

DISCOVERY SPORTS CENTER
SPRING 2012
ADULT DIVISION

OFFICIAL LEAGUE RULES

1. Teams are limited to ten total players per game. Official rosters are due before the start of team's first game. Failure to present complete official roster to league commissioner by start of first game will result in game forfeiture. There will be no roster changes after fourth game. After the fourth game, any discrepancies between actual game roster and submitted official roster will result in forfeiture of game by offending team at the time of detection by league administrators.
2. In order to be eligible for the playoffs, a player must play in a minimum of **four (4)** regular season games.
3. A team may start a game with 4 players. Their 5th player must arrive at the scorer's table by the end of the three minute halftime period or the team must forfeit the game.
4. There will be a 5 minute grace period granted to teams with less than 4 players for the **first game only**. Teams with less than 4 players after the 5 minute grace period for the first game will receive a forfeit. Any team that does not have at least 4 players by the starting time of the following games will also receive a forfeit. At game time, games will either commence with 4 team members or be recorded as a forfeit in the event less than 4 players are present. **There will be no exceptions to this rule and forfeits will be strictly enforced.**
5. Official team jerseys must be worn for each game. All players must have identical jerseys. The player will be assessed a technical foul at the start of the game for not wearing official team jersey. The technical foul will count towards player's personal fouls and the opposing team will receive two shots and the ball. If both teams have player(s) missing a jersey, then both teams will shoot free throws and the game will commence with a jump ball.
6. Each game will consist of two 20 minute halves, running time, with the exception of the final 2 minutes of each half, when the clock will stop on every whistle. The clock will stop in the first 18 minutes of each half only for team time outs or official time outs. The clock **does not** stop for minor injuries, shooting fouls or technical fouls (except in final 2 minutes of half and game). After a time out, the clock will begin to run once the ball is designated "in play" by the referee (either after foul shot or inbound).
7. Each team is allowed one full (1 minute) and one 30 second time out each half. Teams will be allowed one additional 30 second time out in the second half. Time outs not used in the first half **do not** carry over into the second half.
8. Due to the absence of a shot clock, the 5 second closely guarded rule will be in effect.
9. Overtime will consist of 3 minutes running time. Clock will stop in last minute on all whistles. Each team will be granted an additional full time out to be added to their remaining totals at the end of regulation.
10. Each player is allowed 5 personal fouls. Remember, technical fouls are recorded as personal fouls, as well. The one and one bonus will be in effect beginning with the 7th team foul. The 10 team foul, double bonus, two shot rule is in effect.
11. Any player assessed 2 technical fouls during the course of a game will be immediately ejected from the game **and** suspended for the team's next game. To be clear, **ejection equals automatic next game suspension**. All suspensions include playoff competition.
12. Fighting will result in immediate ejection and **2 (two)** game suspension. Any player involved in an altercation may be suspended for the remainder of league play at the discretion of the league directors.
13. Full payment must be received by the beginning of the second game. Failure to submit payment on time will result in league banishment. Two forfeits for any team will result in elimination from playoffs.

Arguing with referees, players or league administrators will not be tolerated.