

2015 SPRING RULES (Last modified: 1/27/2015)

High School Basketball Rules apply to the game in all divisions, except when modified as below:

TEAM ROSTERS, ELIGIBILITY, AND EQUIPMENT:

- Each team must submit a completed Roster – signed by each Parent/Guardian, PRIOR TO THEIR FIRST GAME, to the League.
- Players must be in the grade or younger than the grade the team is competing in.
- A player may compete on two different teams in the league, so long as those two teams are not competing in the same division.
- The Home Team (listed first) should wear light (if jerseys are available); during Elimination Rounds, the Higher Seed should wear light (if jerseys are available). If a team does not have both a light and dark jersey, the opposing team should be cool and switch – we will not forfeit a game over jersey color.
- BALL SIZE:
 - Boys Teams, should play with the Official Size Ball (size 7, or 29.5).

SCOREKEEPERS / TIMERS:

- Each team must provide one volunteer to keep either the official scorebook, or the game clock.

GAME DURATION AND TIME BETWEEN GAMES, HALVES, ETC.:

- Games will consist of two twenty-minute halves with a running clock – except for timeouts, and the last THREE minutes of the second half.
- Mercy Rule: if there is a 15 point lead or greater in the second half, the clock will continue to run.
- Warm-up time will be 3 minutes.
- Half-time will be 5 minutes.
- Games should NOT be started earlier than game-time.
- Games should NOT start later than game-time. If a court is behind schedule, warm-up time and half-time can be reduced to ensure games start on-time.

TIME OUTS:

- Each team will have 4 time outs per game, time outs are cumulative, the clock will stop during time outs.
- Time outs will be a full 60 seconds.

OVERTIME:

- If a game is tied at the end of regulation play, a TWO-MINUTE, stop-clock overtime period will be played.
- If the game is still tied after the 2-minute overtime period, the game will proceed to Sudden-Death Overtime.
 - In Sudden-Death Overtime, the first team to score a point (free-throw or field goal) wins the game.

SEEDING TIES:

Seeding tie-breakers used to advance from League Play to Single Elimination tournament are determined as follows:

If ALL of the teams tied in win/loss record played each other in Pool Play:

- 1) HEAD TO HEAD results between the tied teams (only if all teams tied played each other in Head to Head competition).
- 2) POINT DIFFERENTIAL in games played between the tied teams (maximum differential is 15 points, don't run up the score).
- 3) POINTS SCORED AGAINST in games played between the tied teams.
- 4) TOTAL POINTS SCORED by the tied teams, in games played between the tied teams.
- 5) COIN FLIP will determine the higher seed if still tied after steps 1-4.

ALL DISPUTES MUST BE SETTLED ON THE COURT, BY THE GAME OFFICIALS – NO PROTESTS