

SpokaneBasketball.com Sports Leagues

Men's 5-on-5 Basketball League – Official Rules

(Skill levels may be combined due to the number of teams that register.)

REMEMBER! Basketball is inherently a contact sport! As with any activity, injuries are possible! Spokane Basketball assumes no responsibility for injuries.

1	High Schools Rules, except for the following.
2	All players must print and sign the Participate Release Form, and player who participates and does not sign the release accepts that he/she is playing at their own risk. <u>This will also be a forfeit to the player's team.</u>
3	Two 22-minute halves per game.
3.	Games will start on-time. Players must arrive early to sign in.
4	Players must have matching uniforms with numbers.
5	Team must bring at least one top-quality indoor basketball.
6	10- players max, per team. You may add or delete players through the 2 nd game, unless approved by Spokane Basketball (send requests to info@spokanebasketball.com)
7	Two timeouts per team/per half – no carryovers (one 30, one 60.
8	Clock will continue to run during all timeouts.
9	Running clock during the game, except during the last two minutes of the second half if the point spread is 10 or less.
10	Two minute half-time.
11	First Overtime: two minutes, and remaining timeouts in second half can be carried over. Second overtime will be one minute.
12	Game may start and end with 4 players. Any team that has less than 4 players will be considered a forfeit, unless the opposing team agrees to play 3-on-3. If both teams agree this must be written on the score sheet. (using a fill-in player, please read information below.)
13	Home Team must provide a scorekeeper, if they do not have a scorekeeper present Home team must recruit someone from the crowd.
14	Two technical fouls in one game will be an immediate rejection of player...player must exit the gym immediately or team will be penalized with a forfeit. Any player who continuously received technical fouls may be removed from the teams roster.
15	A technical foul will result in two (2) points to the opposing team and the ball.
16	Seven (7) team fouls in one half will result in a one-on-one situation, ten (10) team fouls in one half will move to 2 free throws. Any player who received 5 fouls (this includes technical fouls) will be considered fouled out of the game.
17	Always check the game schedule on game day after 10 a.m. <u>If a change is made after 10 am on game day team captains will be notified by phone.</u>
18	No jewelry, no tobacco chewing, no smoking, no alcohol, no drugs, and no profanity anywhere in the facility or on the property grounds where games are being played. Alcohol and drugs will not be tolerated, if a player seems to appear to be under the influence they will be asked to leave the property and possible removal from the team's roster (it will be up to the Officials to make this call). Officials have the discretion to call the local police to report any incidents.
19	Remember basketball is a tough sport to officiate. There will be questionable calls. Your team captain is responsible for discussing all calls during breaks, timeouts, or after the game; however, Officials are not required to defend their calls. If continued questionable talk persists, a technical may be given. Remember all teams are here to play ... let's keep the game going.
20	For safety, all children must be accompanied by an adult. Please do not let your children run around the gym. Officials will stop the game if this becomes an issue. Remember the clock will continue to run.
21	Payment terms: Team deposits must be made at the time of registration, with the remaining fee due at the first game. Teams that do not pay their full balance at the first game will incur a penalty fee of \$10. A \$10 fee will be added after each game that full payment is not paid.

Team Captain's Responsibility

1	Team Captain's is responsible for making sure full team registration is paid at the first game. A \$10 penalty fee will be added to any teams unpaid balance at the end of each game if full payment is not received by Spokane Basketball. No exceptions.
2	Know and education team on game rules.
3	Make sure all players have signed and given the Participant Waiver to Spokane Basketball representative. Any player who plays without signing a Participant Waiver accepts their own responsibility and will cause a forfeit of game.
4	Recruit ethical, responsible players. Spokane Basketball will communicate with you and it is your responsibility to communicate with your team.
5	Make sure your team knows when changes occur. Spokane Basketball will only contact team captains if there is a last minute change to the schedule.

Spokane Basketball reserves the right to make any changes to the game rules at any time.