

Frequently Asked Questions Regarding Basketball Rules

Rules (page 5 – Sec. 10)

Game Clock – Two halves (20 min. each)

Stopped Clock – Only in last 2 min. of 2nd half if game is within 10 pts. Clock does NOT stop after a made basket.

Overtime – 3 minutes, “stopped clock” = last 1 minute only.

Double Overtime – Sudden Death (First basket wins, even if it is a free throw.

Time Outs – (4) 30 second time outs per game. (1) Time out in overtime only, no carry over]. Opposing team has option to use timeout if just stopping the clock.

***Timeouts cannot be used before tip-off.** Tip-off cannot occur until all players have signed in (and added on backside of scoresheet if applicable) [page 2 – Forfeits]

****Ball does not advance on time outs (no. 6)****

Bonus (no. 8) – 7th Team foul is 1 and 1. 10th team foul is 2 shots.

Team fouls – All offensive, defensive, bench, and technical fouls will count as team fouls.

Foul Out – 5 fouls

Free Throw “key entering” (no. 10) – The shooter and all players behind the 3-PT must wait until ball hits rim to enter the key.

Uniforms (page 6, No. 14) – Any uniform issues will result in 2 points for opposing team. We will NOT shoot free throws.

Uniforms must the same color (a few shades off will be accepted; similar density/saturation)

Jerseys with no numbers will only be allowed as number “0” for one player per team if there is no “0” or “00” playing in the same game. Only 2-digit (numerical) numbers are allowed (no letters or 3-digits).

No tape will be allowed for jersey numbers. Home will always wear light jerseys; visitor will always wear dark

Forfeits (page 2-3) – If a team does not have 4 players signed in by game time, start the clock. If the team gets a 4th player before 10 minutes have come off the clock, award opposing team 1 point per minute. Start game with clock continuing to run. Once 10 minutes have run off the clock, the game is an official forfeit.

**The at-risk team is allowed to “pick-up” players to avoid a forfeit (1 or 2 players can sign-in for a maximum of 4 players on the court)*

**No pick-ups allowed after deadline. All pick-ups must leave the game when the team’s ROSTERED players arrive & sign-in. The opposing team must approve a non-rostered player to continue playing & accepts the final score, even if it’s a LOSS.*

Roster Addition/Deletion Deadline (page 4)

The roster deadline in all leagues will be the 7th game of the season when 10 games are guaranteed. Any shortened season will be adjusted accordingly.

OFFICIAL’S FEES (paid before start of game): \$35/team if both officials present; \$15/team if only one official present; \$10/team if official arrives after start of game; NO PAYMENT if official arrives after halftime. **Responsibility of each team to pay correct amount. NO REFUNDS WILL BE GIVEN.**

Height Checks (page 4) – Must be done prior to player entering the game. If a team manager asks to height check a player on the opposing team, please take player over to the designated height measured area and measure player with shoes off. If player is below the line, he is fine to play. If the player is above the line, he will not be allowed to play. The tape can be found at the following:

**East Gym – On wall next to the door to enter the front desk area from the gym*

**Downtown Gym – On wall when you immediately enter the gym on left hand side next to maximum occupancy sign*

**West Gym – Behind scores table on wall of storage area door that rolls up*

**Ponderosa Gym – Behind office door inside gymnasium*

Rosters (page 4) – Any coach must be a rostered player on scoresheet & sign-in each game; only rostered players are allowed on/in the designated bench area. Players/coaches must sign in **PRIOR** to entering the game.

Roster Checks (page 3) – Protest can be announced at any point during the game. Time must be called and protesting team will lose a time out. If no I.D. is available, the player in question may not play until he/she provides and I.D. If the player in question is unable to provide a current picture I.D. by the end of the game, the scorekeeper will declare the game a forfeit. **Only one roster check can be used per game.**

Player Conduct (page 5) – Any player leaving the bench and steps onto the court during an altercation will be automatically ejected from the game and will be suspended for future games at the digression of the Anaheim Adult Sports Director.

Technical Fouls (page 5) will carry a penalty of two (2) free throws and the possession of the ball. The player who receives the technical foul must **exit the game** and may not return for two (2) minutes of **GAME TIME**. A player on the bench may be substituted in their place. Game time will not start until after free throws have been shot and the ball has been **put back in play**. If a team does not have a sub, the player must still sit the required two (2) minutes while the team plays shorthanded.

To view the full rule book, schedules, stats, and standings, visit the adult sports website: www.teamsideline.com/anaheim

To make a payment: www.anaheim.net/play

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