

CHURCH BASKETBALL LEAGUE RULES

Revised 1/20/2016

1. ELIGIBILITY:

(A) IMPORTANT: PLAYERS MUST ATTEND TWO SERVICES A MONTH AT THE CHURCH FOR WHICH THEY ARE PLAYING. CHURCHES WITH SMALL CONGREGATIONS MAY COMBINE IN ORDER TO FIELD A TEAM, BUT FIRST MUST GET PERMISSION FROM THE LEAGUE DIRECTOR. ANY TEAM FOUND USING AN INELIGIBLE PLAYER WILL BE REQUIRED TO FORFEIT ANY GAMES THAT PLAYER PARTICIPATED IN OR ANY GAME WHERE HIS NAME WAS LISTED IN THE SCOREBOOK. IF YOU ARE UNCERTAIN, CALL THE LEAGUE DIRECTOR BEFORE YOU PLAY.

(B) High school seniors who are 18 years old will be allowed to compete.

(C) Players participating in varsity, junior varsity, interscholastic, intercollegiate, semi-pro, or professional basketball programs are ineligible.

(D) A player may play for only one team in the church league.

2. League champion will be determined by win/loss record. In case of a tie record, winner will be decided on the basis of head-to-head games. In case of a tie that cannot be broken by winner of head-to-head games, least total of points given up in head-to-head games will be the tie breaker.

3. Games will be played by High School Rules, with the following exceptions:

(A) Teams must have 4 players to start the game; and must start on time.

(B) Games will consist of two 20-minute halves. The clock will run continuously, except for time-outs and the last 2 minutes of each half, during which the clock will stop at the normal times.

(C) There will be a 5-minute "warm-up" period before the game and during half-time.

(D) Each team is allowed 2 time-outs per half, no carry over.

(E) Overtime will consist of 3 minutes with the clock stopping the last minute.

(F) **MERCY RULE:** A GAME SHALL BE DECLARED OVER IF EITHER TEAM HAS A 20 POINT LEAD WITH 2 MINUTES LEFT IN THE GAME. THIS HAS BECOME NECESSARY DUE TO THE ROUGH PLAY AND FACILITY DAMAGE THAT OFTEN OCCURS AT THE END OF ONE-SIDED GAMES.

(G) One & one is shot on the seventh foul. Two shots will be awarded on the tenth foul.

EACH PLAYER MUST WEAR THE SAME COLOR SHIRT AS HIS TEAMMATES WITH A NON-DUPLICATING PERMANENT NUMBER ON IT (NO TAPE). ANY PLAYER NOT COMPLYING WITH THE SHIRT RULE WILL NOT BE ALLOWED TO PLAY.

4. **Protests:** In order to protest, a team must notify the officials and the scorekeeper before play is resumed. Protests must be filed with the league director within 48 hours of the game in question, unless the protest involves player eligibility. A PROTEST IS VALID ONLY IF IT INVOLVES A RULE INTERPRETATION OR PLAYER ELIGIBILITY. A PROTEST IS NOT VALID IF IT CONCERNS AN OFFICIAL'S JUDGEMENT.

5. **Rosters:** No limit on number of players. Roster changes may be made in person or by phoning 631-0336. A player MUST be on the roster BEFORE he plays in a game. A player may change teams within the league **ONLY ONCE**. A player must sit out 2 games for his new team after the league director is notified of the change, and cannot play for his old team in the meantime.

6. UNSPORTSMANLIKE CONDUCT:

(A) A player who, in the judgement of the official, verbally or physically abuses an official, player, coach, or spectator will be subject to a technical foul. Technical fouls assessed for unsportsmanlike conduct will be recorded by the official scorekeeper.

(B) The following penalties will be assessed for misconduct:

1. If a player is assessed **2 technical fouls** (for misconduct) in the same game, he is ejected for the remainder of the game and is automatically suspended for the next 2 games.

2. If a player is assessed **4 technical fouls** (for misconduct) in the season, he will be suspended for the season.

***League Director reserves the right to suspend an entire team from the league due to unsportsmanlike behavior. If a team is suspended from the league, the team will be dropped from the schedule, and those players may not be added to the roster of another team.**

7. Only athletic shoes are allowed on the gym floors. Shoes that mark the floor will not be permitted, even if they are athletic shoes.

8. In case of bad weather, call the Youth Center after 4pm to find out the status of games.

