

## Missoula Parks and Recreation Basketball Rules

### ARRIVAL

A team forfeits when they fail to appear 15 minutes after the start time.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection, or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The officials are in absolute control of the game.

The 2021-2022 National Federation of State High School Association basketball rules will govern all play for any rule not covered in the following:

### 1. Players and Substitutes

1.1 A regulation team consists of five (5) players. A team must have a minimum of four (4) players to play a full game.

A team must have four (4) players on the court at all times. Exception: Less than four players are allowed if an individual cannot continue due to an injury or he/she has fouled out of the game, as long as the officials deem the team to have a legitimate chance to win the game.

1.2 Substitutions must be reported to the scorer before entering the game. Substitutes may enter the game only when the official beckons them. Penalty: Technical foul.

1.3 All players must wear non-marking rubber-soled athletic shoes.

1.6 Casts or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game.

### 2. Length of Game and Timing

2.1 There will be two twenty minute halves of continuous running time. Clock stops for team time-outs or official time-outs.

Exception: During the last two minutes of the second half, the clock will be stopped for all dead ball situations, if the game is within 10.

2.2 When a team is shooting free throws and a time-out is called, the clock will start when the ball is touched in bounds.

2.3 There will be a five minute intermission period between halves.

2.4 **Mercy Rule: A team up by 35 points or more at any time in the second half or up by 20 points or more with two minutes or less remaining will end the game.**

### 3. Time-outs

3.1 Each team will have two 30 second time-outs per game.

3.2 Time-outs may only be called by the team with possession or during a dead ball.

3.3 Excess time-outs result in a technical foul.

#### **4. Violations**

4.1 Backcourt: Teams have ten seconds to cross midcourt.

4.2 Three Seconds: No offensive player may remain in the key more than three seconds.

4.3 Five Seconds: Closely guarded players must pass, shoot, or dribble within five seconds.

4.4 Kicking: Intentional kicking is a violation.