

Note: Any rules in red have been recently edited or added.

BASKETBALL RULES

Section 1 – General Rules

1. Officials, contracted by Connection Pointe, are directed to enforce the rules strictly during the season. Only the captains of each team will be permitted to address the official.
2. Each game will begin with prayer and with all players present at half court. The HOME team will be responsible for the prayer, and will be listed first on the schedule. If a team is uncomfortable with praying, please discuss this with the Director of Sports Ministry or Programming.
3. All players are required to wear official Connection Pointe jerseys. The designated HOME team will wear white jerseys, with the GUEST team wearing blue.

Section 2 – Rules of the Game

1. Games shall consist of 2, 20-minute halves, with no more than 3 minute allowed for halftime.
2. There will be a running clock except for, time-outs. During the final 2 minutes of each half the clock will be operated according to IHSAA rules, and will be stopped for all whistles. The clock will not stop for made baskets.
3. Mercy Rule: If the score differential is greater than 20 points, the clock will not stop.
4. All overtime periods will be clocked according to IHSAA Rules and last for 3 minutes. The last two minutes the clock will be stopped for all whistles.
5. One and One bonus will be awarded on the 7th team foul of each half. Beginning with the teams 10th foul, a two shot bonus will be awarded.
6. Each team is allowed 2 time outs per half and will have **1** time-out if overtime is necessary. Time outs do not carry over into the next period.
7. During a free throw, players will be allowed to enter the lane upon release of the foul shooter. The shooter and anyone outside of the three-point arc will only be allowed to enter the lane until the ball hits the rim.
8. **No profanity** – a warning will be issued to the player and captain of the team that commits profanity and if it continues a technical foul will be given to the offending player.
9. Fighting – If any type of fight breaks out, players involved will be ejected from the league and will not be allowed to play at Connection Pointe again. **NO FIGHTING NO EXCEPTIONS.**
10. Administrative Technical Foul (rule violation not being ejected from game) will be awarded for any rule violations.
11. Technical fouls (Unsportsmanlike Conduct) will be given to a player for conduct-related actions or language. Should a player receive a conduct-related technical foul, he must be placed on the bench for 5 game clock minutes. In the instance that a player receives a second conduct-related technical foul during the same game he will be ejected from the game. Play will be halted and will not resume until the ejected player has vacated the premises. The ejected player will be unable to participate in any further games that day. Furthermore, that player will suffer at least a two game suspension for the league in which the technical fouls occurred. All technical fouls will be reviewed by the Sport and Fitness team. Players must be willing to have a sit down conversation concerning all conduct-related technical fouls received. You must have a meeting with the Director of Sports Ministry or Programming before you can return. Repetitive or severe occurrences will result in disciplinary action which may result in suspension or expulsion from Connection Pointe leagues.
12. Each team must provide one scorekeeper each week to help score the game after the one they played. If your team fails to run the scoreboard after your game, you will start the next game with an administrative team technical foul. **Your team captain will serve a 10 game clock minute penalty on the bench to start the game**, the opposing team will shoot 2 technical free throws, and start with possession of the ball. **The game clock penalty will be a compounding penalty: For every week your team fails to leave a scorekeeper, the captain will serve 10 additional minutes on the bench.** If only one scorekeeper is required a team may volunteer to be the team to provide the scorekeeper or rock, paper, scissors will occur to decide who stays.

13. Only the Top 8 seeds are guaranteed a spot in the tournament.

Section 3 – Rosters

1. Each team must have a minimum of 4 players in order to start the game. (3 rostered and 1 sub)
2. In the case of a team not being able to complete a team of five rostered players, the following rules will come into play: If your team only has 3 players, you may pick up ONE player to get to four players. If your team has 4 players, you may pick up ONE substitute player to complete your roster of five players.
3. Teams are not allowed to have extra substitute players not on their rosters (i.e. a 6th player on the bench as a sub).
4. All substitute players **MUST** come from within the division or from a division of lesser skill level.
5. **Rosters can contain no more than 2 players from a division of higher skill level. Players are not permitted to be in a lower league by two skill levels (Cannot be in A and C or B and D) Players can only be on one roster per league.**
6. Rosters will be capped at 10 players for all leagues.
7. Only players that appear on the official team roster may participate in the season ending tournament.
8. All rosters will be locked after the second week games. NO changes on your roster may occur after the 2nd league game has started.
9. During the season if a player gets injured or just can't make any more games, the team he is on may pick up a player to fill the roster spot. The replaced player may not return in the same season.
10. Captains and officials will go over the roster prior to each game to check accuracy and make any necessary changes.

Connection Pointe

Sports Ministry

2017 Captains R.A.A.

(Responsibility, Authority, Accountability)

Connection Pointe Sports Ministry purpose statement:

The Purpose of the Sports Ministry at Connection Pointe Christian Church is to provide an environment where sports and fitness can be used to Connect People to Jesus and Each Other.

Responsibility:

The responsibility of being a captain at Connection Pointe comes down to being a leader for your team. You must be accepting of our mission at Connection Pointe- Connecting People to Jesus and each Other. You are also responsible for all actions and attitudes for your team on and off the court while on the CPCC grounds, as well as all the administrative duties to your team (getting the schedule to your team or calling the Adult Sports Director with any concerns or substitutions). In basketball you are responsible for getting a player to run the scoreboard after your game each and every week including in the playoffs. Lastly, it is your responsibility to make sure the gym or field is clean after your games (picking up bottles where your team sat, etc.).

Authority:

As a captain, you have the Authority to address situations that arise during your game. You are the only one that is to address the official about any conflicts or situations during game play. You must address them in a manner that is not disrespectful towards them or our League. You are the person that your players are looking up to and they want to see how you handle conflict. If they see you getting upset with the refs or the opponent, they will think it is ok for them to act the same way. YOU are the reason we have Leagues here!

Accountability:

You, as a captain, are accountable to the Sports and Fitness Staff and any Connection Pointe Staff Member. You are also accountable to your team with player conduct (like attitudes during game play). All captains will be held to a higher standard than players. You are the Leaders of your team.

“My attitude on and off the field or court is above reproach- my conduct beyond criticism. Whether I am preparing, practicing or playing; I submit to God’s authority and those He has put over me. I respect my coaches, officials, teammates and competitors out of respect for the Lord.” – taken from The Competitor’s Creed from the Fellowship of Christian Athletes Bible