

Sports Plus Adult League & Tournament Rules

NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS (NFHS)

RULES APPLY UNLESS IDENTIFIED BELOW:

League Fees:

All League Fees must be paid in full before the start of the team's first game. Deposits must be paid when registering your team and prior to the schedule being posted. No refunds will be given once the schedule for the current session has been posted.

Rosters:

All teams are required to submit a complete team roster prior to the start of week 2 of the regular season schedule. If a roster is not submitted prior to week 2 of the season, teams will still be allowed to play, however each game will result in an automatic forfeit until the roster has been submitted.

Teams may not use players not listed on the official roster for tournament games. During tournament games, rosters will be present on each court and players will be required to sign in while being observed by a league representative or official.

Uniforms:

All players on a team shall wear matching uniforms or t-shirts identical in color. Jersey numbers are preferred but are not required. An alternate jersey or t-shirt must be worn if teams playing are in the same color jersey or t-shirts. It is the responsibility of the away team to change jersey color. If any player removes their shirt they shall be disqualified from the contest and the opposing team shall be awarded two free throws as well as the possession of the ball.

Team fouls:

Team fouls will be kept by the officials. One official shall keep track of the home team fouls and the other official shall keep track of the away team fouls.

Bonus:

Single bonus free throw(s) shall be shot on the 5th team foul of the half (1 and 1). Double bonus shall be on the 8th team foul of the half (2 shots). The final two minutes of the game shall be automatic bonus situation (1 and 1) if team fouls are under 5 for the half. Team fouls will continue to be counted and double bonus shall only be awarded on 8th foul in any circumstance for the half.

Intentional fouls:

Intentional fouls shall be called when a player intentionally fouls the opposing player with no clear intent to make a basketball play, not necessarily a play on the ball just a non-basketball type play that is intended to stop the game and gain an advantage. This shall be penalized with the player who was intentionally fouled being awarded 2 free throws and the team getting the ball as well.

Clear path foul:

Clear path fouls shall be enforced. A clear-path foul is committed when a defender fouls their opponent while in possession of the ball and does not have a defender between themselves and the basket, typically on a fast break in order to prevent an easy basket. The player who is fouled gets two free throws, in addition to possession of the ball after the free throws have been shot.

Length of Games: Games will consist of two (2) 20-minute halves, running time until the last two minutes of the 2nd half. The clock will start at the jump ball.

Time Outs:

Teams are permitted 3 full (45 second) timeouts per game. They can be used at any time during the game.

Overtime:

If teams are tied at the end of the regulation time. One overtime period lasting two minutes will be played. The first minute will be running clock and the last minute shall be stopped on every whistle of the official. Each team will be granted 1 full (45 sec) timeout for each overtime period. If the score is still tied after the first two-minute overtime, a second two-minute "golden goal" over time will be played. The first team that scores a point(s) in the golden goal overtime will be declared the winner.

Mercy Rule:

If there is a 20 point or greater margin in score within the last two minutes of the game, the game will be stopped.

Jewelry:

No jewelry is permitted to be worn during the game with the exception to flat wedding bands. Rings with diamonds or other stones are not permitted.

Unsportsmanlike Behavior and Fighting:

Player and Spectators are asked to remain calm. The use of profanity, vulgarity, taunting and the verbal abuse of players and or officials will not be tolerated. Any such incidents will be penalized with a technical foul. Any repeated conduct of this type will result in an immediate ejection of the player(s) or spectator(s) involved from the facility. Players and or spectators involved will be subject to disciplinary action. Fighting will not be tolerated. Anyone involved in a fight will be suspended a minimum of one game and or be banned from the league. Any type of disciplinary action, including but not limited to suspensions and ejections will be at the sole discretion of Sports Plus.

Forfeits:

Games will begin as scheduled. Teams can start and finish a game with 4 players. If a team does not have 4 players by the scheduled start time, the game clock will be started, and the team will be down 10-0. If a team still does not have 4 players within 10 minutes after the game clock has been started, this team will forfeit the game. Any team that forfeits a game must pay a **\$100.00 forfeit penalty before their next scheduled game**. Failure to pay this fee prior to the teams next scheduled will result in removal from the league and a forfeiture of all league fees for the current session. All **rescheduling conflicts and request** must be made within 72 hours of the scheduled game time. Failure to make this request prior to this timeframe, the scheduled game will be a forfeit and team will be responsible for the forfeit fee.

Playoffs:

All teams registered for the league are eligible for and will be entered in the end of season playoff brackets unless otherwise notified by the team they do not want to participate. Due to scheduling conflicts, playoffs may not be scheduled on the league's usual night. Seeding for playoffs will be determined by overall team records. If teams have an identical record at the end of the season, the following tiebreaker rules will be applied.

- Head to head
- Point Differential (+/-)