

Basketball Rules

We use NCAA rules with the following additions/exceptions.

ROSTER SIZE

- Maximum number of players on team 8 Adult Players
- Number of players needed to start game: 3 Adult Players
- Players must participate in 3 league games to play in the playoffs.
- Players must check in at the front desk before each game.
- Players may only play on one team per day (includes all divisions).
- Players must be 18 or older.
- All players must be registered members to The Rochester Sports Garden
- Off ball fouls automatic two free throws regardless of bonus

SUBSTITUTIONS:

Substitutions are unlimited and may be made on a dead ball. Players must be beckoned in by the referee.

PLAYERS EQUIPMENT

Footwear: Non-marking sneakers only

Braces and casts that are padded are to be allowed only with permission from the referee and/or directors. No watches or anything else deemed dangerous by the referee or director. **All team shirts must be of the same color and have a pressed on (6") number for every game.** Players will not be allowed to play if they lack the proper uniform, even if it results in a forfeit.

Uniform policy:

1. No team is permitted to wear white. In the event where both teams are wearing the same color, the "home team" is required to change uniforms; white is the "home teams" alternate uniform.
Every team is responsible for provide their own alternate uniform
2. Each team is required to have matching color shirts with a "pressed on" numbers. (Tape, Marker, and/or Blank shirts will not pass for numbered uniforms)
3. We sell shirts at the front desk.
4. We press #'s on at the front desk for a fee.

REFEREES

The Rochester Sports Garden will supply a certified referee for all games held at its facility. A referee shall be appointed to officiate in each game. His authority and the exercise of power granted to him by the rules commence as soon as he steps on the court and does not end until he leaves the facility.

Judgments and Interpretations-coaches and players must respect the judgment regarding the violation. It is vital that the players and coaches adjust to refereeing differences, just as referees adjust to the demands of each game.

FORFEITS

Forfeits will result for nonpayment, no shows, and lateness. There is a \$50 fee for the team that forfeits, this must be paid before your next game.

START OF GAME: The game will start with a jump ball.

DURATION OF THE GAME

- The duration of the game shall be two equal halves, 20 min. each.
- The clock will stop the last two min. of the second half, granted that the score is within 14 or fewer points.
- Games are scheduled to tip-off on the hour. To tip-off, teams must be "ready to play" and on the court. "Ready to play" is defined as money paid, (both league and ref fees) and dressed to play (sneakers on and wearing matching-colored shirts). There will be a 5-minute grace period. If a team is not ready by 6:05 the opposing team will be awarded 5 points as well as 1 additional point for every minute until the tardy team becomes ready.
- Any game that is not tipped before 10 mins after the scheduled start will be scored as a forfeit in favor of the team who is ready.
- Tie games will result in a three min. overtime, with the clock stopping at one min. Each team shall have two, time outs per half and one time out during overtime. A time out will not be longer than one minute.

PLAYOFFS:

- With leagues of less than 10 teams, Top 4 teams make playoffs. In the event there are 10 or more teams, the top 6 teams make playoffs.
- Playoffs will be held on one day and will be treated as a double or triple-header for the winning teams.

METHOD OF SCORING

Field goal: 2 Points
Foul Shot: 1 Point
Field goal outside three-point line: 3 Points
Garden special - Field goal behind center line: 4 Points

FOULS AND MISCONDUCT

- Safety and fair play will always be taken into consideration. Repeat and/or sever offensives will result in longer and/or more sever suspensions up to and including being banned from the facility. Referees will not take time out to explain their calls. If a player has a question a team time out will have to be taken at which time you may speak to the referee.
- Players can not move during foul shot until ball leaves shooters hands (Shooter must wait until ball contacts the rim).
- Referees are permitted to assess suspensions in response to pre- or post-game conduct.

Slam Dunks are not allowed. Will result in technical foul and ½ game suspension. *(“Dunks” are determined at the discretion of the referee) *

Players will have 8 seconds (instead of 10) to get the ball past ½ court.

Foul in the act of shooting if missed.....2 Shots
Foul in the act of shooting if made: 1 Shot
Foul in the act of shooting behind the three-point line:3 Shots
Foul in the act of shooting behind the four-point line:4 Shots
Seven or more team fouls:1 & 1
Ten or more team fouls:2 Shots
Removed from game after 6 personal fouls.

Cursing	Technical foul, 2 free throws.
1 st cursing tech	Team foul, 2 free throws.
2 nd cursing tech	Personal foul and tech, 2 free throws.
3 rd cursing tech	Personal foul and ejection, 2 free throws.
Two technical fouls	Ejection and a one game suspension.
One Flagrant foul	Ejection and a one game suspension.

All subs and spectators must stay off the playing court. Yelling and foul language will not be tolerated from players or spectators. Expulsions will result. Repeat offensives/offenders will result in longer and more sever suspensions.
Fighting will not be tolerated.

Rochester Sports Garden

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