

BRUSHY CREEK

ADULT BASKETBALL GUIDELINES

1. Rosters are limited to twelve (12) players and will be frozen after the third (3rd) game, with no exceptions.
 - Players need to bring an ID for ID checks before each game.
2. Players may only play for one team per season. Any variance to this rule will cause a game forfeit for the offending team.
3. There will be a five (5) minute warm-up period before the start of each game. Games start promptly at game time.
4. Games will consist of two (2) twenty (20) minute halves, with the clock stopping the last (1) minute of each half and during timeouts. The game clock will NOT stop in the last minute on made baskets.
5. Teams may start a game with four (4) players.
 - *If a team does not have 4 players at the scheduled game time, the game clock will start, and two (2) pts will be awarded each minute (1) against the team. After ten (10) minutes, if a fourth (4th) player does not arrive, a forfeiture will be awarded for the complete team. Forfeits will count as zero (0) for the forfeiting team and one (1) point will be scored for the non-forfeiting team.*
6. Dunking is allowed but hanging on the rim is not.
 - A technical foul can be assessed for excessive hanging.
7. All other rules are governed by High School rules.
8. The league will consist of eight (8) games; an optional bonus season ending tournament may occur at the end of the season for select teams if time permits (typically the top 2-4 teams).
9. Unsportsmanlike conduct towards spectators/fans, other players or referees will NOT be tolerated. Violations may result in temporary/permanent suspension from the basketball league or the Brushy Creek Community Center at the discretion of the Adult League Specialists.
 - No player, teammate, coach, or attendant shall act in an unsporting manner while on or near the court before, during, or after a contest.
 - i. Unsporting conduct includes, but is not limited to: disconcertion, attempting to influence the decision of a referee, disrespectfully addressing a referee, questioning a referee's judgment, showing disgust with referees' decisions, disrespectfully addressing, baiting, or taunting anyone involved in the contest, making any excessive requests designed to disrupt the contest, and using profane/vulgar language.
10. In the event of a tie in record, head to head records will decide winner followed by these additional tie breakers in order: head to head point differential, average point differential, forfeits and lastly strength of schedule.

11. Fan/children conduct is the responsibility of the team and players playing. Fans/children must be seated in the bleachers and behave appropriately in the game. Technical fouls and forfeiture of games can/will be assessed to the team based on fan/children conduct.
12. No food or drink is allowed in the gymnasium.
13. The adult league specialists will make the final decision on rules and league related issues.

Jerseys: Teams need to have numbered jerseys of the same color (ex: one (1) white, one (1) dark (black or navy blue)).

- Numbers must be permanently affixed to the jersey. No tape, magic marker, or duplicate numbers will be allowed after week 3 of games.

Timeouts: Each team will be allowed two (2) timeouts per game.

- Timeouts are 30 seconds long.
- One (1) timeout per team in overtime games.
 - Unused timeouts will NOT carry over to overtime.

Fouls and Free Throws: Five (5) fouls per player.

- Teams will shoot two (2) free throws for common fouls when in the “bonus.”
 - Bonus free throws will be shot at five (5) team fouls.
- Release rule on free throws

Technical fouls of a non-violation nature (arguing with the officials, abusive language, or anything else along these lines), will result in a one (1) game suspension after a player has accumulated two (2) technical fouls of this nature, with the next violation resulting in a suspension from the league.

- Ejection from a game for aggressive physical actions (flagrant elbows, physical action that could result in actual fighting, etc.) will result in an automatic one (1) game suspension, with a second (2nd) offense resulting in a suspension from the league. Fighting will result in immediate suspension from the league.

Mercy Rule: If a team is up by twenty (20) points in either half, the clock will remain running at all times.

- If a team is up by thirty-five (35) points or more with five (5) minutes or less left in the second half, the game will be called.

Overtime Rule: Overtime will start with a jump ball and last two (2) minutes. The game clock will stop in the last minute of the overtime period and during timeouts. However, it will NOT stop in the last minute on made baskets.

- If the score is still tied after the first (1st) overtime, we will play one (1) sudden-death period with NO running clock. The team that scores first wins.

These rules may be revised/or altered at any time at the discretion of the Adult League Specialists.