



## Men's Basketball League Rules (revised 11/9/2011)

### **LEAGUE AUTHORITY**

1. The operation of this league will be fully governed by the policies and regulations set forth by the Ottawa Recreation Commission staff.
2. The Ottawa Recreation Commission reserves the right to forfeit any game or match in which an infraction of league rules has been committed.
3. The Ottawa Recreation Commission reserves the right to remove any player from competition for directing harmful or abusive language at officials, facility supervisors, ORC staff, and/or individuals of the opposing teams. All ORC personnel have the authority to evict players from the game and/or bench.
4. No alcohol beverages or tobacco products will be allowed at the Goppert Building, Don Woodward Community Center, USD 290 schools, or any other facilities that the ORC may use.
5. Teams must have the registration form and fee turned in by the registration deadline in order to be placed in a league. Failure to comply will result in being removed from the schedule.

### **ROSTERS**

1. The team roster must be turned in prior to the first game.
2. A player not on the roster will be considered an ineligible player.
3. Ineligible players used in games subject the team to forfeit games in which he or she has participated
4. A player may only be on one roster within a league.
5. It is recommended that basketball teams have a minimum of 6 players on their roster.

### **PLAYING RULES**

1. The National Federation Basketball Rules will be observed with the following adaptations.
2. Teams must have (4) players to start the game.
3. **GAME TIME IS FORFEIT TIME:** If a team has less than the (4) player minimum, the game clock will start with a 10 minute grace period. After 10 minutes the game will be called a forfeit. If the fourth player arrives during the grace period, the game will begin with the time remaining on the clock.
4. Forfeits will be scored 2-0.
5. League tie-breakers will be settled in the order of 1.) head-to-head matchup, 2.) points allowed, 3.) points scored.
6. Games shall consist of (2) 20 minute halves.
  - a. The clock shall stop on all violations in the last (2) minutes of each half. The clock will NOT stop the last (2) minutes of the second half if a team leads by 20 or more points.

- b. Each team is allowed (2) thirty-second time outs per half. Any unused time outs from the first half cannot be carried over.
  - c. Half time will be five (5) minutes long.
  - d. Overtime period shall consist of a three (3) minute period. The clock shall stop for all violations. Each team is allowed one additional time out for each overtime period played.
7. Upon the commission of (5) fouls, a player is out of the game. When a team has only (5) players for the entire game and one or more players foul out, the team may continue with four, three, or two players until the opposing team compiles a (20) point or more advantage. At that time the game will be terminated.
8. Any player ejected from a game as a result of a technical or flagrant foul is automatically suspended for the remainder of the current game and could be suspended the following (1) game depending on the severity of the offense.\*\*
9. **Uniforms:** The visiting team will wear dark and the home team will wear white.  
Ex: 1 V 2, Team 1 will wear dark and Team 2 will wear white.
10. **Fouls:** Players will be disqualified from the game on fouls according to the following guidelines:
- a. A technical foul assessed to a player will require that player to sit out the remainder of the half the technical foul occurs in. A one game suspension could follow if deemed necessary by ORC staff (based on the severity of the technical.)
  - b. A flagrant foul assessed to a player will require that player to sit out the remainder of the game. A one game suspension may follow.
  - c. Any unsportsmanlike conduct or altercation, verbal, or otherwise with an official pre or post-game may result in a suspension as well.

\*\*Suspensions are up to ORC staff discretion.