

KPMG COED WINTER BASKETBALL LEAGUE 2020 OFFICIAL LEAGUE RULES

WAIVER OF LIABILITY

All participants must complete a waiver of liability form. All participants in the league assume the risk of injury. The organizing committee, vendors and KPMG are not liable for any injury to person, loss or damage to personal property arising from, or in any way resulting from, participation in the league

SUBMITTING A ROSTER

Each team must submit a roster with a maximum of 12 players. Official Rosters are due **January 17, 2020**. No player may register for more than 1 team. Rosters must be submitted and a waiver form must be signed before any player may take the court. Rosters must be finalized and no changes are allowed after the 2nd week of play, except by special approval from the Basketball Commissioners. The Basketball Commissioners may allow changes to a team roster if that team would otherwise not be able to field enough players each week due to injury, illness, players moving, or other special circumstances. A player must be on the roster and have signed a waiver form to play in the league.

GENERAL RULES

- 1. Length of Periods** - Playing time will be two 20-minute halves, with a 2-minute half time. Time will run continuously except in the following cases:
 - (a.) Team time-outs
 - (b.) Injuries
 - (c.) The official's discretion

The clock will stop in the last minute of the half and during the last 2 minutes of the game for all whistles.

- 2. Start of Game** - The game will be started with a jump ball. All games will start at their scheduled time. If after ten minutes any team is not ready to play, a forfeit will be called.
- 3. Overtime** - If a game ends in a tie score, then a (2) two-minute overtime will be used. A jump ball will be used to begin the overtime. Each team is allowed one time-out per overtime.
- 4. Time Outs** - Each team may take two time-outs per half. The amount of time consumed during each time out will not exceed one minute.
- 5. Players and Team Composition**– All teams must start the game with *a max of four (4) males and at least one (1) female*. There is no maximum limit to the amount of females which must be on the court. In the event a team does not have a female player, the team must play down a player (4 total) or borrow a female player from one of the teams in the league. The borrowing of players must be agreed to by both

captains prior to the start of the game. Games can start with 4 players. ***Men CANNOT block women's shots at any time.*** It is considered a block if the defender contacts the ball. If a block is made, the basket counts. **ALL STEALS ARE LEGAL.**

6. **Substitutions** - A team may substitute only on dead ball situations (after a free throw is made, a whistle is blown, or a time-out). The substituting player must inform the scorekeeper that they will be entering the game and then wait for the official to motion them onto the court. Repeated failure to wait for this signal will result in a team technical foul.
7. **Three-point shots** - The three-point shot will be in effect. Player's feet must be behind the line and at the top of the perimeter as the shot is attempted to be considered a 3-point shot. Shots taken from the side of the three point line will be considered 2 points (Only applies when games are at Sport and Heath Club). If a player is fouled in the act of shooting and misses the shot, three foul shots will be awarded. If the player makes the shot he/she will be awarded one free throw (chance for a 4-point play).
8. **Hanging on rims or nets** - This situation will result in a technical foul, and may result in immediate ejection from the game, pending discretion of the official.
9. **Foul Shots** - Players around the lane may leave their positions when the ball leaves the shooter's hand. The shooter and players beyond the 3-point line must hold their positions until the ball hits the rim.

Fouls:

(a) All standard basketball infractions will be enforced by the referees (e.g. reaching-in, body contact of any kind, charging, etc).

(b) The decisions of the referees are final, and are NOT to be disputed. Players who disrespect the referees will be subjected to ejection from the game.

Rough Play: ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM FURTHER LEAGUE PLAY. It is recognized that incidental contact between players is inevitable however; all players should go out of their way to avoid creating an unsafe play. This rule supersedes all others.

10. **Free throw shooting** - The clock will stop on free throw shots only in the last minute of the first half and in the last two minutes of the second half, per rule #1. The 1-and-1-bonus situation will be in effect on the 7th team foul per half. The two-point bonus situation will be in effect on the 10th team foul per half. All fouls (including double and technical fouls) will be counted into the player and team foul tallies. The number of team fouls accumulated at the end of regulation will be carried over in the event of overtime.

A player is disqualified from the game on their 5th foul. Any player fouling out of a game may not return to the game under any conditions.

11. **Intentional Fouls and Technical Fouls** - These calls are at the discretion of the official, and result in 2 shots plus possession of the ball. These fouls count as personal fouls for the offending player. A player shall not use unsportsmanlike tactics, such as:

- (a) disrespectfully addressing or contacting an official
- (b) climbing on a teammate to secure greater height to handle the ball
- (c) fail to replace a disqualified player in 30 seconds when a substitute is available.

Two technical fouls on any one person will result in ejection from the game. Three technical fouls on one team will result in a forfeit.

12. Fighting – Fighting will result in the offending player(s) being prohibited from participating in basketball for the remainder of the season and the player will be reported to the sponsoring partner. Remember this is a KPMG sponsored league and all KPMG Core Values are in effect.

13. Mercy Rule - If a team is behind in the scorebook by 30 points with five minutes remaining in the second half of a game, the game will be stopped and the team ahead will be awarded the win.

14. Playoffs - Playoffs will be determined by a team's rank in the regular season standings, and teams will be seeded in the following manner:

- (a) The number of wins, and the lowest points allowed per game.
- (b) All Teams will advance to the playoffs

15. Equipment/Set-Up - Sports and Health club will provide game balls, but teams can bring their own ball. Teams must provide their own uniforms and must wear like colors. Please be prepared to have a dark color and light color uniform on game days.

16. Miscellaneous - Any situation not covered by these rules, or by the General Rules will be brought to the attention of the soccer commissioner and co-commissioner. These rules may be revised by the commissioner as deemed necessary.

(For the most part, NCAA rules will be used - however the following exceptions apply)

A. Foul shots are live "off the release", as opposed to "off the rim"

B. A team will be in "bonus" situation (one automatic foul shot, regardless of the type of foul) when their opponents have 7 fouls or more in one half. A team will be in a "double bonus" situation (two automatic foul shots, regardless of the type of foul), when their opponents have 10 fouls or more in one half.

C. Dunking is permitted, but please DO NOT HANG ON THE RIM.

Have a great season, and good luck to all teams!!!