

# Southwest Bible Church Men's Basketball

## League Rules

(revised last 2/5/2013)

### 1. League and Playoff Procedures

- a. The season will conclude with all teams making playoff tournament (see schedule).
- b. Regular season standings determine seeding for the end of season tournaments.
- c. Tiebreakers for tournament seeding are as follows: head to head win vs. loss, points allowed in head to head, points scored in head to head, and coin flip.
- d. During the playoffs, two-minute overtimes will occur until winner is determined.

### 2. Team and Player Eligibility

- a. Players 18 and older are eligible. Players ages 16 or 17 may play as a guest in the games their father/season sponsor (21 years or older) plays. Age exceptions granted by Commissioner skills evaluation.
- b. To assure proper balance any team that has a player dropped from their roster will be allowed to add a player.
- c. Everyone playing **must have his or her first and last name on score sheet** before entering game.
- d. No player may participate on more than one team and no player may switch teams except by Commissioner.

### 3. Forfeits

- a. Scheduled game time is forfeit time.
- b. A forfeit is counted as a loss. In the event of a double forfeit, both teams receive a loss.
- c. Teams may begin and play a game with a four-man squad in order to avoid forfeit only. Other plays 5 still.

### 4. Playing Time

- a. All games shall consist of two **25-minute running halves**.
- b. **Stop time** during the **last minute of the second half** providing the **point spread is less than 10 points** or due to an injury.
- c. Teams will be allowed **two 30-second time-outs per game**. Clock will stop during all time-outs. When attempting a free throw after a time-out and during running time, the clock will start when the ball is handed to the shooter. When team calls time out they have the choice to inbound it where the ball lies when calling it or moving it forward the their 28 foot line provide they have not advanced the ball prior to time out.
- d. Games ending in a tie will be decided by a two-minute overtime period.

### 5. Game Play

- a. First half will start with home team possession. Alternating possessions for the remainder of the game.
- b. Teams are allowed six team fouls per half. After six, the opposing team will go into "one & one bonus." On the 10th team foul, and thereafter, team will be in "double bonus" (two shot bonus).  
Intentional/Hard Foul: The opposing team gets two free throws and possession of the ball.
- c. **A six personal foul rule will be in effect. No one is allowed to play after his 6th personal foul.**

### 6. Equipment

- a. Reversible, numbered shirts are required. (*League provides these however players may wear their own*).
- b. Home team will wear white shirts, visiting team dark/color, or provided jerseys when available.
- c. No jewelry and no hats permitted. (wedding ring exception for married guys).
- d. Please wear appropriate indoor athletic footwear. For the sake of our floor we prefer you carry in your shoes you will be playing in.

**Dunking:** Dunking is allowed; however, hanging on the rim will result in a technical foul. Dunking is only allowed during the game. Any dunks prior to the start of the game, at half time or after the game will result in a technical foul awarded the opposing team.

**Referee discretion:** Any foul intended to cause bodily harm shall result in immediate removal of player from the game and the opposing team gets two free throws and possession of the ball.