

Blue Lake Parks & Recreation

Men's Basketball League Rules

The Blue Lake Parks & Recreation Men's Basketball League Director reserves the right to make any changes including rules, that are deemed necessary for fair competition, safety and the efficient operation of the league. All judgments on rules and player eligibility will be made by the League Director and are final.

Games

- A. Official starting time is forfeit time. Teams may not use a time out to delay the start time. Teams must have five (5) roster players to start a game but may finish with fewer players.
- B. Following a forfeit game, the teams may play a practice game. Officials and scorekeeper will not work the practice game.
- C. Games consist of two twenty (20) minute halves with a running clock. Whistles will stop the clock only in the last two minutes of the second half. If one team leads by more than twenty (20) points, the clock will not stop.
- D. Players will be removed from the game following their fifth (5) foul. Shoot one and one on the seventh (7) foul and two on the tenth (10) foul.
- E. No dunking during warm-ups. No hanging on the rim.
- F. Half time is five (5) minutes.
- G. Teams will be allowed two (2) timeouts per half. Each timeout will be one (1) minute in length.
- H. OVERTIME- if the score is tied at the conclusion of the second half, play will be extended with a three (3) minute overtime period, following a one (1) minute intermission. If the score is still tied at the end of the three (3) minute overtime period, a "sudden death" period will be played. The first team to score a point will be declared the winner. Each team is permitted only one time out during an overtime period. No other time outs carry over from regulation play.

Rosters

- A. All teams must have a complete roster signed by each player, a signed code of conduct from each player, registration fees and signed liability waivers by each player.
- B. Final rosters must be turned in prior to the second game of the season.
- C. Player Eligibility- All players must be 18 years of age or older as of the first game of the current season.
- D. Only roster players are eligible.
- E. Players will not be allowed to play on more than one team in the same league during a season.
- F. All players must have a current picture I.D. with them for all league games.

Equipment

- A. Team uniforms are required. Jerseys must be all the same color and legally numbered. Players without proper uniform cannot play that evening. There will be a one (1) game grace period for players to obtain their uniforms.
- B. Only basketball or tennis shoes will be allowed on the basketball court at all times. Any player wearing shoes that mark the floor will not be allowed to participate.
- C. No jewelry (i.e. earrings, necklaces, bracelets, rings, etc.) will be allowed to be worn by players during the game. **NO EXCEPTIONS!!!**
- D. Home team manager at game time will decide which ball will be used.

Penalties

- A. Any player ejected from a game (for any reason other than personal fouls) is automatically suspended from the team's next two scheduled games.
- B. Players ejected from any two games will be suspended for the remainder of the season.
- C. A player receiving a technical foul will sit out for a minimum of five (5) minutes. Two (2) technical fouls on a player will result in the ejection of that player from the game.
- D. When dealing with an irate player who is not properly responding to an official, the Manager will be approached to control the player. If the Manager fails to handle the situation or the player ignores the Manager and continues the behavior, the player will be ejected from the game and be requested to leave the premises. If the player refuses to leave within a reasonable amount of time, the game will be declared a forfeit.
- E. Fighting, baiting of players or verbal abuse of officials will not be tolerated. Players guilty of these infractions will be suspended indefinitely.
 - a. Leaving the bench during an altercation will result in disqualification of the game.
 - b. Using profane or inappropriate language or obscene gestures will result in a technical foul minimum/maximum ejection from game.
 - c. Disrespectfully addressing or baiting or taunting an opponent will result in a technical foul minimum/maximum ejection from game.

Blood Rule

- A. A player who is bleeding, or who has an open wound, or has blood on his body or clothing, is prohibited from participating further in the game, until appropriate treatment has been administered.
- B. If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.
- C. A player will not be allowed to participate unless:
 - a. All bleeding has stopped
 - b. Any exposed cut/scrape, which has bled, is completely covered.
 - c. Bloody clothing is removed.