

# IE – Sports Women’s Basketball League

## Basketball Rules

### Game time, timeouts, running clock (TIMING ISSUES):

1. Both teams must be ready to play at scheduled time. GAME TIME IS FORFEIT TIME! Teams must be ready to play at scheduled time with a minimum of 4 players during the first half ONLY. Five (5) players from both teams MUST be on the game floor at the start of the second half or the game will be forfeited. Penalty will be a forfeit fee.

**\* There will be a fee of \$70.00 for the forfeit of a game. Amongst the team it will be decided how that fee will be divided. The fee must be produced by the following game and given to the league coordinator.**

1a. During Pre-game- stay off of a damp mopped floor If you have the first game of the day, you must stay off of a damp-mopped floor. Do not shoot around or on the floor that is being damp mopped or was just damp mopped. This is very important to your safety and this rule must be enforced by you, the players. If you see someone about to shoot around on such a floor, please warn this player for his or her own safety.

1b. During Pre-game, please hold all basketballs- please hold the ball on the sidelines while a game is in progress. Also please make sure any children that you are responsible for are not running on the court.

2. Each game will consist of two twenty minute halves with a two (2) minute intermission between halves. Each half will have a continuous clock until the final minute of the first and second half.

2a. There will be two 20-minute halves. Games are 40 minutes in length.

2b. Stopped clock defined- The clock stops only during the last minute of the first and second half.

2c. The referee and time keepers will be the sole judges of the time clock

3. If at the end of regulation the score is still tied then a three (3) minute overtime period shall commence. This overtime period shall have complete running time.

3a. Any additional overtime will be 3 minutes long running clock. It is within the officials’ discretion to call a game after the first overtime if the official deems it necessary. This will be recorded as a double win (most gyms have time constraints that we must abide by).

4. Each team will be allotted a total of four (4) time-outs (TO’s); two (2) one minute time-outs and two (2) thirty second time-outs.

4a. An additional timeout will be awarded in overtime if you have reached the four (4) time- out maximum.

5. Substitutions are allowed only during a dead ball. (I.e. the referee has the ball in hand or during two (2) attempted free-throws).

5a. **Substitutions** must be done on a dead ball only, by yelling ‘sub!’ during the dead ball at the check in table.

5b. The decision to make a substitution will be made exclusively by the team.

5c. The referee and time keepers will be the sole judges of the time clock.

### Fouls & Free Throws

6. Players are allowed five fouls **ONLY**. Any **unsportsmanlike** technical/intentional fouls will result in a personal foul. With the assessment of a fifth foul, a player has fouled out and cannot continue playing under any circumstances. \*Teams will shoot one and one

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when the total team fouls reach seven (dead ball before and after the first free throw is made). At ten team fouls (per half) the team will shoot two free throws (dead ball).

7. All Technical/Intentional fouls will result in two (2) shots and possession of the ball for the offended.

8. Two technical/flagrant fouls given to the same player will result in game ejection. Three technical fouls on one team will result in forfeit. (Unsportsmanlike, and technical/intentional fouls only). For an individual given a flagrant foul, may result in ejection or suspension from games.

9. Free Throws - the team on defense gets the full block. Only 2 offensive players & three defensive players can line up in the free throw lane. Other players cannot cross the three-point line until the ball hits the rim.

10. Referees are not required to defend their officiating to players/spectators. If you disagree with the officials at your game, please control your emotions. The referee's decision is final and cannot be protested. **We guarantee that there will be some incorrect calls** for you and incorrect calls against you, but all calls will stand. Players get five (5) fouls **maximum**.

11. All players are required to wear a numbered jersey all the same color. If a player does not have the required jersey, they will not be allowed to participate in the game. If a jersey is lost, please report to the league coordinator to attain another jersey. Upon retrieval of the new jersey a fee will be allotted.

11a. The ability to see an opponent or teammate peripherally based on solid colors helps the game (you need to see colors for effective fast breaks, long passes, and look away passes). You should not have to look exactly at a teammate to find out what team they are on)

12. DUNKING! If a player dunks the basketball or hangs on the rim without the basketball that player will be given a technical foul and will be ejected from the game. If the same team has a second incident involving the rim in the same game, the game shall be declared over and the opposing team will be given the forfeit victory.

## Weather

If the weather is not permitting, games will be cancelled and rescheduled for another date and time.

- For school closing check your local new for school closings.

## Definitions

- **Technical Foul** - A foul, that is called on a player, coach, or team for unsportsmanlike conduct or infringement of a rule and does not **usually** involve physical contact with an opponent during play.

- **Intentional Foul (flagrant)** – An intentional personal foul is a contact foul so extreme or deliberate that it places an opponent in danger of injury. Hard fouls, dangerous plays, swinging elbows can all be done accidentally, but if they are intentional, the player will be penalized. 'Intentional' is further defined as- it was not accidental or part of the game. Penalty for the flagrant foul is can lead to an ejection or suspension from games.

a. An intentional foul can be called either 'Intentional' or flagrant.

b. An excessively hard foul

c. A dangerous play or dangerous foul

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d. Swinging of the elbows illegally (note- it is legal to for your elbows to move ‘with’ the torso. If the elbows move independently of the torso (faster than the torso), it will be considered ‘swinging

- **Unsportsmanlike** - To be unsportsmanlike is to act in a manner unbecoming of a fair, ethical, honorable individual. It consists of acts of disrespect such as making debasing or critical remarks about or to an official or an opponent, or vulgarity such as the use of profanity whether or not directed at someone. The penalty for unsportsmanlike conduct is a technical foul, two free throws, unless the act is flagrant, when in such time, the offender can be disqualified. A player, coach, substitute, or spectator shall not: disrespectfully address an official’s decision by rising from the bench or using gestures; inciting undesirable crowd reactions; or entering onto the court unless by permission of an official or to attend an injured player. The referee may end the game if its nature becomes negative, angry, or violent. Referees may end the game on a team’s 2<sup>nd</sup> unsportsmanlike “T.” The following is a list of required technical fouls, ejection(s), and suspensions (the referees, by contract, agree to call these, so do not take these calls personally); with most ejections, the player must leave the gym.

A. **Excessive verbal abuse** may be penalized for up to two (2) games.

B. **Glaring at anyone** is considered to be taunting and the player will be assessed a “T”. Talking to your opponent in a negative manner will be a “T”.

C. **Approaching a referee/walking towards a referee is** an ejection; if the approach is done in a threatening manner there may be a league suspension.

D. **Talking to the referees in a derogatory manner** before, during, and after the game is disallowed. If you have an issue with a referee, do not settle it at that time. Players have no right to settle issues immediately.