



## Basketball Rules 2008

1. Games will consist of 2-16 minute quarters while continuous clock with exception of timeouts.
2. Clock will stop on all whistles in last minute of the 1st half and last 2 minutes of the 2nd half.
3. If a team is up by 15 pts or more the last 2 minutes of the game, the clock will continue to run.
4. There will be a half time of 3 minutes.
5. Two 30 second time outs per team per half.
6. First half time outs do NOT roll over to second quarter.
7. Second half time outs DO rollover to overtime. One additional time out is given for each overtime.
8. In case of a tie game after regulation, first overtime will be 3 minutes in length. Subsequent overtimes will be 1 minute in length. Clock stops on all whistles.
9. Games may be shortened by referees and/or officials at their discretion, with the exception of overtime.
10. Three point shot is in effect.
11. Full court press is allowed at any time during the game. A team cannot press if they are ahead by 15 points or more.
12. 6 fouls result in foul out. Bonus (1 and 1) on 7th team foul and thereafter each half.
13. Super Bonus (2 shot) on 10th team foul and thereafter each half.
14. One technical foul on a coach or player will result in 2 shooting fouls and the ball for the opposite team.
15. Two technical fouls on coach or player in one game result in immediate ejection, 2 shooting fouls, the ball for the opposite team, and a 1 game suspension.
16. At the discretion of the referees, any player judged guilty or fouling with deliberate intent to injure will be ejected.
17. Referees are instructed to have zero tolerance for foul or abusive language from players, coaches, parents and/or fans. Referees have the authority to issue technical fouls and, if necessary, ejections. Coaches are responsible for players, parents and/or fan behavior. Failure on part of coach, player, parent and/or fan to promptly leave gym upon ejection will result in game forfeiture.
18. Referee's decisions are final. No protests allowed.
19. At a 30 point discrepancy in the score, the scoreboard will be set to "0-0". The clock will continue to be shown as well as the number of fouls. The official scorebook will still be maintained with the final score reported for the standings on sportability.com
20. Games will begin promptly. Any team not at the court at game time will forfeit the game. Any team forfeiting 2 games will be removed from the league. NO REFUNDS!
21. Only Iceoplex Staff are permitted to move or adjust hoops. NO EXCEPTIONS!!! Persons violating this directive will be banned from the facility.