

# STB LEAGUES

## Basketball Rules



### Equipment:

Each team must have matching uniforms.

Each Jersey must be the same majority color of the shirt.

Each jersey must have a number on it.

### Eligibility:

A player may not sub for a different team in the league under any circumstance. Once you play a game for a team, that is your team for the season. You must play in 5 regular season games to be eligible to play in the playoffs. Eligibility is subject to change based on commissioner's discretion. A roster with their playoff eligible players will be provided to each team at the conclusion of the regular season.

If you are ejected from a game at any point you are suspended for your team's next game.

Suspensions do not count toward your eligibility for playoffs.

Each Team will be required to fill out a roster sheet.

### Game Play:

Each game will consist of two 20-minute running halves.

The clock will stop:

Timeouts and injuries

The last ten seconds of first half

The final two minutes of regulation and overtime periods. (If the game is more than a 20 point difference then the clock will continue to run inside of the final two minutes

There is no mercy rule, and the game will only be called under two minutes at the discretion of the losing captain.

Each overtime period will be 2 minutes long. The clock will stop on normal stoppages. Team fouls do not reset. Each team will receive an additional timeout for each overtime period.

There will be no overtime during the regular season.

If a game ends in a tie, there will be one sudden death shot taken to determine the winner. The team that wins the original tip will decide whether to shoot the sudden death shot, or to allow the opposing team to shoot it. Whichever team is shooting will select their own shooter from their roster to take the shot.

Each team will receive 4 timeouts per game.

The bonus will occur after the team's 7th team foul. There is NO double bonus.

A player is disqualified on their 6th personal foul. If a player chooses to continue each foul after the 6th is a technical foul.

The ball may be advanced to midcourt for the inbound following a timeout.

There is no possession arrow. The winner of the tip will get that possession and the possession to start the fourth quarter. The opposing team will get the possession to start the second and third quarters. Any jump ball will be jumped at midcourt by the two players that were involved in the tie up.

No players, or fans, are allowed to be on the bench side of the floor unless they are currently playing.

No alcohol allowed in the gym.

### **Fees:**

League fees will be \$400 per team. They are due by the start of each team's Week 1 game. A \$25 late fee will be assessed for each week the fee is not paid.

Referee fees will be \$35 per game, per team.

Referee Fees must be paid in full before the game starts.

Game time is forfeit time. No grace period.

Each team must pay a \$70 forfeit fee at the beginning of the season. If this fee is unused by a team throughout the season, it will be refunded to the team's captain. If a team forfeits, without prior notice, the forfeiting team will be responsible for the total \$70 referee fee for the game.

For any rule not addressed in the above set, will be followed in accordance with the LHSAA high school basketball rule book.

All Cash Apps are accepted for both league fees and referee fees.