

League Rules and Regulations

1. Registration

- A. A minimum of seven (7) players is required to register a team.
- B. A roster is limited to fifteen (15) players
- C. Each player may be registered with and play on one team only.
- D. A player is not officially registered until the league has received the team roster with his/her signature. A signature of a parent or guardian is required for any player under 18 years of age.
- E. Playing an improperly registered player will result in forfeiture of all games in which that player participated.
- F. Each player must complete a liability waiver to be eligible to participate.
- G. Teams may add or subtract players to the roster up until the start of the second game.

2. Equipment

- A. The ball shall be a regulation basketball and will be provided by the league.
- B. Flat, rubber-soled shoes are strongly recommended. However, any athletic shoe will be allowed on the court surface as long as the shoes do not mark on the gym floor. Players should not wear their playing shoes into the gym from outside. Dirt and moisture can make the gym floor slippery and very dangerous.
- C. Equipment representing possible hazards to all participants in a game is not to be worn during the game. Elbow, hand, finger, wrist or forearm guard, cast or braces made of hard and unyielding leather, plaster, pliable (soft) plastic, metal, or any other hard substance, even though covered with soft padding, will always be declared illegal. Knee braces will be permitted if padded and metal is not exposed.
- D. Head decorations such as bandannas, caps, hats, are also declared illegal (with the exception of non-abrasive, unadorned headbands no wider than 2"). Players may not wear jewelry such as pierced earrings, necklaces, rings, etc.
- E. Players on the same team **MUST** wear the same color uniform shirts. The shirts must be numbered on BOTH the FRONT and BACK. Blank, mismatched and unnumbered jerseys **WILL NOT BE PERMITTED**.
- E. Failure to comply with any and all of the above equipment rules may result in being barred from participation or possible forfeiture of the game.

3. Players

- A. A legal team consists of five (5) players.
- B. If a legal team is not present ten (10) minutes after the scheduled starting time, a forfeit will be declared.
- C. Substitutions may be made whenever the ball is dead. (Official's whistle or between halves). If a team attempts a substitution during a live ball, it will be a two (2) shot technical foul.
- D. A player must attend at least four games during the regular season to be eligible for the tournament.
- E. Players must be actively involved in a church.

4. Timing

- A. Each game will consist of two (2) eighteen (18) minute halves.
- B. There will be a three (3) minute break between halves.
- C. The clock will run continuously except for the last two (2) minutes of the GAME and the last minute of each overtime. The clock will then stop on all violations.

Timing Continued

- D. The clock may be stopped at any time it becomes apparent that stalling is taking place while the ball is dead or if there is some unusual delay in getting the ball back into play. This includes injury timeouts.
- E. The officials may call a timeout at their discretion.
- F. Each team will be allowed three (3) timeouts PER HALF and one (1) timeout per overtime.
- G. Timeouts will be one (1) minute long.
- H. Overtime will be three (3) minutes in length and the clock will stop only during the final minute. Any additional overtime will be two (2) minutes long.
- I. Timeouts that are not used during the first half cannot be used during the second half. Timeouts that are not used during regulations cannot be used during overtime.
- J. Any requested timeouts in excess of the allotted amount will be penalized by a two shot technical foul.
- K. If the clock is stopped due to any injury, the player must be replaced until the next opportunity for a substitution.
- L. Unnecessary delay of the game is prohibited.

5. Other

- A. Games will be played by OHSAA rules, except for a few changes that are list below.
- B. Jump ball will begin each game and overtime. Otherwise, possession alternates.
- C. Players, except the shooter, may move on the foul shot and do not have to wait until the ball hits the rim.
- D. There will be a prayer before every game. The home team will start the prayer.

6. Violations

- A. Dunking is allowed. However, hanging on the rim after the dunk will result in a two (2) shot technical foul. (Referee discretion)

7. Protests

- A. Protests may be made on the playing of an ineligible player or when improper interpretations or enforcement of the rules involve the outcome of a game.
- B. No protest may be entered on any judgment of an official or league commissioner.
- C. A verbal protest must be expressed to the league commissioners upon incident and a written protest must be turned in to the league commissioners within 48 hours of the incident
- D. After receipt of the initial written protest, the league commissioners will then review the protest.
- E. The league commissioners may also investigate any alleged violation of any league rules and/or policies without the filing of a protest by a participant.

8. Disciplinary Statements

- A. In the event an individual(s), and/or spectator(s) conducts him/herself in an un-sportsmanlike manner, before, during, or after a game, the official(s) and/or league commissioners have complete authority in taking action, as they deem it necessary, in order to keep the game under control.
- B. If any player or coach is ejected from a game for any reason a suspension will be given for the remainder of the game and their next game.
- C. If any player or coach is ejected from two (2) games they will be suspended for the remainder of the season.
- D. Any theft of or damage to facilities or equipment will result in an expulsion from the league and the individuals involved will be required to compensate the league for those damages.