

RULES & REGULATION - MEN

GENERAL RULES

Sorry, no dunking. A made dunk will result in a turnover.

Keep the gym clean. No food or drinks are allowed in the gym at any time!

No trash talking. If you are heard talking trash and/or cussing, you will be dismissed.

Sorry - we want to keep it clean! Obviously, no fighting either.

TEAM RESPONSIBILITIES

Every team is responsible for keeping track of their own score and fouls.

After each basket, say the score. After each foul, say the number of fouls.

After each game, both teams should verify the scores reported.

TO WIN THE GAME

Each game is played up to twenty (20) points. Each basket is considered two (2) points. Shots made behind the 3 point line (arc) is worth three (3) points.

If neither team has twenty (20) points after roughly twenty (20) minutes, the team with more points will be the winner. If the game is tied, sudden death is played.

Most games will be played out and not stopped by time. Start sudden death the same way you started the game to determine who has the ball.

Playoff teams and ranks will be determined by win/loss records. If there is a tie, it will be determined by who won the "regular season" (pre-playoff) game. If the teams did not play, the team with the larger margin of victory for all games (won and lost) will advance. If there is a tie, team with the most total points advances. If there is still a tie, team with the least points given up advances. If there is still a tie, there will be a tie breaking game up to six (6) points. Winner advances.

TO START THE GAME

Do paper, rocks, scissors. Winner shoots from the top of the key. If it goes in, it's their ball. If not, the other team gets the ball.

DURING THE GAME

Defensive team takes the ball out after each made basket. Check the ball.

At the start of each possession (fouls, turnovers, violations, etc.) the ball is to be taken out at the top of the key and the score is to be yelled out so it is clear to everyone!

Clear to the three point line on ALL change of possessions. If there is no three point line, clear to the free throw line.

For games using the three point line, shots behind the arc count as three (3) points. Shots must be taken BEHIND the arc without any part of either shoe touching the arc. If a shot goes up and a foot is on the line, the defender must yell, "Line!" before the shot goes in. Note - If there is a three point line on your court, it is to be used.

Substitutions are only to be made when there is a dead ball.

Call your own fouls. No calling ticky-tack stuff. We're here to have fun.

To call "three seconds in the key", defender will count to three (3) slowly. If the offensive player does not step out within the three seconds, it is a turnover.

If there is a disagreement, do paper, rock, scissors. Winner shoots from the top of the key. If it goes in, he wins the argument. If not, he loses. Case closed.

Only eight(8) fouls are allowed per team per game. Every foul after that will result in a "one and one" for the person fouled. First shot is live if it is missed. If he makes the shot, he gets one more shot. On the eleventh (11th) foul, the person fouled is awarded two (2) free throws worth one (1) point each.