

Kingdom Sports Center Spring/Summer 2010 Basketball League/Tournament Playing Rules

1. Game time is forfeit time – THERE IS NO GRACE PERIOD
2. Pre-game warm up is limited to 5 minutes or until the scheduled start time of the game; whichever is SOONER. Teams must supply their own balls for warm up.
3. Line ups must be written in the official score book in numerical order with a full last name then at least a first initial. An official score sheet will be provided for tournaments and must be turned into Basketball Director.
4. The first team listed on the schedule shall wear the lighter colored jerseys and supply the game ball. They will be identified as the home team on the scoreboard and sit to the right of the scorer's table. The home team must also supply an ADULT as the official scorekeeper.
5. The second team listed on the schedule shall wear the darker colored jerseys. They will be identified as the visitors on the scoreboard and sit to the left of the scorer's table. The visiting team must supply an ADULT as the official timekeeper.
6. All girls' teams and 3rd-6th grade boys will use the 28.5 inch ball, while the 7th-12th boys' teams will use the full size ball.
7. **All games, boys and girls, 9th grade and above will play 2-16 minute with clock stopping as normal for all dead ball situations.**
8. **All games, boys and girls, 8th grade below will play 2-12 minute with clock stopping as normal for all dead ball situations.**
9. The time between halves is limited to 3 minutes.
10. A player will be disqualified after 5 personal fouls.
11. The bonus free throw will be awarded starting with the 7th foul of a half and the double bonus will go into effect with the 10th foul of a half.
12. All flagrant and technical fouls will be 2 shot fouls, plus the team will get the ball.
13. Any player, coach, or fan receiving 2 technical fouls in a game must leave the court immediately and may not have any further contact with their team for the remainder of that game. If they do not leave the court immediately, the game will be forfeited. The League Director can suspend the person for the remainder of the season.
14. A total of 4 full time outs only are allowed for the entire game.
15. Each overtime period shall be 3 minutes in duration of the running clock time. The final minute of overtime will consist of regular clock rules with the clock stopping on all dead balls. Each team will be awarded one additional timeout for each overtime period and all timeouts left over from regulation will run over.
16. In the 2nd half, if there is a point differential of 20 points or more the clock will run continuously, until the spread goes below 20 points. EXCEPT FOR FREE THROWS.
17. Dunking is permitted ONLY during the game, NOT in warm up times.
18. No protests are allowed – problems must be solved immediately during the game.
19. No non-uniformed kids are allowed on a team's bench at any time, this includes injured players who are not in uniform.
20. No more than 3 adults are allowed to sit on a team's bench for any reason (coaching, score keeping, etc.)
21. A player may only be on ONE team's roster at a time. A player may not play on two teams in the same age division or bracket. the league/tournament. EXCEPTION: The player is on a roster with a team that has registered and paid for two spots in the league/tournament.
22. All questions regarding the playing rules, eligibility, procedures and any other situations will be answered by the Basketball Director. Basketball Director Decisions are final!
23. TEAMS MUST BE PAID IN FULL PRIOR TO THE TIP OFF OF THEIR FIRST GAME.
24. All rosters are final at start of team's first game.

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