

## **RALPH BROOKS COMMUNITY BASKETBALL LEAGUE – 35 & OVER**

### **2020 RULES AND REGULATIONS**

Referee Fee is \$60 per team and will be paid prior to start of the game.

Forfeiture of two (2) games will result in expulsion from the League.

The clock will start promptly at game time. The late team will be penalized (1) point every ten (10) seconds. Forfeits will happen if a team is not present by the end of the 1<sup>st</sup> quarter.

If a forfeit happens, the team with the forfeiture shall pay for both teams Ref Fees.

Players must be 35 years old prior to 7/11/20.

Identification must be provided if another team questions a player's age.

#### **A: Sidelines**

1. Only Head Coaches and rostered players may be on the sideline during the game.
2. No players or coaches may be beyond the coaches' line except for substitutions.
3. Only the coach or team captain shall report to scores table to get clarity on the game.

#### **B: Uniforms**

1. Players **MUST** have current uniform to play.
2. No uniform, **NO PLAY WILL BE STRICTLY ENFORCED**

#### **C: Rosters**

1. Rosters will be frozen on July 19th, 2020 after your 4th game.
2. Maximum number of players per team is 10.
3. No player may play on more than (1) team at any time
4. No person may be listed in the game book that is not listed on the team roster.

**E: Miscellaneous Playing Rules (Modified NBA Rules - man to man defense):**

1. There will be 4 quarters of 9 minutes each. There will be a 2-minute halftime.
2. There will be (3) 30 second timeouts per half per team. One (1) timeout per team, per each overtime will be allowed.
3. Timeouts will not be carried over.
4. Each player will be allowed six (6) personal fouls per game in regulation play.
5. Two free throws will begin on the fifth (5th) TEAM FOUL. Automatic two free throws after (2) fouls under 2:00 minutes.
6. Three (3) minutes will be allowed for each overtime period. Games will be played until a winner is determined.
7. The clock will run continuously throughout the entire 1st and 3rd quarter.
8. The clock will stop on all whistles in the final minute of the 2nd quarter. The clock will stop on all whistles in the final (2) minutes of the 4th quarter and overtime.
9. Eight second backcourt rule.
10. Defensive three second rule. Any defensive player, who is positioned in the lane, must be actively guarding an opponent within three seconds. Actively guarding means being within arm's length of an offensive player and in a guarding position.
11. Five second back to the basketball violation. An offensive player in his frontcourt below the free throw line extended shall not be permitted to dribble with his back or side to the basket for more than five seconds. The count ends when (1) the player picks up the ball, (2) dribbles above the free throw line extended or (3) a defensive player deflects the ball away.

12. Shot Clock (24 Second Clock). The shot clock is reset to a certain number of seconds (usually 24) when the ball touches the rim or goes into the basket; and when possession of the ball switches to the other team, such as with a rebound, steal, or violation. In some cases, such as when the new offensive team does not have to travel the entire length of the court, the initial setting may be lower. The shot clock does not start to count down until a player achieves control of the ball, or in the case of a made basket, a player achieves control of the in-bounds pass.

The offensive team must shoot the ball before the shot clock expires. If the shot clock expires before the ball leaves the player's hand, the team has committed a shot clock violation that results in a turnover to their opponents. The buzzer may sound after the ball leaves the shooter's hand; this is not a violation. Near the end of a period, if the shot clock would ordinarily display more time than the game clock, the shot clock is switched off (not to 0.0). The game clock shows how much time players have to shoot, because a shot must leave the hand before the end of the period. If the offensive team is fouled and the penalty does not include free throws but just an in-bounds pass, the shot clock is reset. There are several cases where the offense does not need a full 24 seconds. The shot clock is instead set to 14 following an offensive rebound. In several other cases where the offense inbounds the ball in its frontcourt (such as a foul by the defense not resulting in free throws), the offense is guaranteed 14 seconds. On a held ball (whether decided by a jump ball or a possession arrow), the state of the shot clock depends on which team gets possession of the ball. If the defensive team acquires possession, the shot clock is reset, as it is on any other change of possession. If the offense retains possession, the shot clock is not reset, because there was no change of possession.

## **F: Harassment of Referee or League Officials**

1. Technical fouls shall be called in each instance of harassment, threats, intimidation, etc. of any referee or league official.
2. Repeated fouls may result in expulsion of the offending team or player.

## **G: Ejections**

1. 2 Technical fouls on a player or coach shall be punished by ejection from the game and the next game suspension.
2. Ejected, suspended players or coaches “MAY NOT” be on the bench or sideline.
3. Fighting, profanity, threats, throwing balls, touching referees or league officials shall be grounds for ejection along with technical foul or suspension at the discretion of the league.
4. All Techs will be \$25 & YOU MUST PAY BEFORE YOU PLAY
5. 3 or more Techs will result in a suspension of 2 games.

## **H: Playoffs & Eligibility**

1. Players must be on your roster by July 19<sup>th</sup>, 202(the 4th game) and must be in good standing with the league to be eligible to play in the playoffs.
2. Playoffs will be held at the completion of the season. Single game elimination except for the conference championship and finals, which will be the best 2 out of 3.
3. The last place team in each conference will not participate in the playoffs. The two top seeded teams in each conference will receive a bye in the 1st round of the playoffs.  
(For 2020 Season there will be 2 bottom teams in one conference due to the odd number of teams.)

**I: Mercy Rule**

1. The league may stop a game if a team is losing by 20 points or more with 2 minutes of regulation play remaining.

**J: Scheduling/Postponements**

1. The league is responsible for scheduling, rescheduling or otherwise determining postponements, delays or make-up games.
2. League will be responsible for displaying and providing copies of game schedules.

**K: Persons Permitted on the Sidelines**

1. People authorized to be on the sidelines during a game are:
  - a. Rostered Players
  - b. Rostered Coaches
  - c. League Officials
  - d. City Officials
  - e. Scorekeeper
  - f. Statistician
  - g. Police
  - h. VIPS (including donors and elected officials)
  - i. City Officials

## **Basketball Awards:**

League will issue awards for:

- a: League MVP
- b: Coach of the Year
- c: Defense Player of the Year -“Shawn Hall Award”
- d: Championship Series MVP

The league will issue appropriate awards based on statistics for:

- a. Scoring Leader
- b. Assists Leader
- c. Rebounds Leader
- d. Steals Leader
- e. Blocks Leader
- f. Most 3 Pointers Made

\*Player must have played in a minimum of 5 games to be eligible for awards.\*