

St. Stephen's Men's Basketball League Rules

1. This league is for members of St. Stephen the Martyr parish only.
2. This league is intended for fun – **fighting will result in immediate removal from the league**. There are no court monitors, so please resolve arguments without delay or hassle.
3. **All games must start on time and end on time.** Coaches are responsible for getting games started on time.
4. Games will be five on five.
5. Offensive players call your own fouls.
6. Games will consist of two 20 minute halves with a 5 minute (or less) halftime. Pre-game warm-up will be limited to the amount of time between the end of previous game and the scheduled start time of your game. Games must start on time.
7. Teams may substitute freely.
8. Each team has one time out per half. Time outs should be limited to 40 seconds or so. Except for the last two minutes of the game and time outs the clock will run continuously.
9. During the last two minutes of the game, fouls will stop the clock, unless a team is up by 10 or more points.
10. Fouls in the act of shooting will result in two or three (if it is a three point attempt) free throws in the last two minutes of the game, otherwise it's one and one.
11. Fouls during the game other than the last two minutes will result in a reset at the top of the key.
12. Fouls do not accumulate for teams or individuals.
13. Scoring is done conventionally – one point for a free throw, two points for a field goal, and three points for a shot beyond the designated three point line. Each team is responsible for recording and keeping their own scores, and teams need to agree on who will run the clock.
14. We are playing the regular over and back rule.
15. Resets at the top of the key must be passed in – no shots or dribbling until ball is passed in.
16. Alternate possession on jump balls.
17. There is no overtime. The score after 40 minutes is final, except for tournament play. In tournament play the overtime period will be 5 minutes. Clock will stop only in the last 1 minute for fouls (see rule 10 for foul shot rules).