



Adult League Basketball Rules (5v5)

League Format

- Teams play one night a week identified in the division level
- Teams must have a minimum of five (5) rostered players
- Division must have a minimum of four (4) teams registered in order to run. Teams may be offered to play in a different division or season if this minimum is not met.
- Ranking:
 - Overall record (win/loss)
 - Point differential
 - Head to Head Record

COED Division Rules:

- Two female players must be on the field at all times.
- Each team must field at least 2 females in order to play a full five.
 - If a team only has 1 female, they must play with 4 players on the court. The opponents with 2 females will still be allowed to play with 5 players.
 - If a team cannot play 1 female on the court, they must forfeit the game.
- A team is allowed to have more females than males on the court at any time.

**** "A" level players from any division may not also play on a "C" level team. Players may play "A" and "B" or "B" and "C".**

Playing Regulations:

- Each team is guaranteed at least 3:00 minutes to warm-up before every game, immediately following the conclusion of the last game.
- A team may start a game with (4) players, but the 5th player must enter the gym before the halftime horn. If a player doesn't enter the gym by the halftime horn the game will be considered a forfeit. The opposing team may choose to begin the game with 4 players, but they **must** continue to play with 4 until the 5th player arrives.
- Two 20-minute halves with a running clock.
- Halftime is 3:00 minutes in length.
- The game clock will run the entire game, except during timeouts, or within the last 5-minutes of the second half. If a team is ahead by 20 points or more, the clock will run continuously.
- Clock will stop for timeouts, severe injury, or on the official's discretion.

Common Fouls:

- 5 personal fouls will result in a player disqualification for the remainder of the game.
- When a team reaches 10 or more team fouls in either half, a double bonus is inflicted.
- Personal fouls NEVER reset.
- Team fouls reset per half. Team fouls **do not** reset from the 2nd half to overtime.

Technical Fouls:

- Administered to a player, technical fouls shall be charged as a player foul and will count as one of the team fouls.
- A player shall be ejected for the remainder of the game when he is charged with (2) technical fouls, as well as suspended for the following game.
- Ejected players will be **required** to leave the facility immediately.
- A player receiving (5) personal fouls is considered a disqualification, not an ejection.



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- An ejection of any kind will result in a suspension for the following game. Ejections will be administered on officials' discretion.
- A player that has accumulated (4) technical fouls at any point during the league season, will be suspended for the remainder of the season, including playoffs.

Time Out Procedure:

- Only players on the court, or an active head coach, is permitted to call timeouts.
- Each team will receive (2) timeouts per half, that can be used at any point during regulation.

Overtime:

- Overtime is 3:00 minutes in length with a stopped clock.
- Teams are guaranteed 2:00 minutes of intermission between regulation and overtime.
- If the game goes into triple overtime, the sudden death rule will take effect. No games will end in a tie.
- Timeouts do not carry over to overtime. (1) timeout is given per overtime period to each team.
- Team fouls do carry over from the second half.

Forfeits:

A team shall lose the game by forfeit if:

- A team may start a game with (4) players, but the 5th player must enter the gym before the halftime horn. If a player doesn't enter the gym by halftime horn, the game will be considered a forfeit.
- A 10-minute grace after the game is scheduled to begin will apply (Ex: Game was originally scheduled for 7pm, the team will have until 7:10 to have (4) eligible players on the floor for tip-off). Opponent is not required to start the game with (4) players unless they choose to do so.
- Team refuses to play after being instructed to do so by the referees.
- The game is awarded to the opponents and the score shall be entered as [Opponent: 40] to [Team Forfeited: 20].

Playoffs:

- The tiebreaker of teams ending the season with identical records will be determined by the guidelines above.
- Playoff schedule will be released the day following the last set of regular season games.
- Seeding for playoffs will be determined based on the number of teams registered in each division. At least the top (4) teams will advance.

Player's Equipment:

- All teams must have matching color jerseys or t-shirts with numbers. Numbers drawn with sharpies are acceptable, taped numbers will not be allowed. Teams who do not have uniforms will be required to wear pinnies. No exceptions.
- Players are allowed to play in tennis shoes of their choice.
- Horizons Edge will provide balls (1 game ball, 1 additional per team for warm-up).



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- **NO JEWELRY** will be allowed to be worn during games except flat wedding bands and medical/alert bracelets, necklaces, or anklets.
- No hard casts are allowed in games.
- No hats with bills on-field players (keeper may wear a referee approved head covering if desired, like a bandana or ball cap)