

Kingdom Sports Center Spring/Summer 2011 Basketball League/Tournament Playing Rules

1. League and tournament play will follow OHSAA rules with any exceptions as noted below.
2. Game time is forfeit time – THERE IS NO GRACE PERIOD.
3. Pre-game warm up is limited to 5 minutes or until the scheduled start time of the game; whichever is sooner. Teams must supply their own balls for warm up.
4. Line ups must be written on the official score sheet in numerical order with a full last name, then first initial. A player MAY NOT play on two teams of the same age division or bracket.
5. The first team listed on the schedule shall wear the lighter colored jerseys and supply the game ball. They will be identified as the home team on the scoreboard and sit to the right of the scorer's table. The home team must also supply an adult as the official scorekeeper.
6. Score keeper MUST keep game score on official score sheet, as supplied by the facility, for tournament games. Game sheets will be turned into Tournament Director. Score keeper MUST record game score on league score sheet as posted at the court station. Facility office will pick up score sheet at end of the evening.
7. The second team listed on the schedule shall wear the darker colored jerseys. They will be identified as visitors on the scoreboard and will sit to the left of the scorer's table. The visiting team must supply an adult as the official timekeeper.
8. Rim height is to be set at 10' for all grades, boys and girls.
9. No team may 'press' with a 15 point or more lead. Violation of rule: 1st and 2nd offense = Warning, 3rd offense = Team Technical Foul.
10. All girls' teams and 3rd – 7th grade boys' teams will use the 28.5 inch ball. The 8th – 12th grade boys' teams will use the full size ball.
11. All games, boys and girls 9th and above will play 2-14 minute with clock stopping as normal for all dead ball situations.
12. All games, boys and girls 8th and below will play 2-12 minute with the clock stopping as normal for all dead ball situations.
13. The time between halves is limited to 3 minutes.
14. A player will be disqualified after 5 personal fouls.
15. The bonus free throw will be awarded starting with the 7th foul of a half and the double bonus will go into effect with the 10th foul of a half.
16. All flagrant and technical fouls will be 2 shot fouls, plus the team will get the ball.
17. Any player, coach, or fan receiving 2 technical fouls in a game must leave the court immediately and may not have any further contact with their team for the remainder of that game. If they do not leave the court immediately, the game will be forfeited. The Tournament/League Director can suspend the person for the remainder of the season.
18. Each overtime period shall be 3 minutes in duration of the running clock time. The final minute of overtime will consist of regular clock rules with the clock stopping on all dead balls. Each team will be awarded one additional timeout for each overtime period and all timeouts left over from regulation will run over.
19. At anytime during the game there is a point differential of 20 points or more the clock will run continuously until the spread goes below 20 points. EXCEPTION for free throws.
20. Dunking is only permitted during game time. Dunking IS NOT permitted during warm up time.
21. No protests are allowed – problems must be solved immediately during the game.
22. No non-uniformed children are allowed on the team's bench at any time, this includes injured players who are not in uniform.
23. No more than 3 adults (coaching, score keeping, etc.) are allowed to sit on the team's bench for any reason.
24. Teams MUST be paid in FULL prior to tip off of their first game.
25. All rosters are final at start of team's first game.
26. All questions regarding playing rules, eligibility, procedures, etc. need to be directed to the League or Tournament Director. The Director's decisions are final.
27. 4 Full Time Outs - No Carryovers for Overtime.

Tournament Tie Breaker

- 1) Win Loss Record
- 2) Head to Head Competition
- 3) Total Point Differential (15 Max)
- 4) Fewest Defensive Points Allowed
- 5) Sudden Death

