



## 35 & Over Basketball League Rule

All playing rules will be the rules of the National Collegiate Athletic Association (N.C.A.A.). Any exceptions or additions to N.C.A.A. playing rules that have been adopted by the Brownsville Sports Park are listed below and on the following pages.

- Player Eligibility:**
1. Individuals can be 34 as long as they are turning 35 that same year to participate in the league, you can **NOT** be any younger. **Staff can ask for your id's if younger or don't have it you are not ineligible to play.**
  2. Any ineligible player will be subject to suspension for one (1) year.
  3. If player is declared ineligible, all games that he has played in will be counted as losses.
  4. Any manager/coach knowingly playing a suspended or ineligible player will be suspended for one (1) year.
  5. Any player currently on a semi-pro or professional team roster is ineligible to play in the league.

**Uniforms:** Players on each team must wear jerseys that are identical in the base color of the jersey and **must** have a six (6) inch number on the back **and** preferably a four (4) inch number on the front. Numbers **must** be permanently affixed to the jersey, not taped or pinned to the jersey. Numbers that are handwritten in pencil, marker, or any type of ink pen will not be allowed.

**Game Length:**

1. A game shall consist of two (2) twenty minute halves with a running clock for the first half and the first eighteen (18) minutes of the second half. The clock stops only for time-outs and for the last two minutes of the second half. If in the final 2 minutes of the second half one team is ahead of the other by 20 points or more the clock will remain a running clock. Game officials may stop the clock at their discretion for injuries, ball retrieval, etc.

- Timeouts:** Each team will be allowed two (2) one (1) minute time-outs per half.
- Halftime:** Halftime will be two (5) minutes long for all games.
- Overtime:** Each overtime period will consist of a three minute period with the clock stopping for all whistles during the last minute of the period. Each team will be given one timeout in each overtime period (no carryovers).
- Clock/Book:** Electronic scoreboards are used to keep time, but the scorebook is considered the **official score**. Team captain/manager is the only person allowed to speak to the scorekeeper or game officials.
- Forfeits:** Game time plus 5 minutes of running clock time is forfeit time. A team must have a minimum of 4 players from their roster in proper uniform to begin play. If the 5<sup>th</sup> player does not arrive by the second half the game will count as a loss for the 4 player team. If you know ahead of time that your team will not be able to make a game, it is your responsibility to call the **Brownsville Sports Park Office (956) 574-6650** at least 2 hours prior to your scheduled game time.
- Technical Fouls:** If a player is guilty of committing a technical foul, player must sit out for five (5) minutes of playing time. If a player commits a second technical foul, player will not be allowed to play the remainder of the game and the teams next scheduled game. If after the suspension said player is again ejected from a game, said player will be suspended from playing the remainder of the season and may be subject to exclusion from further City of Brownsville Men's Basketball Leagues.
- Conduct:** Any player or coach who is assessed two unsportsmanlike technical fouls in any game will be ejected from the game and must leave the building immediately. Any player or coach ejected from a game can and will be suspended from their team's next scheduled game or for the remainder of the season. **The League Supervisor will rule on all ejections.** Anyone involved in a fight will automatically be ejected from the game and will face appropriate suspension. Suspension may result from any kind misconduct and fighting in any of the Brownsville Sports Park leagues.
- Game ball:** Teams should bring their own basketballs for warm up. If a game ball is stolen during the season we will NOT replace it. Both teams will need to provide a game ball and decide

among team captains which ball will be used for the game. While games are in play, no one should be dribbling any balls.

**Team Rosters:**

1. Team rosters must be filled out and turned in by the **(2<sup>nd</sup>)** game of league play. No changes will be allowed to be made after the team roster has been turned in, with age and date of birth.
2. This rule will also apply if a team asks to replace a player due to an injury. Every team is allowed 12 players; therefore, there is no need to replace one or two injured players.

**Playoff Play:**

1. All players must **be present for (4) regular season game to be eligible to participate in Playoff play. \*Exception being a verifiable injury exemption. (Must be presented either at the beginning of the season or when injury happens)**

If anyone has any further questions or concerns about the rules, please feel free to contact Luis Uresti at 574-6641 (office) 203-5824 (cell) or email at [luisu@cob](mailto:luisu@cob).

