

Basketball Rules (self-officiated)

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1. **GAME LENGTH:** Each game will consist of two 22-minute halves (running clock at all times) and a 5-minute half-time. Home team starts game with possession.
2. **TEAM COMPOSITION:** Teams will be comprised of 10 individuals (5 on the court)
3. **SUBSTITUTION:** Must check in at scorekeeper table
4. **JEWELRY IS NOT PERMITTED:** This includes rings, bracelets, earrings and necklaces. Emergency medical necklaces or bracelets may be worn but must be taped to the body. Soft pliable piercing plugs are not considered jewelry. Gauged ears must be covered with sports tape.
5. **UNIFORM:** Teams must have shirts/jerseys of the same color for all players (HOME team wears black or navy, AWAY team wears white). Jersey numbers are not required in non-officiated leagues.
6. **PLAYER ELIGIBILITY:** All players must be registered with the City of Eugene Athletics program to be eligible to play. Players are required to check in with the gym supervisor upon arriving at the gym. Players may play in more than one game per day (before or after his/her scheduled game). However, any player opting to do so must receive permission from both team captains in order to be eligible to "add-on" for a team. A team must be in danger of forfeiting due to low player turnout to add a player. We do not want an add-on player to take away playing time from rostered players.
7. **FOULS:** If a player feels fouled **they** must clearly call it at the time of the violation. All other teammates and opposing players cannot call a foul for other players. Fouls result in the ball being taken out on the sideline at half court. A foul committed on a made basket counts and the fouled team takes the ball out at half court. Disputed calls will be determined by the direction of the possession arrow.
8. **TEAM ADVANTAGE:** At any time during the game a team is ahead by 20 points, the leading team must remove 1 player from the court to create a one-player disadvantage (4 vs 5). Once the trailing team reduces the score to less than 13 points, the player may return to the floor at the next dead ball.
8. **PLAYER CONDUCT:** Players are expected to conduct themselves in a sportsmanlike manner at all times. Competitive play is encouraged, but never at the expense of the basic enjoyment of the game for all those involved. Facility Supervisor has right to eject players based on poor sportsmanship, aggressive behavior or intentionally disrupting the flow of the game.