

# Adult Men's Basketball League Rules

## Team Manager Check In

Team manager must check in team at the scorer's table. We prefer teams arrive at least 30 minutes before game time.

All jersey numbers are eligible 0-99.

No warm-up basketballs will be provided. Clock operators will be provided.

## What To Bring To Check In

- Team roster. (Must have completed rosters to participate by week 2)
- Signed waiver sheet. (Players must sign waivers to participate. No exceptions)
- Each team must present their completed rosters and have paid their entry fee in full by week 2.

## Rosters

All players must be listed on their team's roster and have completed the liability waiver to be eligible to play. Rosters must be turned in before week 1. Changes to your roster can't be made after week 3. All liability waivers must be completed before the first game. Any player without a completed liability waiver after the first game will be crossed off the roster and is ineligible to play. If a player is found to be in violation of any of these rules, their team will be forced to forfeit. **Random eligibility checks may be done at any time during the league. If a team is found to have an ineligible player(s), it will result in an immediate forfeit. It is incumbent upon all players to be able to produce a driver's license, passport, or state ID at each game in the event that a player is challenged for eligibility. If you cannot provide documentation when challenged, your team must forfeit the game.**

The minimum number of players to start the game is four. A 10 minute grace period will be provided if necessary. If you do not have enough players, you will forfeit that game. An ineligible player is: not listed on the roster, has not completed the liability waiver, under the age of 18 and/or rostered on more than one team. Random eligibility checks may be done at any time during the league. If a team is found to have ineligible player(s), it will result in an immediate forfeit.

## Length of Games

- **WARM-UPS** – Warm ups will last 5 minutes.
- **HALFTIME** – Halftime will last 3 minutes.
- **TIME** – Games will be two 20 minutes nonstop time halves. Clock will stop during the last 2 minutes of each half.
- **TIMEOUTS** – Each team will be awarded 2, 45 second time-outs per half, per game. No carryover of timeouts to overtime.
- **RUNNING TIME** – will be in effect if a team is up by 20 points. The clock will return to stop time if the score differential is brought back to 15 points or less. Games will be called if a team is up by 30 points with three minutes left or 20 points with 2 minutes left.
- **OVERTIME** – The first overtime will be 2 minutes stop time. The second overtime will be 1 minute stop time. All subsequent overtime will be 1 minute stop time until a winner is declared.
- **TIEBREAKERS** – (1) head to head, (2) point differential, (3) points allowed. Example: if there is a 3 way tie, the point differential is used to determine the champion. Head to head is used to determine 2<sup>nd</sup> and 3<sup>rd</sup> place. The max point differential is 15. Forfeits will be scored 15-0.

## Free Throws

- **BONUS SHOTS** – 1&1 will be shot on the 5<sup>th</sup>-7<sup>th</sup> team fouls and 2 shots on the 8<sup>th</sup>. Team fouls reset per half. Free throws will be played on the release.
- A player fouls out on 5 personal fouls. Rules & Other Enforcements:
- **Per NFHS Rules, if a player is ejected, they must SIT OUT the next game. This rule will be enforced.**
- **If a fan is ejected, they must NOT return to any contests until the following day. This rule will also be enforced.**
- **TECHNICAL FOULS** – all technical fouls will award the opposing team 2 free throws and possession of the ball.
- **PRESSING** – pressing is allowed.
- Zone – zone is allowed.
- **DUNKING - NOT ALLOWED!** Dunking violations will lead to a 2 point addition to opposing team.
- **ROSTER** – all players must be listed on official roster or they will not be allowed to play. No double rostering with multiple teams.

- **PROTESTS** – no protests. Referees and tournament officials will settle all disputes on the spot. Tournament Director has the authority to override any rules.

Schedule will be posted as soon as possible for seeding of playoffs. Once seeding is completed, teams will be matched up for playoff games. We will post results of games on the Naperville Yard website. Team managers can also email the tournament director Taylor at [info@napervilleyard.com](mailto:info@napervilleyard.com) for updated schedules.