunds: Full Refunds will only be made prior to the season starting. Partial Refunds will be given to the amount of games left in the season. A Refund of 30 dollars will be given for each game.

HOME AND VISITOR: The HOME team shall wear white or light colored uniforms and the VISITING team shall wear dark uniforms