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BASKETBALL RULES

Section 1 – General Rules

1. Officials, contracted by Connection Pointe, are directed to enforce the rules strictly during the season. Only the captains of each team will be permitted to address the official.
2. Each game will begin with prayer and with all players present at half court. The HOME team will be responsible for the prayer, and will be listed first on the schedule. If a team is uncomfortable with praying, please discuss this with the Director of Sports Ministry or Programming.
3. All players are required to wear official Connection Pointe jerseys. The designated HOME team will wear white jerseys, with the GUEST team wearing blue.

Section 2 – Rules of the Game

1. Games shall consist of 2, 20-minute halves, with no more than 3 minutes allowed for halftime.
2. There will be a running clock except for, time-outs. During the final 2 minutes of each half the clock will be operated according to IHSA rules, and will be stopped for all whistles. The clock will not stop for made baskets.
3. Mercy Rule: If the score differential is greater than 20 points, the clock will not stop.
4. All overtime periods will be clocked according to IHSA Rules and last for 3 minutes. The last two minutes the clock will be stopped for all whistles.
5. One and One bonus will be awarded on the 7th team foul of each half. Beginning with the teams 10th foul, a two shot bonus will be awarded.
6. Each team is allowed 2 time outs per half and will have **1** time-out if overtime is necessary. Time outs do not carry over into the next period.
7. During a free throw, players will be allowed to enter the lane upon ball release of the foul shooter. The shooter and anyone outside of the three-point arc will only be allowed to enter the lane until the ball hits the rim.
8. **No profanity** – a warning will be issued to the player and captain of the team that commits profanity and if it continues a technical foul will be given to the offending player.
9. Fighting – If any type of fight breaks out, players involved will be ejected from the league and will not be allowed to play at Connection Pointe again. **NO FIGHTING NO EXCEPTIONS.**
10. Administrative Technical Foul (rule violation not unsportsmanlike conduct) will be awarded for any rule violations.
11. Technical fouls (Unsportsmanlike Conduct) will be given to a player for conduct-related actions or language. Should a player receive a conduct-related technical foul, he must be placed on the bench for 5 game clock minutes. In the instance that a player receives a second conduct-related technical foul during the same game he will be ejected from the game. Play will be halted and will not resume until the ejected player has vacated the premises. The ejected player will be unable to participate in any further games that day. Furthermore, that player will suffer at least a two game suspension for the league in which the technical fouls occurred. All technical fouls will be reviewed by the league Director. Players must be willing to have a sit down conversation concerning all conduct-related technical fouls received. You must have a meeting with the Director of Sports Ministry or Programming before you can return. Repetitive or severe occurrences will result in disciplinary action which may result in suspension or expulsion from Connection Pointe leagues.
12. Each team must provide one scorekeeper each week to help score the game after the one they played. If your team fails to run the scoreboard after your game, you will start the next game with an administrative team technical foul. Your team captain will serve a 5 game clock minute penalty on the bench to start the game, the opposing team will shoot 2 technical free throws, and start with possession of the ball. The game clock penalty will be a compounding penalty: For every week your team fails to leave a scorekeeper, the captain will serve 5 additional minutes on the bench. If volunteers happen to be available and only one scorekeeper is required a team may either volunteer to be the team to provide the scorekeeper or rock, paper, scissors will occur to decide which team must have a player stay.
13. **Only the Top 8 seeds are guaranteed a spot in the tournament.**

Section 3 – Rosters

1. Each team must have a minimum of 4 players in order to start the game. (3 rostered and 1 sub)
2. In the case of a team not being able to complete a team of five rostered players, the following rules will come into play: If your team only has 3 players, you may pick up ONE player to get to four players. If your team has 4 players, you may pick up ONE substitute player to complete your roster of five players.
3. Teams are not allowed to have extra substitute players not on their rosters (i.e. a 6th player on the bench as a sub).
4. All substitute players MUST come from within the division or from a division of lesser skill level.
5. Rosters can contain no more than 2 players from a division of higher skill level. Players are not permitted to be in a lower league by two skill levels (Cannot be in A and C or B and D) Players can only be on one roster per league.

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6. Rosters will be capped at 10 players for all leagues.
 - All players must be 18+ years old
 - Player must be listed on the official roster sheet and have participated in gameplay for two weeks of regular season play to be eligible for the season ending tournament.
 - If a rostered player becomes unable to physically play due to injury with less than 2 weeks of regular season play remaining and the result leaves your team unable to put out a side of 7 eligible players for the tournament, you may add another player to your official roster without meeting the 2 week participation requirement. This must be communicated to and approved by the league director prior to the day of the game. Any player who is replaced on the roster may not return to play in the same season.
 - Each week the captain must not only assure that the score sheet has correct information but check in his team to the official roster sheet which must have also been signed by each player for waiver purposes.
7. Captains and officials will go over the roster prior to each game to check accuracy and make any necessary changes.

Connection Pointe Sports Ministry

2017 Captains R.A.A.

(Responsibility, Authority, Accountability)

Connection Pointe Sports Ministry purpose statement:

We exist as a ministry to join God in redeeming people by connecting them to Jesus and each other through sports & fitness for God's Glory.

Connection Pointe Gymnasium Values:

People Matter, Environments Matter, You Matter: Respect People, Respect Environment

Responsibility: *The responsibility of being a captain at Connection Pointe mean to be a leader for your team. You must be accepting of our mission at Connection Pointe- Connecting People to Jesus and each Other. You are also responsible for all actions and attitudes for your team on and off the court while on the CPCC grounds. You must also oversee all the administrative duties to your team (getting the schedule to your team or calling the Adult Sports Director with any concerns or substitutions). Lastly, it is your responsibility to make sure the gym or field is clean after your games (picking up bottles where your team sat, etc.).*

Authority: *As a captain, you have the Authority to address situations that arise during your game. You are the only one that is to address the official about any conflicts or situations during game play. You must address them in a manner that is not disrespectful towards them or our League. You are the person that your players will look to for the example of handling conflict. If they see you getting behaving disrespectfully with the officials or the opponent, they will think it is ok for them to act the same way. You will shape the culture of your league. We ask this be a culture that values and respects people.*

Accountability: *You, as a captain, are accountable to the Sports and Fitness Staff and any Connection Pointe Staff Member. You are also accountable to your team with player conduct (like attitudes during game play). All captains will be held to a higher standard than players. You are the Leaders of your team.*

“My attitude on and off the field or court is above reproach- my conduct beyond criticism. Whether I am preparing, practicing or playing; I submit to God’s authority and those He has put over me. I respect my coaches, officials, teammates and competitors out of respect for the Lord.” – taken from The Competitor’s Creed from the Fellowship of Christian Athletes Bible