

## **Rules 2011-2012**

1. Games will consist of two (2) twenty (20) minute halves. There will be a running clock except for the final 2 minutes of the game when it will stop for all dead balls. A twenty plus (20+) point lead will put into effect a mercy rule and the clock will not stop during the final 2 minutes. The clock will stop for all time-outs. In the event of a tie, a three (3) minute overtime will be played. Each subsequent overtime will be one (1) minute long. Games will be played according to NFHS Basketball Rules except for modifications stated in these rules.
2. There will be 1 timeout allowed per team per half. Also, each team will get a "floating" timeout that can be used in either half (3 total timeouts per team per game). In the event of an overtime, each team will be issued 1 timeout (teams cannot roll timeouts over to next half or into overtime). The clock will stop for all time-outs and will restart according to standard NFHS Basketball Rules.
3. Each player will be allowed 5 personal fouls before fouling out on the fifth foul. One and one bonus (1+1 free throws) will apply on the seventh (7) team foul; ten (10) team fouls will result in a double bonus (2 free throws).
4. During a free throw, players are not allowed to move until the ball hits the rim. Players also will line up on top of the blocks, no player will be lined up under the basket.
5. Any use of foul language will automatically result in a technical foul. Any arguing with the referee will automatically result in a technical foul. A player receiving two technical fouls in a game, will be ejected. In the event of a technical foul or an ejection, the player must talk to a member of the Men's League Official's Committee (MLOC) before playing again. A player ejected 2 times during the season, will be suspended from their next game and subject to removal from the league. Let's keep it clean. Decisions of the MLOC are final.
6. Teams should arrive early for their games, each will start promptly on time. We have too many teams to allow any delay in starting games. There will be a five (5) minute halftime. Teams short players will be allowed to start with four (4) players; but, there must be 5 players by half-time or the game will be considered a forfeit. A 5 minute grace period, from the originally scheduled time, will be allowed for teams without 4 players before a forfeit is declared.
7. Teams will be required to provide volunteers according to the Timer/Scorekeeper Schedule. Failure to provide a volunteer will result in a 10 point deficit for each scheduled time missed; i.e., 10 points for the first offense, 20 points for the second, 30 points for the third, etc. The offending team will also be assessed a technical foul that will be charged directly to the team captain.
8. The home team will be responsible for prayer at the beginning of the game, and the away team will be responsible for a quick devotion at half time.
9. Team captains are responsible for their team and will be treated as a coach according to NFHS rules when accessing penalties.