

Field Sports Adult & High School Basketball Rules

I. All captains are responsible for:

- a. All team fees turned in before deadlines
- b. All paperwork for team & teammates completed before deadlines
- c. Only allowing players on the court who have paid all fees in full and all names of players listed on roster; No roster changes can be made after the third game

II. Number of players and league type description:

- a. Each team's roster can have between 5 –15 players during current season.
- b. *Men's* will consist of 5 players on the field and must be at least 18 years or older.
- c. All teams may start with 4 players; Teams may play with only 3 if injury or disqualification of team member occurs.
- d. The bench area is restricted to only players on the roster and designated coaches listed on the roster; any other persons must be approved by Field Sports management.

III. Equipment Rules:

- a. All games will be played with a Field Sports basketball.
- b. No outside shoes are permitted to be worn.
- c. No jewelry can be worn during game play. This includes and is not limited to: Watches, earrings, rings, and neck laces; facial/body piercing must be covered with band aid or other adhesive strip.
- d. Teams must wear matching shirts with numbers. If one player does not have their shirt, the captain or co-captain is required to checkout mesh pennies for the entire team.
- e. **Illegal Optional Equipment:** Pads and/or braces which consist of metal, plastic or any material deemed unsafe are prohibited.

IV. Player Eligibility:

- a. All players on a team must be listed on roster before first game. Any team may add a player by the beginning of the third game. Roster changes are not allowed after the beginning of the third game. Captains may speak with a Field Sports administrator if there are any questions throughout the season.
- b. All team fees must be paid before the first game of the season.
- c. Any team found to have a player(s) who falsified or played under an assumed name will have to forfeit the game in which the infraction was noticed, and could be subject to league ejection without refund of team fees for that particular session.

V. Periods, Length of game, Substitutions & Time-outs:

- a. Each game will consist of (2) 20-minute halves and a 3-minute halftime period. The clock will stop on all dead ball situations for the last 2 minutes of each half. If the score is tied at the end of regulation the game will go into a 3 minute overtime, and possession will be decided by a jump

ball. Each team will receive one 30 second timeout for overtime, no timeouts ever carry over. If the score is still tied at the end of overtime, 1 minute overtimes will be played until there is a winner with the same format.

- b. Players may substitute during dead ball situations and must be acknowledged by the referee or score keeper. Each substituted player must be in uniform.
- c. All players not participating must stay within the designated bench area during the game. Players entering the court of play during live action may be subject to ejection from the game.
- d. Each team will receive (1) 30 second time out per half; time outs do not carry over into the second half. Any time out will stop the clock. All time outs must be clearly communicated to the Referee, prior to the time out taken.

VI. General Organization:

- a. Situations not covered within the Field Sports Basketball rules or implied by these rules shall be governed by current National Federation Basketball Rules and Interpretations.
- b. Out of Bounds: The white line is considered out-of-bounds. If the ball carrier steps on or outside the line the play will be blown dead.
- c. Any ball that comes into contact with the ceiling; the ball blown dead and possession will be given to defensive team.
- d. Restraining/mid court line; There will be 3 lines near mid court. The middle line that the offensive team approaches will be the initial over line, once crossed, the line furthest back will then be the over and back line. This line will remain as the over & back line until possession changes teams.
- e. Hoop base and extensions will be considered out of bounds; ball contact will result in play be blown dead immediately.

UPDATED AS OF 10/26/2010

X. Scoring:

- a. 2 points - any attempt made while one or two feet touching the 3-point line or inside the 3-point line.
- b. 3 points - any attempt made while two feet are outside the 3-point line.
- c. 1 point - an attempt made while taking a free throw.
- d. **Mercy Rule:** The game will end if one team is ahead by 20 points or more with 1 minute remaining in the game.

XII. Sportsmanship & Conduct of Players and Others:

- a. Any player who commits two technical fouls in the same game will be disqualified from the game and will be considered for further suspension for at least one game. If a player is disqualified from a second game in the same season; that player is automatically disqualified from league play for the remainder of the season.
- b. Any player that intentionally forces another player into the backstop support or surrounding out of bounds obstacles will be ejected from the game automatically and will be subject to further suspension for future games or ejection from the league.
- c. Any player who participates in a fight will be automatically ejected from the game and asked to leave the premises. The player will also be ejected from the league for the remainder of the season and may be suspended for future sessions beyond the current season.
- d. The fourth technical foul by the same team will result in forfeit of game, and review of all team actions to consider whether that team shall be disqualified for that session and/or sessions that follow thereafter.

- e. Only the designated team captain will be allowed to talk with officials. Any other player who complains or argues with the officials will be given a verbal warning. If after the warning the player does not stop; the player will be given a technical foul. The player may also be subject to ejection from the game.
- f. Any player that is ejected from the game will be asked to leave Field Sports property.
- g. Any player expressing unsportsmanlike behavior including distasteful language, cursing, excessive celebration, and hanging on the rim will be subject to a technical foul.

XIII. Miscellaneous rules:

- a. If an official inadvertently blows the whistle during the game, the team with possession of the ball will be given the opportunity to restart the game with an in-bounds passed nearest last possession.

XIII. Schedules, Standings and Playoffs

- a. Schedules will be updated the day after games are played and can be viewed at www.fieldsports.org along with the weekly standings.
- b. Standings will be based on the following:
 - 1. Win/Loss record
 - 2. Head-to-head wins
 - 3. Point Differential
 - 4. Points Scored
- c. Playoffs will be determined based on regular season records. All teams will make the playoffs. Seeding and pairings will be announced the day after the regular season has ended.

Field Sports reserves the right to amend rules and guidelines at any time for the safety and experience of participants