



OFFICIAL RULE BOOK

BASKETBALL

Revised - January 2016

www.PlayMoreSJ.com

1. EQUIPMENT

- I. PlayMore asks that all players participating wear their PlayMore issued shirt.
- II. PlayMore will provide a basketball and score-keeper.

2. PLAYER CONDUCT

- I. If a player receives two (2) technical fouls in the same game, that player will be ejected for the remainder of that game.
- II. If a player is ejected from a game, that player is put on probation for the following two (2) games. A player will be ejected from a game if charged with one (1) technical foul during his/her time on probation.
- III. If a player is ejected from a game for a second time during the same season, that player will be suspended. If either ejection was a result of that player being penalized for physical contact made, that player will serve a two (2) game suspension. If a player has been ejected from two games without having either ejection occur because of physical contact, that player will serve a one (1) game suspension.
- IV. Once a player serves his suspension, that player is allowed to continue playing but will be on probation for the remainder of that season (including playoffs). If a player is ejected from a third game during a season, that player will be suspended for the rest of that season.
- V. A punch thrown by any player, unless determined by PlayMore to have been thrown in self-defense, will result in a permanent ban from PlayMore.

3. GAME PLAY RULES

PlayMore follows the National Federation of State High School Rules as a guideline, with the following rules being changed or highlighted.

Timing

- I. Two 20-Minute Halves (3 Minutes Halftime) with Running Clock, except:
- II. Time-Outs, Injuries, Basketball rolling/bouncing significantly out of play
- III. 1ST Half - Clock Stops in accordance with High School Rules during the last 10 Seconds
- IV. 2ND Half - Clock Stops on shooting fouls from the last 4 Minutes to the last 2 Minutes
- V. 2ND Half - Clock Stops in accordance with High School Rules during the last 2 Minutes
- VI. In Overtime, we enforce the same rules for the clock as used in the Second Half.
- VII. *[According to high school rules, the clock does not stop after a made basket.]*
- VIII. **Mercy Rule:** (2ND Half) If a team is up 16+ points, clock only stops for timeouts/injuries
- IX. **Timeouts:** Each team has two timeouts per half. They do not carry over.

After a timeout, the clock starts as soon as a player inbounds touches the ball (including when a player is shooting foul shots).

- X. All clock starts will be at the referee's signal. If a player is at the line when teams are coming out of a time-out, the clock will start when the player/shooter is handed the ball; unless the clock is under 10 seconds in the first half or four minutes in the second half.
- XI. Games are never to be stopped before time runs out unless both captains suggest/agree to end the game prior to time expiring.

Fouls

- I. If a player commits 5 fouls in one game, that player will no longer be allowed to play for the remainder of the game.
- II. If a player commits 2 technical fouls in the same game, they will no longer be allowed to play for the remainder of the game and subject to a suspension.
- III. All technical fouls will result in 2 shots and the shooting team receiving the ball.
- IV. 7 team fouls in one half will result in 1 and 1 shooting foul.
- V. 10 team fouls in one half will result in a 2 shot shooting foul.
- VI. All technical fouls will also be credited as a team foul.
- VII. Teams will have one foul to give inside the last 2 minutes of the second half. Example: If your team has 2 fouls with less than 2 minutes left in the second half, your next foul will count as team foul 6. (This speeds up the game and limits the amount of contact made to players when a team is trying to send the other team to the line.)
- VIII. If a player receives their 5th foul and there are no other players to replace them, that player would be allowed to play the remainder of the game, but every foul that player commits, starting with the 6th, will result in a technical foul.

Tie Game

- I. *Is there overtime during the regular season?* **Yes.**
- II. All Overtime periods will be five minutes, and each team will have one timeout.
- III. During the regular season, one overtime will be used in the attempt to determine a winner. If the game is still tied after one overtime, the final result of the game is a tie.
- IV. During the playoffs, an unlimited amount of overtimes will be used to determine a winner.

FORFEIT POLICY: The score will be recorded as 60-20 for the winning team.