

## RULES

- **Teams:** The minimum number of teams is 4, while the maximum is 6.
- Teams will consist of 6-8 players, a team name must be provided, teams must consist of at least 2 women, with at least one man and one female on the court at all times.
- Same color shirts are recommended.
- Each team must have 4 members from the rostered team to be eligible for the game, non-registered players must sign a release form in order to play.
- **Game Clock:** Two 20-minute running halves with the clock stopping in the last 2-minutes of the second half, only if the losing team is within 15 points.
- 4 minute half time.
- There will be no shot clocks.
- **Timeouts:** Teams will have 3 timeouts to use throughout the duration of the game, when a timeout is called the game clock will stop.
- Timeouts will have a duration of 60 seconds.
- Anyone on the team can call a timeout.
- A timeout will result in play resuming with a check-in on the court of the opposing team. Play will resume once a pass is made from the top of the key.
- **Game Rules:** Games will be played 5v5
- Games ending in a tie shall be decided by a three-minute overtime period. If a tie still exists after the first overtime period, play shall resume with a jump ball and the first team to score shall be declared the winner.
- Teams can sub on the fly. Try to sub on dead balls, or when on offense, if possible.
- All other basketball rules apply.
- **Fouls:** Every team is granted 7 fouls for the entirety of play.
- After 7 team fouls are committed all shooting and non-shooting fouls called will result in the other team shooting free throws and possession of the ball. This will be called putting a team in the bonus.
- All non shooting fouls while the team is not in the bonus will result in a stoppage of play, with the team receiving the ball at the top of the key. (The clock will still be running).
- All male players shoot one shot for non-shooting fouls after the bonus, two shots for shooting fouls before and while in the bonus.
- Female players shoot two shots for non-shooting fouls and shooting fouls before and while in the bonus.
- One technical foul will result in this player being ejected from the game.
- All fouls will carry over to the next half and overtime play.
- If one player commits 5 of their team's fouls, they will be benched for the rest of play.

- **Attire:** non-outdoor shoes must be worn at all times during gameplay. Players not wearing proper footwear will not be allowed to participate in the game.
- **Behavior:** NO DUNKING OR HANGING ON THE RIMS. Any player that dunks or hangs on the rim could face ejection from the game.
- **Free agents:** Individuals will be allowed to register for the league but will be registered under a free agent. If a succinct amount of free agents meet the requirements of a team, they will be placed together to form one team.