



Men's League Rules Summary

1. 16 Minute Halves – Clock Stops on All Dead Balls
2. 3 Full Timeouts per Game
3. 3 Minute Halftime
4. **Bonus Free Throws:** Per Half: Bonus on 7 Team Fouls. Double Bonus on 10 Fouls.
5. **2nd Half Running Clock:** Clock will run the 2nd Half when the lead is 25 Points or more with the exception of timeouts. The clock will stop running when the lead is below 25 points.
6. **Overtime:** 3 Minute Overtime Period. One additional timeout per Overtime period. Unused timeouts from regulation and previous overtime periods may **NOT** be carried over.
7. Players **CANNOT** play on more than one team in the league. If a player breaks the rule, both teams that the player played for will forfeit those games. The second offense will result in forfeits for both teams and the player ejected from the league.
8. **Jerseys/T-Shirts:** Teams must have jerseys or t-shirts all the same color with a number. First Offense: Assessed Technical Foul and loss of possession to start the game. Second Offense: Assessed Technical Foul, loss of possession and forfeit. Third Offense: Ejection from League.
9. **Player Behavior:** Players assessed a Technical Foul will be dismissed for the remainder of the league.

I have read and understand the rules regarding the league.

Team:

Team Representative: _____