

# Carolina Sports Association

## Men's Basketball League Rules

### ELIGIBILITY

1. Each player/participant must complete a waiver before participating. If a player participates in a game before signing a waiver, the player will be removed from the game until he is able to sign a waiver/release form (at the CSA representative's convenience) and a 2-shot technical foul will be assessed to the team.
2. Players may be added to the roster for the first 5 games of a team's season, provided there is space available. Rosters are frozen at the start of a team's 5<sup>th</sup> game. There is a roster limit of 10 players per season. Once a player is listed on a roster, that player cannot be replaced with another player on the roster, even if injured. Also, players are only allowed to be on one team's roster. To be eligible for the Playoffs, a player is required to have played in at least 2 regular season games, regardless of when listed on the team's roster.

### THE GAME

1. High School Rules will be used with CSA modifications. (Players are allowed to leave the free throw lane following the release of the ball from the shooter's hand; and the clock will not stop during made baskets at any time).
2. The game shall be played between 2 teams with a minimum of 4 players and a maximum of 5 players on each team. Games will be played in any of the following scenarios (5 vs. 5; 4 vs.5.). In the event of injury or disqualification, a team will have the opportunity to finish the game with only 3 players, or forfeit the remainder of the game with the current score at that time resulting in the official score for the game. This will be at the team with 3 player's sole discretion.
3. The game will consist of 2 twenty minute halves. The clock will run continuously with the exception of the last two minutes of the 2<sup>nd</sup> half, and time-outs. Halftime will last 4 minutes.
4. Each team will receive 3 timeouts per game (2 twenty second timeouts and 1 full (1 minute) timeout). Unused timeouts will not carry over into overtime. Each team will be given one full (1 minute) timeout per overtime period.
5. In the last 2 minutes of the 2<sup>nd</sup> half, the clock will stop on every dead ball, violation, foul, or free-throw, and will not start again until the ball is touched in

bounds following a throw-in or missed free-throw. The clock will run on made baskets.

6. The clock will not stop in the last 2 minutes of the second half if the point difference between the two teams is 20 or greater. The clock will continue to run at any time the difference reaches 20, and will not stop, even if the difference goes under 20.

## EQUIPMENT

- A. **Shirts/Jerseys**- Each player must have the same color and shade of shirt/jersey as the rest of their teammates. Each player must have a shirt with a number on the back. Two players from the same team will not be allowed to have the same number.
- B. **Jewelry**- All participants are asked to remove any jewelry before playing.
- C. **Basketballs**- CSA will provide the official game ball. Each team will be provided with one game ball during warm-ups. Teams are not allowed to warm-up with their own ball, or use their own ball during game play.

## General Rules

- A. Substitutions of players are to be done from the score table only. A substitute shall remain outside the court boundary until an official beckons him/her onto the court.
- B. Substitutions shall only take place during a dead ball, between periods, or at time-outs. All substitutes must check in at the scorer's table, even during a time-out or between periods.
- C. A player who has been substituted for may not re-enter the game before the next opportunity to substitute after the game clock has been properly started following his replacement.
- D. During the administration of a 2 or 3 shot foul, the substitute will be beckoned on to the floor before the final shot attempt.
- E. Coaches must remain in the coaches' box at all times.
- F. Administrative Technical Fouls can be issued for violations of these policies.
- G. A technical foul shall be called if there is: unsportsmanlike conduct by a player, coach, or spectator (including any profanity and taunting or trash-talk); an illegal substitution, delay of game, changing or switching jersey numbers during the

game, signing in with the incorrect jersey number, a request for a time-out when the team is out of them, or illegal equipment.

- H. Any unsportsmanlike technical counts as a personal foul against that player. Any administrative technical foul counts as a team foul.
- I. The penalty for a technical foul against the offending team is to award their opponent two free throws followed by possession of the ball at half court away from the scorer's table.
- J. Two technical fouls against any one individual will result in ejection from the game. If any one player receives 4 technical fouls in a season, they will be ejected from the current game and will serve a one-game suspension. During the one game suspension, the player will not be allowed in the facility. If a player receives 5 technical fouls in a season, they will be ejected from the current game in which the technical is assessed, and asked to leave the facility. Refusal to do so will result in a loss for their team. The player will also be suspended for the remainder of the season and not allowed in the facility.
- K. The referee may forfeit a contest at any time if any team member, representative, or bench personnel fails to comply with any technical foul penalty or repeatedly commits a technical foul, or other act, which makes a travesty of the game.
- L. Any player participating in a fight will be ejected from the facility and suspended for the season, and may be subject to criminal charges.

## **Overtime & Forfeits**

- A. If the score of the game is tied at the end of regulation then the game will be decided in overtime.
- B. The overtime will consist of four minutes and be started by a jump ball. If the score remains tied after the first 4 minute overtime period, a second overtime period will be played with the first team scoring 4 points being declared the winner. The clock will run continuously for the first 3 minutes of the overtime period and stop in the last minute.
- C. Each team will have 1 twenty-second time-out per overtime period.
- D. A team can receive a forfeit for the following reasons:
  - (a) The team does not have the required number of players (4) to begin the game at the scheduled start time. No grace period will be given to see if another player comes.
  - (b) A team will also be assessed a forfeit loss for playing an illegal player.
  - (c) A forfeit is recorded as a 21 – 0 score.

- (d) Any team that forfeits twice without advance notice will be removed from the league.

## **PLAY-OFFS**

- A. All teams advance to the play-offs in their respective divisions.
- B. Teams may be required to play more than one game per day during play-offs.
- C. Play-offs will be single elimination.
- D. Seeding for the play-offs will be determined by regular season records, if there is a tie, head-to-head competition will decide; if there is still a tie, the team that scored the most points during the season will be awarded the higher seed; if there is still a tie, the team that allowed the least amount of points during the season will be awarded the higher seed; if there is still a tie, random draw will determine higher seed.
- E. All rules will remain the same for the play-offs.
- F. Rosters are frozen after the fifth (5<sup>th</sup>) game of the regular season. Your team must consist of all players that played with your team during the regular season and signed the roster form. A player may only play on one team during the play-offs. A player must have played in at least 2 regular season games to be eligible to play in the playoffs.