Men's League Rules

I. The game will consist of two - 22 minute halves with a 2 minute half time.

II. Each team is allowed 2 timeouts per half

III. Over time is 3 minutes in length with 1 timeout per team.

IV. In the First half, clock stoppage happens during the final 60 seconds on any whistle or out of bounds play. For the Second half, clock stoppage happens during the final two minutes of the game on any whistle or out of bounds play.

V. If a team leads by 20 points or more in the second half, the clock becomes running time.

VI. If the lead gets under 10 points in the last 2 minutes, the clock goes back to stoppage.

VII. Foul Shots: At 7 team fouls it's 1 and 1 and at 10 Fouls it's 2 shots

VIII. **The "Anti-Ringer" Rule: All players MUST be on the Teams Registered Roster. If a player is added to a team at any point and has not played at least 2 regular season games they will not be allowed to play in the playoffs. Players are not allowed to play on multiple teams within the same division. Failure to adhere to the rostered player rules will result in the offending team forfeiting the game.

IX. If a team does not have enough players to play, both team captains must agree on replacement/fill in players. The game will officially be a forfeit for the team short players but can play on.

X. A team that forfeits will count as 2 losses. Any team that has a second forfeit, will be suspended for the remainder of the season.

XI. A player can change teams if they choose but it must be done before the 3rd week of the season (No Exceptions)

XII. A player without their jersey is an automatic technical that will start before the tip off. Grace period is 1st two weeks of the season

XIII. Fouling out will occur on the players 6th Foul.

XIV. There is zero tolerance for fighting. You will be kicked out of the league

XV. If a player gets two technical fouls, the must leave the facility immedietly

XVI. All teams must be paid in full by week 3 or team will not be on remainder of season schedule