



# JCC Men's Adult Basketball League Rules

## (All Leagues)

### St. Louis, Missouri

1. Missouri State High School rules will apply except for the following:
2. Official game basketball will be provided on site.
3. A jump ball will occur at the beginning of each game. From then on there will be alternating possessions. Any overtime periods will begin with a jump ball.
4. Upon the seventh team foul in one half of play, the one-and-one free throw rule shall be in effect. Upon a team's 10<sup>th</sup> team foul of the half, the opposing team will receive two free throws per every foul.
5. Each team will receive two (2) timeouts per half. In the event of an overtime period, one timeout will be given to each team. Timeouts cannot be carried into overtime.
6. Games will consist of two (2) 20-minute halves with a running clock. The clock will stop for timeouts, injuries and inside of the last 2 minutes of each half. There will be a two (2) minute halftime. Overtime will be three (3) minutes in length.
7. Each player is allowed six (6) personal fouls.
8. If a team has only five (5) players left in the game, on a player's 6<sup>th</sup> personal foul, the captain will have one minute to decide:
  - a. The player may leave the game, and the team shall play with four players. Once a player elects to leave the game, that player may not return for any reason. The opposing will shoot free throws as if a normal foul occurred.
  - b. The player may continue to play, but the opposing team will receive two free throws, even if the foul was not a shooting foul or the team is not in the bonus, and the fouled team will retain possession of the ball.
    - For each additional foul that the player commits, the opposing team will receive two free throws and possession of the ball (a team will not receive four free throws, only two, and will retain the ball should the said player commit any further fouls). The fouls committed after the 6<sup>th</sup> foul are not considered technical fouls.
  - c. If a team has six or more players and the fifth "available" player commits his 6<sup>th</sup> foul, only that player may remain in the game and compete under the previous rule. Any player that previously fouled out is NOT eligible to return.
9. Technical fouls – definition & consequences: If a player receives two technical fouls in a game, the player will be ejected from the game, must leave the JCC grounds and will be suspended for the next league game. If a player receives three technical fouls during the season, the player will be suspended for the rest of the season.
  - a. Hanging from the rim is not permitted and will result in a technical foul. Each team will be held responsible for replacing any backboards, glass or rim broken or damaged by their players.
  - b. Fighting will result in a technical and immediate ejection and ejection from the league.
  - c. Any one flagrant foul, resulting in technical, may result in the individual being ejected from the game

10. During the last two (2) minutes of the game, any timeout called by a team may result in having the ball put in-bounds at half-court, at the discretion of the in-bounding team.
11. Player behavior – If a player is abusive or uncontrollable, the referee shall approach the player's team captain and the captain shall attempt to calm the player down. If the player continues to be unruly, a technical foul may be assessed against that player as deemed necessary by the official.
12. The use of profanity if considered inappropriate during league play and may result in a technical foul against the player using the profanity.
13. Fan behavior – If fans are abusive and uncontrollable, the referee shall approach the captain whose team is allied with the fans. The captain shall attempt to calm the fans down. If the fans continue to be unruly, a technical foul may be assessed against the team for who the fans are there.
14. Forfeits- There will be a ten (10) minute grace period allowed each team if they cannot field four (4) players. Game time will still begin at normal time. At the end of the ten (10) minute grace period, if four (4) players are not present, the game will be considered a forfeit.
15. In the final standings for playoff seeding, tie breakers will occur based on the following:
  - a. Head-to-head competition (won / loss record)
  - b. Fewest points allowed in head-to-head competition
  - c. Fewest points allowed total for season
  - d. Flip of a coin

#### Mercy Rules

1. If one team is ahead by 20 or more points the clock runs continuously;