

Men's Basketball Rules



- 1. <u>ALL QUESTIONS, COMPLAINTS OR COMMUNICATION ON THE</u> <u>COURT TO THE OFFICIALS MUST BE ADDRESSED BY THE</u> <u>TEAM CAPTAIN ONLY! (ANYONE ELSE MAY BE SUBJECT TO A</u> <u>TECHNICAL FOUL OR EJECTION FROM THE GAME).</u>
- 2. TWO TECHNICAL FOULS IN ONE GAME BY A PLAYER WILL RESULT IN AN AUTOMATIC EJECTION AND ONE GAME SUSPENSION. FIGHTING, FOUL LANGUAGE, AND FLAGRANT FOULS WILL RESULT IN AUTOMATIC EJECTIONS AND ONE GAME SUSPENSIONS. TEAMS WHICH ACCUMULATE 3 TECHNICAL FOULS IN ONE GAME WILL FORFEIT THAT GAME. TEAMS FORFEITING TWO GAMES DUE TO TECHNICALS WILL LOSE THEIR PLAYOFF SPOT.
- 3. THE SECOND FIT SPORTS DEPT RESERVES THE RIGHT TO CHANGE OR INCREASE DISCIPLINARY MEASURES ENFORCED.
- 4. THERE WILL BE A 20 MINUTE RUNNING CLOCK PER HALF. (STOPPAGE WILL ONLY BE FOR THE LAST MINUTE OF SECOND HALF).
- 5. EACH TEAM GETS ONE TIME-OUT PER HALF. PLAYERS FOUL OUT ON THE FIFTH FOUL.
- 6. NUMBERED SHIRTS MUST BE WORN BY EACH PLAYER (PROVIDED)
- YOU MUST START A GAME WITH 5 PLAYERS. IN THE CASE OF ONLY
 4 PLAYERS, A TEAM IS ALLOWED TO PICK UP ONLY 1 PLAYER (WHO IS A PAID
 PARTICIPANT OF THE LEAGUE). IF A TEAM MEMBER ARRIVES AT ANYTIME
 DURING THE GAME, THE "PICK UP" PLAYER CAN NO LONGER PLAY.
- 8. IN THE CASE OF OVERTIME, THERE WILL BE A 2 MINUTE RUNNING CLOCK WITH STOPPAGE ONLY IN THE LAST 30 SECONDS. THIS OVERTIME RULE IS IN EFFECT UNTIL A TEAM LEADS AT THE END OF AN OVERTIME. ONE TIMEOUT PER TEAM PER OVERTIME.

10. PAID PARTICIPANTS WHO HAVE PLAYED IN 2 GAMES QUALIFY FOR PLAYOFFS.

- **11.** <u>**RECREATION (B) OR (C) LEAGUE**</u>- TEAMS WITH LEADS OF 20 OR MORE POINTS WILL NOT BE ALLOWED TO FULL COURT PRESS.
- 12. EXCEPT WHERE STATED HERE CURRENT TEXAS HS BASKETBALL RULES APPLY