



OFFICIAL RULE BOOK - BASKETBALL
Revised - December 2025

1. **GAME PLAY RULES:** PlayMore follows the National Federation of State High School Rules as a guideline, with the following rules being changed or highlighted.
 - 1.1. **GAME TIME:** Two - 20 Minute Halves. The game clock is a running clock, with the following exceptions.
 - 1.1.1. 1st Half: Clock stops on any dead ball in the last 10 seconds of the FIRST HALF
 - 1.1.2. 2nd Half: Clock Stops inside the last 4 mins of the SECOND HALF for all foul shots.
 - 1.1.3. 2nd Half: Clock stops inside last 2 mins of the SECOND HALF for all whistles
 - 1.1.4. Note: The clock will NOT stop on made shots. Please keep this in mind in close games.
 - 1.2. **TIMEOUTS**
 - 1.2.1. Each team gets 2 timeouts per half. They do not carry over.
 - 1.2.2. Overtime: Each team gets one timeout per overtime period. They do not carry over.
 - 1.3. **MERCY RULE:** Clock continues to run except for timeouts if a team is up by more than 16 points (or more) after the 4 minute mark of the second half. If however the game falls underneath those thresholds, then the rule is out of play (continue with normal clock rules).
 - 1.4. **OVERTIME**
 - 1.4.1. Regular Season: (1) Five Minute Overtime
 - 1.4.2. Playoffs: Unlimited 5 Minute Overtimes
 - 1.4.3. Follow 2nd Half Clock Stoppage Rules for Overtime (Section 1Bb)
2. **FOULS**
 - 2.1. **PLAYER FOULS:** 5 Fouls per player will result in a Foul Out.
 - 2.2. **TECHNICAL FOULS:** 2 technical fouls per player will result in an ejection. Technical Fouls also count as a Team Foul. All technical fouls are 2 Shots, plus the ball.
 - 2.3. **TEAM FOULS (1 and 1):** 7 team fouls in one half will result in 1 & 1 foul shooting

- 2.4. **TEAM FOULS (2 Shot Bonus):** 10 team fouls in one half will result in 2 shooting fouls
- 2.5. **LAST TWO MINUTES (2nd Half):** As soon as 2 minutes are left in the 2nd half, both teams advance to having 5 team fouls (leaving each team with one foul to give before the bonus. This is only for teams that have less than 4 team fouls at the time the game crosses the 2 minute mark in the 2nd half. If a team is either already at or beyond 5 team fouls, this does not come into play.
- 2.6. **OVERTIME & FOULS:** Both player fouls and team fouls carry over into overtime.
- 2.7. **FOUL OUT (With No Subs):** If you have a player foul out and your team has no subs, the player that committed a 5th personal foul will be given a choice to stay in the game or exit. If the player chooses to exit, he or she may not reenter. If they choose to stay in the game, any foul on that player will also incur a Team Technical Foul (this will NOT count towards the Team's Seasonal Technical Foul Count) starting with their 6th personal foul. So the team would be assessed the original foul call, plus the team technical foul for all subsequent fouls on that player.

3. **LEAGUE SPECIFIC RULES**

- 3.1. **COED BASKETBALL:** In order for a game to be Coed, both teams need to have at least 1 male and 1 female player on the court. For Coed games, teams can only have a maximum of 3 male players on the court at one time.
- 3.2. **35 & OLDER - RECREATIONAL LEAGUE:** There is no pressing in this league until the last 2 minutes of the 2nd Half.
- 3.3. **FLIGHT B & C - NO DUNKING:** Dunking is not average. Therefore, No Dunking is allowed in Flight B or C. Please note - this will only come into play for a completed dunk (a failed dunk does not apply). If a dunk is completed in the league, the basketball will not count, plus the player will receive a Technical Foul (2 shots, plus the ball). Also - dunking in a blowout and taking the tech on purpose is frowned upon. Our scorekeepers will let us know - you won't want that text or phone call from the league office.

4. **SHIRTS/JERSEYS**

- 4.1. **PLAYERS OUT OF UNIFORM:** Teams must be in a matching color. Whether that be all PlayMore Shirts, your own custom shirts or jerseys, or a matching color. Please note - the scorekeeper and refs will determine if any technical fouls should be assessed at the start of a game or at half time for players being out of uniform. Simply put, as long as a player is wearing a shirt color that REASONABLY matches their team and doesn't interrupt game play (players can easily identify which team everyone is on) no technical foul needs to be assessed. If a player is wearing a shirt that doesn't match his team color/uniform, the team will receive a technical foul (two shots and the ball) when that player chooses to enter the game. If the player is wearing a color that is different from his own team AND directly interferes/compromises the game as it is too close in color to the opponent - that player cannot enter the game (no technical foul). Please note - Technical Fouls for Shirts will NOT count as part of the Team's Seasonal Technical Foul Count.

