

2021 Basketball Fall League Rules

1. Game time is forfeit time – THERE IS NO GRACE PERIOD.
2. Pre-game warm up is limited to 4 minutes or until the scheduled start time; whichever is sooner. Teams must supply their own balls
3. Line-ups must be written on the official score sheet in numerical order with a full last name, then first initial. A player MAY NOT play on two teams of the same age division or bracket.
4. The first team listed on the paper schedule shall wear the lighter colored jerseys and supply the game ball. They will be identified as the home team on the scoreboard and sit to the right of the scorer's table. The home team must also supply an adult as the official scorekeeper.
5. Scorekeeper MUST keep game score on official score sheet, as supplied by the facility. Scorekeeper MUST record game score on league score sheet as posted at the court station. Facility office will pick up score sheet at end of the night.
6. The second team listed on the paper schedule shall wear the darker colored jerseys. They will be identified as visitors on the scoreboard and will sit to the left of the scorer's table. The visiting team must supply an adult as the official timekeeper/scoreboard operator.
8. Rim height is to be set at 10' for all grades, boys and girls *exceptions for 3rd & 4th grade boys & girls if both teams agree rims can be lowered.*
9. No team may 'press' with a 15 point or more lead. Violation of rule" 1st and 2nd offense = Warning, 3rd offense = Team Technical Foul.
10. No Zone defense will be permitted for 3rd-4th grade, boys or girls. This includes "double-teaming" outside of the paint area. Half Court Man to man defense only is allowed. Teams may press in the final minute of the second half/overtime.
11. Zone defense will be allowed for 5th-HS boys and girls as well as man to man.
12. All girls' teams and 3rd-7th grade boys' teams will use the 28.5 inch ball. The 8th-12 grade boys' teams will use the full size ball.
13. All games will be (2) 20 minute running clock half's. Normal clock stoppage rules will be in effect in the final two minutes of the first and second half/overtime.
14. The time between halves is limited to 3 minutes.
15. A player will be disqualified after 5 personal fouls.
16. The bonus free throw will be awarded starting with the 7th foul of a half and the double bonus will go into effect with the 10th foul of a half.
17. All flagrant and technical fouls will be 2 shot fouls, plus the team will get the ball.
18. Any player, coach. Or fan receiving 2 technical fouls in a game must leave the court immediately and may not have any further contact with their team for the remainder of that game. If they do not leave the court immediately, the game will be forfeited. The Facility Director can suspend the person for the remainder of the season.
19. Overtime, 1 minute only. Normal clock stoppage rules will be in effect. If team score is still tie, a tie is written down as official score. No extra overtime granted.
20. Dunking is only permitted during scrimmage time. Dunking IS NOT permitted during warm up time. Team Technical will be enforced.
21. No protests are allowed – problems must be solved immediately during the game.
22. 3 – 30 second time outs. Timeouts will carry over to overtime, but additional timeouts will not be added.

Tournament TIE-BREAKERS

1. Win Loss Record, 2. Head to Head Competition, 3. Total Point Differential (15 Max), 4. Fewest Defensive Points Allowed