

Vertical Sports

Men's Basketball Rules

2024

I. Game Play Rules

Play is governed by the National Federation of State High School Associations' Rules Book (www.nfhs.org).

A. Pressing Rule

Pressing will not be allowed in the back-court any time with a lead of **20 points or more**. If pressing with a lead larger than 20 points, first violation will result in a warning to the offending team; subsequent violations will result in technical fouls. If lead is 30 points or more the defensive team must stay inside the three point line.

B. Time Outs

Each team has 4 "full" (one-minute) time-outs per game. An additional full time-out will be awarded for an overtime period if needed. Time-outs will NOT carry over to any overtime periods.

C. Timing Procedures

The game will consist of four 10 minute quarters. The clock will run except in the last two minutes of the 4th quarter. Overtime period consisting of 3 minutes will be played until a winner is declared. 2 minute running clock with 1 minute regulation clock.

D. Foul Procedure

Players have 5 personal fouls each. During game play once a team reaches 5 team fouls in that quarter the opposing team will shoot double bonus. The team foul count will reset at the start of each quarter.

E. Player Eligibility

Players must be on the team's roster to be eligible to play. Players can only be on one teams' roster. Player's **legal first and last name must be on the roster**. If a team requests a roster check for their opponent, drivers licenses will be checked to confirm player's eligibility. Rosters are due by the first game.

F. Uniforms

All players must have the same exact uniform with legal basketball numbers. Any players with different uniforms (Ex: different colors, different logos, and illegal numbers) will not be allowed to play.

G. Playoffs

And end of season tournament is not guaranteed and is subject to removal based on poor team behavior. Tournaments will be single elimination and seeds will be determined by overall record, head to head record, common opponent, average point differential, average points against, and a coin flip in that order.

Point differentials max at 20 per game. There is no need to run up the score past 20 on an opponent as this will not help your playoff seeding

II. Conduct

There should be no verbal or physical communication with a referee or scorekeeper at any time. The best way to prevent receiving a technical foul is to have no contact of any kind with a referee or scorekeeper. The only exception is the coach for each team who must respectfully communicate with the official.

No foul language or perverse clothing is permitted. Be mindful that children and families are in attendance. Only coaches have permission to discuss game-related matters with officials. This includes foul calls, technical fouls and game scoring concerns. Officials have the right to assess technical fouls for violations of this rule.

All coaches are expected to behave in a Christ-like manner, serving as positive examples to players, parents, and fans. Every technical received for improper conduct will be reviewed by Tanner Arrowood, Sports Pastor at Vertical Sports, for disciplinary measures, with maximum penalty being dismissal as coach or a player.

Any player or coach who receives an unsportsmanlike technical foul will be required to sit out for 10 game minutes before re-entry and meet with Tanner Arrowood, Sports Pastor, before the next game to discuss. A 2nd technical will result in ejection from that game and suspended for the next game, along with meeting with Tanner Arrowood, Sports Pastor. If the player or coach receives a 3rd unsportsmanlike technical foul during the season they will be ejected from the game and suspended for the rest of the season pending further approval. (Any player ejected must leave the gym. Officials may give an ejection which would constitute 2 technical fouls).

Coaches should be concerned about their actions as well as those of their players and fans. They should encourage sportsmanship and make every attempt to calm and control inappropriate behavior. As ambassadors for Christ, our desire to win should be subservient to our desire to present an effective Christian testimony. The coach or player of the home team is responsible for providing someone to share brief (3-5 minute) devotion during halftime of each game. Coaches, assistants, or other mature Christians may bring this devotion, which will be shared with both teams and their spectators. Some teams will have a Team Connector, provided by Vertical Sports, who will act as a chaplain for the team and lead devotions as well as pregame/postgame team meetings when able.