



Men's 5v5 Basketball Rules

- A \$100 deposit is required upon registration of a team. One half of a team's balance must be paid before the start of week two games. Payment is due in full before the start of week three games.
- All players must sign and turn in a waiver form or team roster form before their first game of the session. Waiver forms and Roster forms can be found online at www.bucksmontisc.com. The team captain is responsible for getting the signatures and getting the forms turned in. If you haven't signed the waiver form you will not play.
- Rosters may be changed and altered up to the 3rd game. After that, rosters are set.
- Players must have played in at least 2 regular season games before they are allowed to play in any postseason games.
- Game times are 9:40pm and 10:30pm. Teams should be ready to play on time, referees will allow a 5 minute grace period. After the 5 minutes the game clock with start
- Teams must have at least four players from their team to start. If a team decides to borrow a player from another team, then it will count as an automatic forfeit for that team. However, the teams can still play the game that was scheduled, but the score will not count.

Game officials and scorekeepers:

- The officials are in charge of each game.
- Referees will be provided by BucksMont ISC and ref fees are included in team fee.
- Officials can eject players, managers and fans from games for rule violations and unsportsmanlike behavior.
- Scorekeepers will keep the official score and time. Team fouls and individual fouls will be recorded

Equipment:

- Each team must be in the team jersey provided by BucksMont Indoor Sports Center
- BucksMont will provide a few balls for warm-up. However teams are allowed to bring their own. One of your basketballs may be used for a game ball if both teams agree and officials agree.
- **NO jewelry allowed!** All jewelry must be removed for games.

Game Time:

- Each game will consist of two 20 minute halves, continuous clock until the last minute of each half.
- Each team will be given 1 timeout per half (1 minute time-outs). Time-outs do not carry over.
- Overtime will be 3 minutes. The first two minutes are running clock, in the last minute the clock will stop on regular situations. Both teams will receive one timeout for overtime (timeout is only 30 seconds). You may not carry over timeouts from regulation.
- The clock will stop for timeouts.
- **20- point Rule:** If a team is up 20 or more points at the minute mark of the 2nd half, the clock will run.

Managers, Coaches and Players:

- Any player or manager ejected from a game is suspended from the next game played by their team.
- Any player or manager ejected twice will be done for the season.
- **Any player or manager ejected for physically abusing another player will be suspended from playing at BucksMont ISC. BucksMont will make the decision if you can continue to play in the future.**
- The league director will make all decisions regarding ejections and suspensions after reviewing the incident with referees, players, and employees.

Other Rules:

- Dunking is legal in game situations only.
- Jump balls will be decided on the alternate possession.
- On the 7th team foul of each half; the bonus free throw will be rewarded. On the tenth team foul double bonus will be rewarded.
- A player will foul out of the game with the accumulation of 6 individual fouls
- Technical fouls will give possession of the ball and one free throw to the opposing team.
- Two technical fouls on a single player in the game will result in an automatic ejection.
- Three technical fouls on a team in a game will result in an automatic forfeit of the game.
- You may only play on one team in each league.