



Adult Basketball Rules

Current National Federation of State High School Associations (NFHS) Rulebook will be used with exception of the following league adaptations

Rosters

- Teams must have at least 5 players on the roster before the first tip-off. Rosters will be turned in to the league coordinator by the team's first game day.
- If a team has less than the four player minimum, the game clock will start with a 10 minute grace period. After 10 minutes the game will be called a forfeit. If the fourth player arrives during the grace period, the game will begin with the time remaining on the clock.
 - A team may start a game with a minimum of 4 players.
 - Teams may play with 3 or 2 players until the opposing team compiles a 20 point or more advantage; if that occurs the game will be stopped.

Game Clock

- A game will consist of two 20-minute halves.
 - The clock shall stop on all violations only in the last 2 minutes of the second half.
 - The clock will not stop during that period if one team leads by 20 or more points.
- Overtime shall consist of a 3-minute period.
 - The clock shall stop on all violations during the overtime period.

Prohibited

- Dunking with excessive force or hanging on the rim will result in a technical foul.
- The use of profanity will result in a technical foul.

Officials/Ejections

- The officials hold the right to issue a technical foul and/or eject any player from the game
 - The scorekeeper will be considered the third official.
- Any player ejected from a game will face a suspension from the league. Suspension lengths will be determined by the league coordinator and the sportsmanship committee.

- Any player with two ejections in a season will be automatically suspended for the remainder of the season.

Uniforms

- All players must have a numbered uniform that they wear the entire game.
 - If a team has a player that does not have a numbered uniform, the entire team must wear the numbered jerseys supplied by the scorer's table.

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