

# **Future Stars Sports Men's Adult Fall Basketball League**

## **Men's Adult League Basketball Rules**

### **Set Up**

- Full Court 5-on-5 basketball
- Two 20 minute halves
- Each team is allowed two 30 second time-outs per game
- Running clock- clock will stop for the last two minutes of the both halves, unless a team is up by 15 or more points

### **Game Time**

- The beginning of the game will begin with a jump ball. Possession for all following jump balls are alternate possessions. The start of overtime will also begin with a jump ball
- Game clock is divided into two 20 minute halves, with a 2 minute half time
- There will be a running clock except for the final 2 minutes of the second half. For the duration of the final 2 minutes, the clock will stop on all whistles and timeouts
- During the final 2 minutes, time will run continue to run after made field goals. The clock will not stop in the last two minutes of the second half if one team is ahead by 15 or more points
- Each team is allowed two 30 second time-outs per game. If in the first 38 minutes a time out is called prior to a free throw, the clock will remain stopped during the free throws until the ball is live again

### **Overtime Rules**

- There will be a 2:00 overtime if the game is tied at the end of regulation
- Each team is awarded 1 timeout per overtime period. Time-outs do not carry over from regulation to the overtime period
- If the game remains tied after the 2:00 period, the game will reset with a jump ball and the first team to score will win. This includes a single free-throw.
- Substitute players who are not on the original roster must be registered and pay \$50 per game before he can play. All subs must check in with the site manager or referee before the start of the game in order to play

### **Overtime (Playoffs)**

- During the playoffs, each overtime period is 2 minutes. The clock will run continuously during the first minute and stop in the last minute on whistles and timeouts
- Each team is awarded 1 timeout per overtime period. Time-outs do not carry over from regulation to the overtime period
- Two minute overtimes will continue until there is a winner

### **Roster Rules**

### **Substitutions/Picking up players**

- official roster must be submitted by 3/15
- Substitute players who are not on the original roster must be registered and pay \$50 per game before they can play. All subs must check in with the site manager or referee before the start of the game in order to play
- Playoff rosters must be submitted by 5/1
- Substitute players who play in 4 regular season games are eligible for playoff roster
- If pick-up players are needed, referees must be notified 15 minutes prior to game start and waiver must be signed. Pick-up players must be approved by opposing team

### **General**

- The scheduled start time of your game is when the clock will start.
- We allow a 10 minute grace period. This grace period is for teams still getting ready, teammates running late, etc. *"(Please keep in mind that the game clock will be running during the grace period)"*
- *Each team must have 4 players on the court in order for the game to officially start.*
- After 10 minutes the game is officially ruled a forfeit. If the teams still want to play after the grace period is up, the referees and site managers will still run a game, but the game will still count as a forfeit for the standings.
- If an official is late or doesn't show up, teams have a choice to self-officiate, mutually agree upon an official (team member or spectator), or allow a Site Manager to officiate the game. All subs must fill out a waiver in order to participate in games. At least 50% of the players on the team must be on the roster.

### **Equipment/Uniforms**

- Future Stars Sports Men's League t-shirts will be provided as team uniforms. All players must wear their team issued shirt during games
- Participants must wear sneakers at all times

### **Forfeitures/Game Time**

- Please avoid forfeiture. Both your teammates and opponents count on you to have a full team and competitive game
- After 10 minutes the game is officially ruled a forfeit. If the teams still want to play after the grace period is up, the referees and site managers will still run a game, but the game will still count as a forfeit for the standings.
  - First offense: loss of game
  - Second offense: loss of game and removal from playoffs
  - Third offense: removal from the rest of the schedule
  - If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12pm game day at [NextLevelEnterprise@gmail.com](mailto:NextLevelEnterprise@gmail.com) If your

decision is not made until after 12pm, you should still try to contact us, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, there will be no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.

- There is no additional penalty if you show up short-handed (and need to add other league players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play.
- Once we are notified you are forfeiting, it is official, and the other team will be notified.

### **Personal and Team Fouls**

- Personal fouls will be recorded: Players foul out of the game after recording their 5th foul.
- If a player fouls out of a game and it results in a team having to play with less than 4 players, the fouled out player will be allowed to continue play. Any additional fouls committed by this player will be treated as a technical foul.
- All technical fouls will be recorded as team fouls and personal fouls
- Beginning with the seventh team foul, the player fouled in a non-shooting situation will be awarded a "one and one" free throw: if the player misses the first shot the ball is live, if the player makes the second he receives a second shot.
- Beginning with the tenth team foul, the player fouled in a non-shooting situation will be awarded 2 free throws.

