

Basketball Rules Updated 03.13.15

****All Rules and schedules are subject to review and can be changed/adjusted at the discretion of the basketball director and RISE Management.**

General Information

Practice balls will not be provided. The home team is required to supply a regulation game ball for each game.

Spectators will not be allowed on the courts at any time during league play.

Coaches will be responsible for informing and enforcing this with their parents.

Referees and scorekeepers will also be clearing the courts during league play.

Divisions will be age based. RISE reserves the right to combine age divisions to create balanced leagues.

Players and coaches are required to turn in their RISE Membership card to the scorekeeper before they step on the court.

League Schedules

Coaches are encouraged to inform RISE of any known schedule conflicts at the time of registration.

RISE will make every effort to schedule around those conflicts. We will do our best, but is not guaranteed.

Re-Schedules will only be approved by the director and will be very limited.

The team requesting the reschedule of a game will be required to pay the \$35 rescheduling fee.

Forfeits

A forfeit will occur if a team does not have a minimum of 4 players by 10 minutes after the scheduled game start time.

If a team forfeits, the score will be entered as 10-0.

If a team forfeits 2 or more times within one season, RISE reserves the right to remove that team from the schedule. No refunds will be allowed.

If requested by teams to use the time allotted them for a scrimmage, the officials are to grant that request and officiate the game in order to oversee the play that is occurring during the scrimmage.

Roster and Player Eligibility

All rosters will be frozen after your third game. Coaches are required to review and make changes if needed. No changes will be allowed after the 3rd game. A player who is not on the roster is considered an ineligible player. Any coach who plays an ineligible player will have to forfeit their game.

Each team is allowed up to 15 players on their roster.

A player may not be on more than one roster within the same division.

League Play

Unless noted otherwise, all teams will be scheduled 8 games before playoffs.

Playoff format will be that the top four teams in each division make the playoffs in a single elimination tournament. 1v4 and 2v3. If there are not 4 teams in a league (will always be at least 3) the format will have 2v3 with 1 getting a bye.

The Game

Games will be played in two 18 minute halves. The clock will continually run except during the last 2 minutes of each half. During the last 2 minutes of a half. The clock will stop during each dead ball. Except when a team when winning by 20 or more points.

K-2nd grade coed will use the 27.0 Ball (Junior size) and shoot on 9ft. goal.

3rd-6th boys will use the 28.5 ball. (Intermediate size)

Middle School-High School boys will use the 29.5 ball (Official size)

3rd grade- High School girls will use the 28.5 ball (Intermediate size)

The first overtime period is 3 minutes. The second overtime period is 2 minutes. Every following overtime is 1 minute. The clock will stop during the last 2 minutes only. There will be a maximum of 5 overtime periods before the game is considered a tie.

There will be a minimum of 5 minutes given for warm-ups before each game, overtime or not.

There will be a 2 minute break between halves

If a team is ahead by 20 or more points during the last 2 minutes of a half, the clock will roll and the only thing that will stop it is a timeout.

Teams can full court press, however, if they are winning by 20 points or more, they cannot full court press anymore. If a team continues to press when winning by 20 or more, the referees will give the team a warning (1) before issuing technical fouls.

Once teams have gained 10 fouls, or more, they will shoot 2 shots. (double bonus)

A player has a 10 second time limit on each free throw attempt (count starts after player gains control of the ball). A visual count must occur.

Each team will be allowed 4 – 30 second timeouts per game

One additional timeout will be awarded for each overtime period

Any defense is allowed

If a team is short a player, they must play with 4. The opposing team has the option to play with 4 or 5 at their coach's discretion.

K - 2nd grade coed 4-on-4 developmental league rules

K - 2nd grade coed will use the 27.0 Ball (Junior size) and shoot on 9ft. goal.

Game will consist of 4 X 6-minute quarters.

The game will be running clock except for the final 2 minutes of the 2nd and 4th quarters when the clock will stop on every dead ball.

If it is 4v4, only 4 players per team allowed on the court at a time

If a team is short a player, they must play with 3. The opposing team has the option to play with 3 or 4 at their coach's discretion.

A forfeit will occur if a team does not have a minimum of 3 players by 10 minutes after the scheduled game start time.

Full court press is only allowed in the second half of the game if team is not ahead by 20+ points

All overtimes will be 2 minutes (running clock).

One additional timeout will be awarded for each overtime period

There will be only one official for all games.

Uniforms

Team Uniforms must be like in color and must have a number. Any non-matching jersey or jersey with no number will be assessed a technical before the game begins

In case of uniform conflicts, the home team will wear the color of their choice

Tiebreakers for league play

Win –Loss percentage

Point Differential

Points allowed

Points Scored

Coin Flip

Player/Spectator Behavior/ Technical/Ejections

Minor Violations- (Team Foul/ Technical Foul/ NOT EJECTION)

Uniform malfunctions (jewelry, untucked jersey, unnumbered jersey, jersey of different color)

Illegal defense (pressing after 20+ lead)

Delay of game

Major Violations- (Player Foul/ Team Foul/ Technical Foul/ POSSIBLE EJECTION)

EXCESSIVE: cussing, spitting, hitting, fighting, disrespect (slamming ball, throwing ball into stands, taunting)

A player's ejection from a game will occur when excessive behavior demeans it.

Back to back ejections will result in a 2 game suspension. *More serious consequences may be added by the director.

The league director, RISE management, or any game official may remove a player, coach, or fan from a game for inappropriate behavior.

In the event that a coach is ejected from a game by an official, they may be required to attend a disciplinary hearing before coaching their next game.

Each coach is responsible for the conduct of his/her players on and off the court and must promote the best sportsmanship, win or lose.

If a player, fan, or coach is ejected, they must leave the facility grounds immediately unless specified by RISE Management.

Referees

All referee's decisions are final, unless overturned by Director or RISE Management.

Referee misconduct will not be allowed or tolerated. Complaint forms are available at the front desk.

All ejections require referee to fill out an ejection form explaining cause for ejection; must be done before the referee leaves the facility.

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