

# ADULT LEAGUE GAME RULES

All games will be governed using High School Federation Rules, with the following modifications and emphasis.

## ARRIVAL

Teams should arrive about **fifteen minutes before their scheduled game time.**

## SCOREKEEPERS

Each Team must provide 1 person to handle scoreclock or scoresheets.

## GAME TIME FORMATS

- **Two 22 minute RUNNING halves. Stop clock during final 2 minutes of SECOND half, ONLY if score differential is 10 points or less.** Can rotate in and out of stop clock time, based on the difference in the score.
- Halftime for all games will be **3 minutes.**
- Overtime: All overtime periods will use a **one-minute** stopped clock. Each overtime period will begin with a jump ball.
- **Time-outs: Two (2) thirty second time outs per half.** No timeouts in Overtime. **Clock STOPS on all time-outs.**

## FOULS

### Common Fouls

Six personal fouls constitute a disqualification in all divisions except when a team has only five remaining players (see “no foul out” rule).

- **“No Foul Out” Rule:** Players can foul out during a game **except when a team has only five remaining eligible players.** When left with only 5 players, on their **seventh** foul an administrative technical foul will be issued, resulting in 2 shots and the ball. Additionally, any resulting free throws from the foul will be attempted as in normal game play.

### Technical Fouls

- **Non-administrative technical fouls** give the opposing team **two (2) free throws and possession of the ball.**
- **Administrative technical fouls** (i.e. incorrect substitution, score book error, “no foul out rule,” etc.) will follow normal High School Federation Rules, and will result in **two (2) free throws and possession of the ball.**
- Two technical fouls by a single player will result in that player being ejected from the game.
- Ejected players must meet with the Program Executive Director prior to being eligible to participate in additional games. **It is the responsibility of the player to contact the Program Executive Director to reestablish eligibility.**

### Free Throws

- Bonus – one and one will be attempted at seven team fouls per half.
- Double Bonus - two shots will be attempted at ten team fouls per half.
- **RED = INTEL ONLY**
- **Line-up using all 4 lane spaces on free throws (4 per side max).**
- **Play the release**
- **Players can stand on blocks**

## BASKETBALLS

Please bring your own basketballs.