

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. Clock will NOT stop if a team is up by 16 points or more in the second half only.

Fans: Fans must sit on the opposite side of the court from the players. Any disorderly fans will be asked to leave. If they chose not to leave the game will be stopped and the opposing team will be awarded the win.

Team shirts must be worn during the games, this is your uniform! If you lose yours you must purchase a new one for \$10.

Shirts: If a player is not wearing a team shirt (outside a sub) a team will be penalized for 3 points to the other team for each infraction. 2 x = 6 points.

Game ball is the league ball.

Non-roster subs are allowed only if you are short players! Ex: if you have 8 players on your roster and only 7 players show up, you are allowed to bring 1 non-roster sub. 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. If a non-roster plays without signing up online and paying \$10, the game will count as a FORFEIT! 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.

Jump ball for possession. Other team gets ball at beginning of second half. 1 timeout per half (30 sec.) and clock stops.

If ball hits main basket team with last possession retains ball.

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)

Players will foul out 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 2 minutes of second half. Clock will NOT stop if a team is up by 16 points or more.

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/Intentional Foul = 2 shots and the team shooting retain possession at the spot of the infraction.

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 a procession 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 cannot continue the game will be stopped. If you receive two technical fouls during a game you must sit out the remainder of the game.

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.**