

COED RULES

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 single bonus after 10 team fouls. (1 shot only) During overtime, each team will be given 1 foul to give before single bonus (1 shot each). Shooting foul attempts will be 1 point each per free throw. (Fouled at 3 point line, 3 shots, 1 point each)

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).