**Jersey Club Sports Basketball Rules**

A game is 44 minutes with a continuous clock. Two, 22 (twenty-two) minute halves with a 2-minute half time intermission. There will be a three-minute overtime if there is a tie game (if there is enough time). Clock will NOT stop if a team is up by 16 points or more in the second half only.  
  
Team shirts must be worn during the games, this is your uniform! Your team loses 3 points if you do not wear your team shirt. (subs are not included)

Game ball is the league ball unless agreed upon.

Non-roster subs are allowed only if you are short players! Teams cannot take players from other teams without approval from the league. Subs must sign up online (Register A Sub) and pay $10 each night. The same non-roster sub can only play a max of 2 games per season. No subs during the playoffs!

Clock will only stop for injury and/or at official’s discretion.

Each basket counts as 2 points, and 3 points (3-point line).

Dunking is not allowed at Delbarton.

Jump ball for possession. Other team gets ball at beginning of second half. 3 total time-outs per game (30 secs), clock stops. Can carryover 1 timeout.

Free Substitutions on dead ball – after foul or violation – not after a basket.

FOULS: Foul shots will be rewarded on any foul committed while in the act of shooting (if attempting a 2 point shot, 2 free throws, 3 point shot, 3 free throws)

After 5 fouls a technical free throw will be awarded after each foul after 5 fouls. All free throws are valued at one point.  The clock will run on all free throws, with the exception of the last 3 minutes of second half.

At the referee’s discretion, a delay of game penalty can be assessed for any actions deemed to be using the stoppage of play during a free throw while the clock is running as an unfair advantage. Delay of game will result in no free throw attempts and loss of possession.

Flagrant foul – 1-minute penalty time, team plays down one player for a minute.

TECHNICAL FOUL: Technical fouls may be called for, but not limited to, bad language, un-sportsmanlike conduct, arguing with the Ref, fighting, etc. A player must sit 2 minutes after a technical foul. Failure to do so the game will be called and will cause your team a forfeit. If the referee feels the game can not continue the game will be stopped.

FORFEIT OF GAME: The following infractions will result in game forfeiture: Failure to be on court at scheduled time; if three players cannot start a game. **Fighting will result in a forfeit of the game if the referee feels the game should not continue.  A forfeit will cost your team 1 point lose in the standings.**