

# **White River Sports: Adult Men's Basketball League**

## **Players Compete + Officials Officiate + Relationships Built +**

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### **Rules 2018**

Games will be played according to NFHS Basketball Rules except for modifications stated in these rules

- 1. Rosters are finalized at the tip off of your team's first game of the season. The only way to add a player after that is by majority approval vote by the captains in your division. You are not allowed to write in players after the season has started. All players must present a valid, state-issued, photo ID at the first game they play.**
2. Teams should arrive early for their games; each game will start promptly on time. There will be no grace period provided to the team with only 4-players. Team's short players will be allowed to start with 4-players; there must be 5-players by halftime or the game will be considered a forfeit. We have too many teams to allow any delays in starting games.
- 3. All players must wear a White River Sports-issued jersey to be eligible to compete. If players do not have a WRS-issued jersey, one can be purchased through WRS.**
4. Teams will be given a minimum of 5-minutes to warm up prior to the start of each game. Games will consist of (2), 20-minute halves with a 5-minute half time. There will be a running clock except for the final 2-minutes of the game when it will stop for all dead balls. If a team has a 20-point or bigger lead, the clock will not stop during the final 2 minutes. In the event of a tie, a 3-minute overtime will be played. Additional overtime periods will be 1-minute long.
5. There will be one timeout allowed per team per half. Also, each team will get one "floating" timeout that can be used in either half; each team will have three total timeouts per game. In the event of an overtime, each team will be issued (1) timeout; teams cannot roll timeouts over to next half or into overtime. The clock will stop for all timeouts and will restart according to standard NFHS Basketball Rules.
6. Each player is allowed five personal fouls per game. One-and-one bonus (1+1 free throws) will apply on the seventh (7) team foul; (10) team fouls will result in a double bonus (2 free throws).
- 7. During a free throw, players are not allowed to move into the lane until the ball is released from the shooter's hand(s). No player may make contact with the free-throw shooter until the ball makes contact with the rim or backboard. Players will line up on top of the blocks; no player will be lined up under the basket.**
8. Any use of foul language will automatically result in a technical foul. Negative talk (trash-talking) among players is not allowed and may result in a technical foul. Any arguing with the referee will automatically result in a technical foul. A player receiving (2) technical fouls in a game will be ejected. In the event of an ejection, the player must talk to the White River Sports Pastor before playing again and may be subject to additional penalty. A player ejected (2) times during the season, will be ejected from the league. Let's keep it clean. Decisions of the WRS Pastor are final.
- 9. Teams will be required to provide volunteers according to the Timer/Scorekeeper Schedule. Failure to provide a volunteer will result in a 10-point deficit for each scheduled time missed; i.e., 10 points for the first offense, 20 points for the second, 30 points for the third, etc. The offending team will also be assessed a technical foul that will be charged directly to the team captain. Usually a volunteer will need to show up prior to or stay after to help with setup, scoring or timing or teardown. Sometimes, teams will need a volunteer before AND after their game.**
10. The home team will be responsible for prayer at the beginning of the game, and the away team will be responsible for a 2- to 3-minute devotion during halftime.
11. Team captains are responsible for their team and will be treated as a coach according to NFHS rules when accessing penalties.
12. No dunking or grabbing onto the rims please! Dunking will result in a technical foul.

**NOTE: Consumption of alcohol prior to or during a game is not allowed and there is a zero-tolerance policy. If a player is witnessed consuming alcohol or is suspected of having consumed alcohol prior to or during a game, he will be ineligible to participate. Alcohol and tobacco are not allowed on the WRCC premises.**