

QUARTER SPORTS LLC
CORPORATE
MEN'S FULL-COURT BASKETBALL LEAGUE
2020 OFFICIAL LEAGUE RULES

Teams are limited to 12 total players. Official Rosters are due January 26, 2020. There will be NO roster changes after Sunday, February 2, 2020. After this date any discrepancies between actual game roster and submitted Official Roster will result in forfeiture of game by offending team at the time of detection by league administrators. (*All team employees, friends and family will be permitted to participate, on the strict basis that they comply with the league Core Values & professional sportsmanship. **ALL PARTICIPANTS MUST SIGN WAIVER FORMS BEFORE START OF FIRST GAME!**

WAIVER OF LIABILITY

All participants must complete a waiver of liability form. All participants in the league assume the risk of injury. Quarter Sports LLC and employees 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. 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 of the Men's Basketball Commissioner. Men's Basketball Commissioner 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. The Men's Basketball Commissioner may also choose to deny a team's request if the addition of a replacement player would significantly improve a team's level of play. A player must be on the roster and have signed a waiver form to play in the league.

Maximum players: 12

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 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. 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.

6. Three point shots - The three-point shot will be in effect. Player's feet must be behind the 3-point line. 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).

7. 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.

8. 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:

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

9. 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.

10. 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.

11. Fighting – Fighting will result in the offending player(s) being prohibited from participating in basketball for the remainder of the season. .

12. Mercy Rule - If a team is behind in the scorebook by 30 points in the last (5) five minutes in the second half of the game, the game will be stopped and the team ahead will be awarded the win.

13. Playoffs

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

- The number of wins, and the lowest points allowed per game.
- Top 8 Teams will advance to the playoffs

14. Equipment/Set-Up: Sports and Health club will provide game balls. 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.

15. 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!!!