- 4.2. **CUSTOM JERSEYS:** Please note, if your team decides to get custom jerseys you will still get a set of league shirts. Should you have a matchup where you play a team that has the game color, you will be required to wear your default league shirts.

5. **MISCELLANEOUS RULES**

- 5.1. **GRACE PERIOD:** Teams are allowed a 10 minute grace period, which starts from the scheduled game time - not the time the game before finished. Teams that abuse this rule will have their Grace Period revoked by the League Office.
- 5.2. **FANS:** While we are allowed to have fans back at most facilities please do not that your fans MAY NOT interact with referees or players on the opposing team. Your team IS RESPONSIBLE for your fans - so make sure they are aware. Any teams that can't keep their fans behaving properly will be banned from having them at the games at all.
- 5.3. **SCORE CORRECTION:** If you believe the score of the game is wrong (in game only) you will need to either ask the refs for a review during a game stoppage or you will need to call a timeout to explain what you think is incorrect. This cannot be done by talking to the scorekeeper on the fly. It requires a game stoppage so you can explain what you think is wrong to the scorekeeper and the refs.

5.4. **REFEREE FEES**

- 5.4.1. 2 Officials: Fees are \$45 per game (\$37 to the referees and \$8 to the scorekeepers - they will take care of breaking that fee up between them).
- 5.4.2. 1 Official: If an emergency occurs and only one ref is able to officiate your game, please note your new ref fee will be \$25 for that game (\$20 to the ref and \$5 to the scorekeeper).

6. **CAPTAIN DUTIES & RESPONSIBILITIES:** Captains are responsible for the following things:

- 6.1.1. **ROSTER SUBMISSION:** Making sure you have turned in your full roster BEFORE your 5th game. If you are busy, make sure you put one person on the team in charge of getting the roster online.
- 6.1.2. **ROSTER:** You are responsible for knowing all the players on your team, making sure they are all over 18 years old, and making sure that they know the Behavior Policy Rules.
- 6.1.3. **FANS:** You are responsible for the actions of any and all fans that you and your teammates bring to the games.
- 6.1.4. **FORFEITS:** You are responsible to let us know if your team cannot attend a game or make sure that someone on your team does let us know. No Call, No Shows are unacceptable. Teams that don't let us know if they aren't attending will be subject to review for entry into future seasons.

7. **LEAGUE BEHAVIOR POLICY**

- 7.1. This is simple and does not need to be overthought. Be a good person and display amazing sportsmanship at all times. The league is for good competition and game play, but also to bring more of us together. Please note below things that will get you in bad favor with the league office:
- 7.1.1. **Aggressive Language** - Any thing said to a referee, opposing player, or our staff that is aggressive, abusive, racist, or homophobic will get you suspended. Any

mention or reference in regards to offering to fight someone (even if a technical foul isn't awarded) will result in a suspension. Any verbal attack on another player, official, or staff that is personal and crosses the line will be met with a suspension as well.

7.1.2. Physical Conduct - Do NOT put your hands on anyone in an attempt to escalate a situation. Pushes, shoves, charge at a player or ref, or throwing a ball at a player or ref will get you suspended. Throwing anything in the gym at all that could damage the court will be met with a suspension. Throw a punch or even put your hands up to threaten someone with a punch - you will be taking the rest of the season off.

7.1.3. Each player has the ability to react properly or poorly to things that happen in the game (calls, interactions with other players). Make sure your teammates know to react properly to all situations so they don't find themselves in a suspended status during the season.

8. FORFEITS and DISQUALIFICATIONS

8.1. Forfeits: If your team cannot attend a game, the game will be ruled a forfeit loss.

8.1.1. If your team isn't able to attend a game, you MUST text us to let us know. The forfeiting team is responsible for the ref fees of both teams.

8.1.2. A team that isn't able to play will receive a forfeit loss of 60-25 in the league schedule.

8.2. Disqualifications: If the officials end your game via disqualification, the office will review the circumstances of the game stoppage to determine how the game will be ruled (complete at the time of stoppage or as a Forfeit).

9. TIE BREAKERS: At the end of the season, we use the following system to break any ties. We will break one tie at a time. If there are multiple ties to be broken, once the first one is determined please note that we start again at the top of this list until we determine the next time.

9.1. **FORFEITS:** If 2 or more teams are tied - any team with a forfeit loss will move to the back of the tie break scenario.

9.2. **HEAD TO HEAD:** We will use head to head to try to break a tie. This can only be used when we can clearly determine that one team is clearly better than all the rest.

9.3. **POINTS AGAINST:** This will typically determine most ties if H2H does not. The least amount of points against in the regular season will be used.

9.4. **POINT DIFFERENTIAL** (Regular Season)

9.5. **POINTS SCORED** (Regular Season)