



## Adult Local League Rules

### LOCAL PLAYING RULES

- 8 GAME SEASON
- End of Season Tournament - top 4 teams participate

### GAME LENGTH:

- Three Minute Warm Up
- Game begins on time ~ Teams can begin with 4 players
- (2) 20 Minute Halves (Clock Stops in the last 2 minutes of the 2nd Half)
- Two Minute Halftime
- 3-minute overtime if tied at end of regulation (2nd overtime is sudden death)
- Shoot one & one (bonus) on the 7th foul of each half, Shoot two shots on 10th foul
- Men's regulation ball size (29.5), HOME TEAM provides ball
- Foul Out on 5 fouls
- Rosters must be filled out and no additions after league meeting.
- Two (2) time outs per half. They do not carry over- use them or lose them.
- One (1) additional 20 second time out for each overtime period.

### MANAGER RESPONSIBILITIES:

- Inform the team of and implement all league rules and guidelines post managers meeting
- Make sure all numbers are written down next to each player on the roster each game
- Only team manager may ask referees for clarification of rules, infractions, and ejections
- If a player's conduct disrupts the game, the game will be stopped but the game clock will continue to run for the time it takes to resolve the issue

### SUSPENSIONS/EJECTIONS:

- Any player who has two (2) technical fouls called on him/her in one (1) game is ejected from the game for unsportsmanlike conduct and automatically ejected from the gym immediately for that night. The player will automatically serve at least a one (1) game suspension or even longer. The decision will be made by the Athletic Manager/Director
- Failure to leave the facility within adequate time may result in the team forfeiture of the game

- If a player is ejected more than once during a season, he/she will be suspended for the rest of the season. If it is during playoffs, then it will be for the next season.

## **FIGHTING:**

- Any player who is ejected for, or found to be fighting will be ejected from the game and will be suspended from the league for the rest of the season, if playoffs then next season
- Will use a strict definition of fighting, and shall impose the fighting penalty for any of the following actions:
  - Throwing a punch (regardless of whether it is landed)
  - Throwing the basketball at player or official
  - Slapping or pushing a player's face in the head area
  - Grabbing or pushing a player during an altercation (exception: trying to restrain a player from your own team)
- Any violent, physical act on another player outside of the actions allowed in basketball Example: throwing a player to the court
- Any player who leaves the bench while an altercation is happening will be considered to be fighting (exception: if an official specifically asks players to help to restore order).
- The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out of control situation

## **FORFEITS:**

- Must give a 24-hour notice for a forfeit to GSL, please call the GSL office (903-457-2994), so we can notify the other team.
- GSL is not responsible for teams that forfeit, and will not reschedule forfeited games
- Game time is Forfeit time.
- Teams that forfeit twice during the regular season are ineligible for playoffs

## **JERSEYS:**

- Teams must have jerseys with legible numbers of the same color for each player in every game
- Tee shirts are acceptable
- Non-jersey penalty: Any player who does not have a jersey that meets the above criteria will be assessed an indirect technical foul to the team coach/ team captain and a team foul to the team. The opposing team will be granted 2 technical free-throws for each infraction. The player will be identified as 0 if no one on the team has that number already.