

# BASKETBALL RULES

## General Rules

- Players must have the same color jerseys with numbers on the back. No players can have
- the same number on the same team. Players will not be allowed to play without a
- number on the back of their jersey.
- Each player must have a valid Longplex player's card.
- The Maximum number of players for a 5v5 team is 10.
- Rosters must be submitted by your 4th game and are then locked.
- There will be two officials for each game. The game can start with one official present.
- Team payment must be paid in full by a team's 4th game.

## Game Rules

- High School rules apply.
- Game consists of two 20-minute halves. Running time except for the last minute of the first half and last two minutes of the second half. If there is a 15-point differential at the at the two-minute mark of the second half, the clock will remain running.
- There will be a 2-minute half time and each team will be allowed two 30 second timeouts per half. If a timeout is not taken in the first half it does not carry over to the second half.
- Games can start with 4 players per team. If not, enough players are present at the scheduled start time the clock will start to run, and game will start when enough players are present. After 5 minutes of running clock and not enough players have shown that the team will have to forfeit.
- There is NO HANGING ON THE RIM. This is to preserve Longplex Equipment and sustain control. Officials will give out a technical foul to any player who hangs on the rim.
- Technical fouls are considered personal fouls unless a player receives 2 technical fouls in one game they will be ejected from the game and may receive further suspension.
- Each player is allowed 5 fouls per game. After committing the 5th foul that player has "Fouled out" and must sit out the rest of the game.

- Teams are allowed 6 team fouls per half. The seventh foul and any subsequent fouls will be a “one and one” foul shot for the opposing team.
- All officials’ calls are final.
- Any player involved in a fight will automatically be ejected from the game and will receive further suspension.
- If tied at the end of regulation, overtime will last two (2) minutes with the clock stopping on all infractions.

### **Playoff Rules**

- Tie Breaker Rule for League Standings: 1. Head-to-head, 2. Points for 3. Least points against
- If a playoff game is tied at the end of regulation, there will be a 5-minute overtime period that will be running time except the last minute. If still tied after the 5-minute overtime period, reoccurring 5-minute overtimes will play until a winner is determined.

### **3 VS 3 General Rules**

- Players must have the same color jerseys with numbers on the back. No players can have the same number on the same team. Players will not be allowed to play without a number on the back of their jersey.
- Each player must have a valid Longplex player’s card.
- The Maximum number of players for a 3 vs 3 team is 6.
- Rosters must be submitted by your 4th game and are then locked.
- There will be one official for each game.
- Team payment must be paid in full by a team’s 4th game.

### 3 vs 3 Game Rules

- High School rules apply.
  - Games are played on half courts
  - Game consists of one 20-minute half. Running time except for the last minute. If there is a 10-point differential at the minute mark, the clock will remain running.
  - Each team will be allowed three 30 second timeouts per game.
  - A game will be declared over once either:
    - ❖ The winning team reaches 25 points
- OR
- ❖ The time limit is reached
  - After a missed shot or rebound, the opposing team must clear the ball by going behind the 3-point line first for the possession to count. If a basket is made without clearing the ball first, the opposing team will receive the ball.
  - Points are counted by 1's & 2's (3-point shot).
  - Other team gains possession after a made basket.
  - Possession starts behind the three-point line. The ball must be checked with the opponent to be considered in play.
  - The game can start with 2 players per team. If not, enough players are present at the scheduled start time the clock will start to run, and the game will start when enough players are present. After 5 minutes of running clock and not enough players have shown that the team will have to forfeit.
  - There is **NO HANGING ON THE RIM**. This is to preserve Longplex equipment and sustain control. Officials will give out a technical foul to any player who hangs on the rim.
  - Technical fouls are considered personal fouls unless a player receives 2 technical fouls in one game they will be ejected from the game and may receive further suspension.
  - Each player is allowed 4 fouls per game. After committing the 4th foul, the opposing team will receive 2 free throws and possession.

- Teams are allowed 6 team fouls per game. The seventh foul and any subsequent fouls will be a “one and one” foul shot for the opposing team.
- All officials’ calls are final.
- Any player involved in a fight will automatically be ejected from the game and will receive further suspension.
- If tied at the end of regulation in the regular season, the game will be declared a tie. If a game is tied at the end of regulation in the playoffs, overtime will last two (2) minutes with the clock stopping on all infractions.

### **3 vs 3 Overtime Rules (playoffs only)**

- First team to get a 3-point lead wins

### **LONGPLEX ZERO TOLERANCE**

- Any fight while on the court, building or parking lot will result in being suspended from the building and premises.
- Verbal Abuse/Bullying to Refs, Scorekeeper or workers will result in a suspension. The suspension length will be determined by Longplex Management.
- If ejected from a game that player must exit the building immediately.