

Adult Basketball

Quick Rules

Adult basketball League will utilize the current national Federation High School Association rules along with Greeley Rec. modifications.

PRIOR TO GAME:

Designated home team: wears light side of reversible jersey with a number.

If a team fails to provide same/ like jerseys after week 2, the team will receive a 2 point unsportsmanlike technical for each player not having the same jersey.

Line Up Card are due to the scorekeeper 10 minutes prior to the start of your game time.

GAME CLOCK:

Running clock -clock only stops for timeouts and injuries.

Halves- two (2) 20-minute halves

Half Time: three (3) minutes, if games are running long, reduce half time break.

Last two minutes of game – score is within 10 points; regulation clock will be used. Running clock will be used when score exceeds 10 points.

Technical Fouls – Clock does not stop, two points automatically awarded plus possession.

Overtime – One two-minute running clock overtime period, exceptions; free throws, injuries and timeouts.

Double Overtime – No clock, Sudden Death, First team to score at least two points wins.

Mercy Rule-A game will end if a team is Thirty-Five (35) points ahead after halftime. A game will also end if a team is twenty (20) points ahead at or after the two-minute (2) mark of the 2nd half.

During game

Time outs – two 30 second timeouts per half

Substitutes must check-in at scorer's table and be whistled in prior to entering game.

Overtime and double overtime – One 30 second timeout per team

Player penalties

Two Technical fouls or Ejection during game – ejection from current game and suspension for next scheduled game

Player must and will pay \$50 prior to playing next eligible game.

Team must and will pay \$25 to continue current game.

Two Technical Fouls during season – player will be fined \$25, paid prior to next scheduled game. Every subsequent technical the offending player will be fined an additional \$25.