



Basketball Rules

**All Rules are subject to review and can be changed or 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.
- RISE reserves the right to combine boys' and girls' teams into one division.
- Girls are allowed to play in the boy's division.
- Players and coaches are required to turn in their RISE Coach/Player card to the scorekeeper before every game.
- Start Time: Each team should do their part to make sure games are started on time.
- There will be a 10-minute grace period from the schedule start of the game
- **A BIRTH CERTIFICATE IS REQUIRED TO PURCHASE A PLAYER ID CARD.**

Youth Divisions

- 7/8U Coed: A player can be no older than 8 on or before September 1, 2019
- 9/10U Boys: A player can be no older than 10 on or before September 1, 2019
- 9/10U Girls: A player can be no older than 10 on or before September 1, 2019
- 11/12U- Girls: A player can be no older than 11 on or before September 1, 2019
- 11U Boys: A player can be no older than 11 on or before September 1, 2019
- 12U Boys: A player can be no older than 12 on or before September 1, 2019
- 13/14U Girls: A player can be no older than 14 on or before September 1, 2019
- 13/14U Boys: A player can be no older than 14 on or before September 1, 2019
- 15/16/17U Boys: A player can be no older than 17 on or before September 1, 2019

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 league administrator 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 four (4) players by ten (10) minutes after the scheduled game start time.
- If a team forfeits, the score will be entered as 10-0.
- If a team forfeits two (2) or more times within one season, RISE reserves the right to remove that team from the schedule. No refunds will be allowed.

- If a forfeit occurs, the teams may use the court to play a scrimmage game. In this event, the referees are not required to officiate the scrimmage game.

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.
- An illegal / ineligible player will be ejected from the league and no refund will be issued.
- If the coach has knowledge playing the illegal / ineligible player, all games played to date by that team will be forfeited and the coach may be ejected from the league.
- Each team is allowed up to 12 players on their roster.
- A player may not be on more than one roster/team within the same division.

League Play

- Unless noted otherwise, all teams will be scheduled eight (8) games before playoffs.
- Playoff format consists of only qualifying teams for the playoff tournament. Number of qualifying team will be determined each season and based on number of teams per division.

The Game

- Games will be played in two (2) 18 minute halves for all divisions except 7/8U.
- 7/8U play four (4) 8-minute quarters.
- 7/8U – Full court press only allowed in the 4th quarter.
- The clock will continually run except during the last two (2) minutes of each half.
- During the last two (2) minutes of a half, the clock will stop at each dead ball.
- 7/8U divisions will use the 28.5 ball and shoot on an 9 ft. goal.
- 9U to 17U divisions will use the 29.5 ball.
- Girls divisions will use the 28.5 ball unless they are playing in a boy's division.
- All overtime periods are three (3) minutes.
- The clock will stop during the last two (2) minutes only.
- There will be a two (2) minute break between halves.
- If a team is ahead by twenty (20) or more points during the last two (2) minutes of a half, the clock will roll and the only thing that will stop is a timeout.
- Teams can full court press, however, if they are winning by 20+ points, they cannot full court press anymore.
- If a team continues to press when winning by twenty (20) or more, the referees will give the team a warning (1) before issuing technical fouls.
- Once teams have gained ten (10) fouls or more, they will shoot two (2) shots (double bonus).
- Each team will be allowed four (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 four (4).
- The opposing team has the option to play with four (4) or five (5) at their coach's discretion.

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 Scored
- Director discretion

Player/Spectator Behavior/Ejections

Minor Violations – Team Foul / Technical Foul / No Ejection

- Uniform malfunctions (jewelry, untucked jersey, unnumbered jersey, or jersey of different color)
- Illegal defense (pressing after 20+ lead)
- Delay of game
- A 10-second rule will be administered for all free throw shots.

Major Violations – Player Foul / Team Foul / Technical Foul / POSSIBLE EJECTION

Cussing, Spitting, Hitting, Fighting, Disrespect (Slamming Ball, Throwing Ball into stands, Taunting

- A player's ejections from a game will occur when excessive behavior demeans it.
- Game ejections will result in a 1-game suspension.
- Two game ejections will result in suspension for the remainder of the season.
- 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. They will be asked to exit the facility and leave RISE property.
- 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.

Team Unsportsmanlike Conduct

- Any player or coach ejected from a game will be suspended for a minimum of one game.
- If a player, parent or coach are removed from a game and police are called, there will be a mandatory 1-month suspension for the date of the violation. This will include all practices and games.
- The head coach is always responsible for the actions of his/her Assistant Coach(es), players, and/or fans of his/her team.
- Referees will report ejections to the RISE front desk via a written report.
- Unsportsmanlike conduct WILL NOT be tolerated from coaches, players, or fans.
- The Director may issue more severe penalties if warranted.

Referees

- All referee's decisions are final.
- Referee misconduct will not be allowed or tolerated. Complaint forms are available at the front desk.
- Referee evaluation forms are also available at the front desk, and may be used to critique a game official.
- All referees are required to fill out a misconduct / ejection report explaining the cause for the ejection.
- This report must be completed entirely before the referees leaves the facility.

Playoffs

- Playoffs are single elimination.
- A rostered player is only eligible to play in a playoff game if they have played in three (3) league games during the current season.
- No games can end in a tie. Overtimes will consist of:
 - 1st overtime – Three (3) minutes to include a two (2) minute running clock and last minute stop clock
 - 2nd overtime – Two (2) minutes to include one (1) minute running clock and last minute stop clock
 - 3rd overtime – One (1) minute stop clockIf still tied, there will be a one (1) minute stop clock until there is a winner.
- Awards will be given to the 1st and 2nd place teams.
- Awards will consist of t-shirts, trophies, and/or medals.

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