

BRUSHY CREEK

ADULT BASKETBALL GUIDELINES

1. Rosters are limited to twelve (12) spots and will be frozen after the third (3rd) game, with no exceptions.
 - Players must be 18+ to play in the league.
 - Players need to bring an ID for ID checks before each game.
 - If you have a “coach” for your team, they will need to be put on your roster even if they are not planning to play in the league.
 - Only players or coaches on your team roster will be allowed to sit on your team bench during the game.
2. Players may only play for one team per season. Any variance to this rule will cause a game forfeit for the offending team.
3. Teams will have a minimum of five (5) minutes to warm up before each game. Games start promptly at game time.
4. Teams may start a game with four (4) players.
 - *If a team does not have 4 players at the scheduled game time, the game clock will start, and two (2) pts will be awarded each minute (1) against the team. After ten (10) minutes, if a fourth (4th) player does not arrive, a forfeiture will be awarded for the complete team. Forfeits will count as zero (0) for the forfeiting team and twenty (20) point will be scored for the non-forfeiting team.*
5. Games will consist of two (2) twenty (20) minute halves with a two (2) minute half-time.
6. The game clock will stop in the last (1) minute of each half whenever the ball goes out of bounds, a foul is called, free throw(s) are being shot, and during timeouts.
 - The game clock will NOT stop in the last minute of the game for a made basket.
7. Dunking is allowed but hanging on the rim is not.
 - A technical foul can be assessed for excessive hanging.
8. **High School rules govern all other rules.**
9. This league will consist of eight (7) games with an end-of-season tournament. The top 4 teams make the tournament.
10. Unsportsmanlike conduct towards spectators, fans, other players, or referees will NOT be tolerated. Violations may result in temporary or permanent suspension from the basketball league or the Brushy Creek Community Center.
11. Fans/children conduct is the responsibility of the team and players playing. Fans/children must be seated in the bleachers and behave appropriately in the game. Technical fouls and forfeiture of games can/will be assessed to the team based on fan/children's conduct.
12. No food or drink is allowed in the gymnasium.

Jerseys: Teams need to have numbered jerseys of the same color (ex: one (1) white, one (1) dark (black or navy blue)).

- **Numbers must be permanently affixed to the jersey. After week 3 of games, no tape, magic marker, or duplicate numbers will be allowed!**

Timeouts: One (1) timeout per half per team.

- Timeouts are 45 seconds long.
- One (1) timeout per team in overtime games.
 - Unused timeouts will NOT carry over to overtime.

Fouls and Free Throws: Five (5) fouls per player.

- Teams will shoot two (2) free throws for common fouls when in the “bonus.”
 - Bonus free throws will be shot at five (5) team fouls.
- Release rule on free throws

Technical fouls: Of a non-violation nature (arguing with the officials, abusive language, or anything else along these lines), will result in a one (1) game suspension after a player has accumulated two (2) technical fouls of this nature.

- Ejection from a game for aggressive physical actions (flagrant elbows, physical action that could result in actual fighting, etc.) will result in an automatic two (2) game suspension, with a second (2nd) offense resulting in a suspension from the league. Fighting will result in immediate suspension from the league.

Mercy Rule: If a team is up by twenty (20) points in either half, the clock will remain running at all times.

- If a team is up by **thirty-five (35) points or more with three (3) minutes or less left in the second half**, the game will be called.
- If a team is up by **fifty-five (55) points or more with five (5) minutes or less left in the second half**, the game will be called.

Overtime Rule: Overtime will start with a jump ball and last two (2) minutes. The game clock will stop in the last minute of the overtime period for free throws and during timeouts. However, it will NOT stop in the last minute on made baskets.

- If the score is still tied after the first (1st) overtime, we will play one (1) sudden-death period with NO running clock. The team that scores first wins.

***League rules may be revised or altered at any time at the discretion of the Adult League Specialists. ***

