

BURLINGAME ADULT BASKETBALL LEAGUE RULES

The current National Federation High School Rule Book will govern this League except for the following rules:

- 1) Games will consist of two 20-minute halves. The clock stops in the last ten seconds of the first half and the last two minutes of the second half. If a team is behind by 12 or more points the clock will run.
- 2) Teams will be allowed two time-outs per game, with one additional time-out granted for each overtime period (not to exceed two cumulative timeouts).
- 3) A tie game at the end of two halves will be decided by a three minute overtime period. The clock stops in the last one minute. If still tied, the first team to score **two** points will win the game. (Note: Except in playoffs where as many three minute overtime periods will be played as needed to determine the winner.)
- 4) All rosters are final at the conclusion of the second week of the season. Players will NOT be added after that without the permission of the league director. Any player participating in a game who is not on the roster will result in the offending team forfeiting that game. 4. A- No person may play for more than one team per league. 4. B- All players must be at least 18 years of age and cannot be currently enrolled in high school. 4. C- *To be eligible to participate in the postseason, a player must be present at a **minimum of 1/3 of the scheduled league games.** (the official scorer will make the final determination, prior to tip off, if there is a discrepancy)*
- 5) Teams must be on the floor with four players by the starting time of the game. If there is not enough to begin the game, 20 minutes will be put on the clock and run down to 15. The team which has enough players will receive two points for each minute (beginning at 19:59, 18:59, etc.) Teams may not use time-outs during this grace period and all players must be at the center circle ready for tip-off by "15:00" or the game will be declared a forfeit.
- 6) If a player gets injured, fouls out, or is ejected from the game a team may play with a minimum of three players provided there is a *reasonable chance* to win the game (officials' discretion).
- 7) Any player receiving a technical foul during a game may be ejected from that game and be suspended for the next game, depending on the severity of the technical. Any player receiving two technical fouls will be automatically suspended from that game plus the next game (not including administrative technical fouls—i.e. six players on the court or jersey violation).
- 8) Women's League: Since there is no shot-clock, the ten second backcourt count and the closely guarded rule will be the same as the Men's. Ten seconds to bring the ball across from the backcourt to the frontcourt. Five seconds when you are being *closely guarded* in the frontcourt, whether you are dribbling or not, unless you are moving toward the basket (head and shoulders past the defender).
- 9) **All teams must have numbered jerseys/shirts.** A violation will result in an administrative technical foul on the offending player. It will be recorded as a player and team foul. Opposing team will also be given 2 points, at the start of the game, for each illegal jersey. An illegal jersey/shirt is one that is not of similar color, having no number or duplicate number. **"Tape" for numbers is prohibited.**
- 10) Winning team will receive 10 individual T-shirts. First place playoff teams wanting a team trophy can request one after the playoffs are completed.
- 11) On free throws, we will play **"on the release"**. Only players lined up next to the key may move in before the ball hits the backboard or rim (not the shooter or anyone outside of the key). Defensive players occupying the bottom two spots in the key may step on the blocks.
- 12) Tie Breaker for post-season positions:
 1. Record in head-to-head competition.
 2. Record versus team(s) in higher position.
 3. Fewest points given up in head to head play.
 4. Fewest points given up for the entire season.
 5. Coin Flip.
- 13) In the case where two teams tie for first place the tiebreaker will determine seeding, however, the first place team will not have to be beaten twice in the playoffs. There will be no "If Necessary" game.
- 14) Any team forfeiting two games or more may not be eligible for the playoffs. The team will also be subject to exclusion to participate in the following season.