



1. League Rules Basis

2025 official TSSAA rules govern all play except where this document states otherwise.

2. Rosters & Eligibility

- All players must personally register and pay to be included on a roster.
- Each team roster must have a minimum of 7 and a maximum of 10 players.
- A team that fails to meet roster or eligibility requirements forfeits any game in which an ineligible player participated, and both the player and team captain are subject to sanctions.
- No roster changes may be made unless cleared in advance with a Recreation staff member.
- All participants must present a picture ID matching their jersey number when requested. Refusing to produce ID results in ejection and additional sanctions.
- A participant who misrepresents their identity, or a team captain who falsifies a player's identity, will be ejected and barred from BRM leagues/tournaments for up to one year.

NEW / REVISED — *The original text read "each team gets 2 subs that can play 3 nights in the season" — a typo, and ambiguous about whether the 3-game limit was per substitute or shared across both. The line below states the per-substitute limit explicitly.*

- Each team may designate up to 2 substitute players for the regular season. Each of those substitutes may play in up to 3 games total during the season. Substitutes are not eligible to play in the BRM tournament.

3. Uniforms, Court & Warm-Up

- Each player must wear a Bellevue jersey. Home teams wear white, visiting teams wear blue. The home team is the first team listed on the game schedule.
- Warm-up balls are provided at each court and must stay at that court.
- Photo ID will be checked throughout the season (see Section 2).

4. Starting the Game

NEW / REVISED — *The original rules stated a 4-player minimum to start without addressing how this relates to the 7–10 player roster requirement in Section 2. The note below makes the distinction explicit.*

- A team needs at least 4 players present, and recorded in the scorebook, to begin the game. This is a game-day minimum only — it does not change the 7–10 player roster requirement in Section 2, and a team may play a game short-handed with 4.
- If fewer than 4 players are present at game time, the clock starts immediately and runs for a 5-minute grace period.
- If a 4th player has not arrived by the end of that 5-minute grace period, the game is a forfeit.

5. Length of Game, Clock & Overtime

- Two 20-minute halves with a running clock, except during timeouts or injuries.
- The final 2 minutes of each half switch to a regulation (stop) clock.
- Halftime is 4–5 minutes; teams may use it to warm up or hold a devotion.
- Overtime is 3 minutes total: the first 2 minutes run continuously, the final 1 minute is regulation (stop) clock.
- If the game goes to a second overtime it will go to sudden death or first team to score.
- Each team receives 4 timeouts per game, plus 1 additional timeout if the game goes to overtime.

NEW / REVISED — *The original Mercy Rule was written as a parenthetical inside the overtime bullet, which made it unclear whether it applied to overtime and whether it stayed in effect if the lead later shrank. Both are clarified below.*

Mercy Rule

- Once a team's lead reaches 20 or more points during regulation, the clock runs continuously for the rest of regulation and stops only for timeouts — even if the lead later drops back below 20 points.
- The Mercy Rule applies to regulation only. If the game reaches overtime, the standard overtime timing above always applies.

6. Free Throws

NEW / REVISED — *"Bottom block will not be used" is clarified below to state plainly what that means on the floor.*

- The two lane spaces closest to the basket (the "bottom blocks") are left open during free throws — no players line up in those spots.
- Players may step into the lane to rebound as soon as the ball leaves the shooter's hand.

7. Conduct Standards

The following categories define the conduct that can result in a technical foul under this league:

Category	What It Includes
Profanity / Disrespect Toward Officials	Curse words; irreverent exclamations using the Lord's name (e.g., "Jesus Christ," "God"); direct challenges to an official's authority; derogatory comments about an official made to teammates, spectators, or others. A

Category	What It Includes
	referee may issue a technical any time profane language is heard, at their discretion.
Fighting / Flagrant or Aggressive Play / Excessive Arguing	Thrown punches or physical altercations; excessive arguing with referees, scorekeepers, teammates, opponents, or spectators; overly aggressive contact during play; antagonistic contact with a player or official during a dead ball. For this category, the referee may eject a player immediately rather than applying the standard first-offense benching below, depending on severity.

8. Conduct Technical Foul Discipline

NEW / REVISED — The original document used "technical" to mean both procedural technical fouls (e.g., too many timeouts, delay of game) and conduct-related technical fouls (profanity, fighting, excessive arguing) without distinguishing them, even though the discipline schedule below was clearly meant only for the latter. This is now stated explicitly.

The schedule below applies specifically to conduct technical fouls under Section 7 above. Procedural technical fouls (e.g., excess timeouts, delay of game) are administered under standard TSSAA rules and do not count toward this schedule.

Offense	Consequence
1st conduct technical	5-minute mandatory benching and a \$20 fine. The player may re-enter once the benching is served, but must meet with a full-time Recreation Ministry staff member before playing in their next game.
2nd conduct technical (same season)	Ejected for the remainder of that game, an additional \$20 fine, sits out the team's next game, and must meet with staff before returning.
3rd conduct technical (same season)	Done for the rest of the season. Indefinitely suspended from all Bellevue sports leagues until meeting with a full-time Recreation Ministry staff member for reinstatement.
Any ejection from a game	Regardless of technical-foul count, an ejected player is indefinitely suspended and must meet with staff before reinstatement into any league.
Team reaches 3 conduct technicals in one game	The team forfeits that game.

- Any player or team whose actions or attitude are deemed unacceptable — even outside the specific offenses above — will be required to meet with Recreation Ministry Staff.

9. Referee & Staff Authority

NEW / REVISED — This section merges the original "coach is the only player who may question a referee" rule with the standalone final-authority note at the end of the source document, and states plainly that in-game calls are not revisited afterward — matching the same approach used in the soccer rules.

- Only the team's coach may address a referee or scorekeeper about a call, and must do so respectfully. No player may speak to the scorekeeper for any reason during the game.

- In-game judgment calls are final and are not revisited after the game. Recreation Ministry Staff will step in only for repeated, pattern-level concerns about an official — raised directly with staff outside of gameday — not for a single disputed call.
- Recreation Ministry Staff may take further disciplinary action beyond what is listed in this document, in proportion to the severity of the offense. All rulings on conduct matters are the judgment of the officials and Recreation Ministry Staff, whose decision is final in all circumstances.

10. Coach & Spectator Responsibility

- Coaches are responsible for the conduct of their own players and spectators.

Spectators who do not follow conduct rules will be addressed by the referees and Recreation Ministry Staff. Any resulting disciplinary action may be assessed against the team the spectator repre