### **Technical Fouls**

- Technical fouls are considered team and personal fouls. Any individual that is given two technical fouls will be automatically ejected from the game
- Substituting on the fly and not during a dead ball will result in a technical foul.
- All technical fouls result in 2 free throws and ball possession
- Team may select the player to shoot

### **NCAA Rules**

- Normal rules and penalties of the NCAA apply unless exceptions have been made in these rules
- The 3-point field goal is in effect if the court has a line marked
- Backcourt violations will be in effect unless otherwise noted
- Dunking may or may not be allowed depending on the facility
- When administering free throws, no player shall occupy this space the first marked lane space
- The second marked lane space shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces

- The third marked lane spaces on each side may be occupied by teammates of the free thrower
- The fourth marked lane spaces may be occupied by opponents of the free thrower
- Any player, other than the free thrower, who does not occupy marked lane space, must be behind the free throw line extended and behind the three-point line.
- The ball does not advance on any timeout under any circumstance
- Players can get attempt to get rebound on the release of the ball from the free throw shooters hand

### **Playoffs**

- Top 7 teams will advance to playoffs
- #1 Seed will get a bye for the first round of playoffs
- Only roster players are permitted to participate in the playoffs

### **Standings/Ranking**

- Ranking Points (Win: 3, Tie:1, Loss: 0)
- Win Percentage
- Head to Head
- Points Against
- Power Index (Strength of Schedule Metric)
- If none of the above tie breakers resolve seeding issues there will a coin toss to break the tie

### **Sportsmanship**

- Our ultimate goal is for you to have fun. Please keep this in mind while participating. While games may become intense, please maintain sportsmanship. Any behavior or abusive language to another player or referee, and is considered unacceptable by the referee, may result in suspension or ejection from a game or the league

### **Cancellations**

- If the Future Stars Sports Adult league must cancel any games they will not be rescheduled and will count as an official game.

### **Future Stars Sports Sports Community Promise**

*Healthy competition is encouraged, but any overly competitive players deemed to be excessively aggressive or inappropriate may be removed from the game and the league without a refund.*







We have a zero-tolerance policy in regards to abuse of any kind. We want our community to be a safe space for everyone! If you witness or experience anything that makes you uncomfortable, please reach out to us at [RalphSan14@gmail.com](mailto:RalphSan14@gmail.com) so we can address it.

Help us keep our community safe- play responsibly and we'll all have a good time!

## **House Rules**

***Violations are considered grounds for suspension and/or removal from Future Stars Sports Adult leagues and tournaments.***

For the safety of our community members, Future Stars Sports reserves the right to remove anyone engaging in the following activities:

-  Physical or verbal violent conduct (extreme, graphic, threatening, etc.)
-  Illegal activity
-  Any harassment or hateful conduct - including but not limited to discrimination, hate speech, bullying, or targeting
-  Spam and scams
-  Harming others or acting maliciously
-  Sharing of private information

## **Payment Policy**

### REGISTRATION

By signing up as a team, or individual, you acknowledge that you have read, understand, and agree to all Future Stars Sports policies and league rules. It is your responsibility to field a full and legal team each week. Individuals and Teams are only confirmed to a league once full payment has been received prior to the Deadline. We reserve the right to add individual players to groups that sign up as a team with less than the minimum number of players required to play the sport. We may also add individuals to teams that have the minimum number of players required to play but need extra players to help avoid forfeits.

All individuals, and teams must be registered by 8/31. Any player or team not fully registered and/or paid by the deadline may be removed by Future Stars Sports.

### IV. PAYMENTS

All payments to Future Stars Sports are considered final and non-refundable. Individuals, and Teams are only confirmed to Sports Events once full payment has been received prior to the Deadline. Once your full payment has been received, you will receive electronic confirmation of your completed registration. Please keep this confirmation for your records. Future Stars Sports will NOT provide refunds for league payments for any reason. If you need to remove yourself from a league, it is up to you to find a replacement and work out a payment system with your replacement. Any team or

player that has not paid by the payment deadline will be removed from the league. Future Stars Sports reserves the right to apply late fees to any player or team not fully paid by the deadline.

## V. REFUNDS

Future Stars Sports leagues are non-refundable. This includes, but is not limited to, purchasers who become injured/sick, do not show up for sporting events, withdraw from a program or event, and/or removed from sporting or social events by a Future Stars Sports staff member.

Future Stars Sports does reserve the right to change the start date and/or location in order to ensure that a league occurs to completion.

In the event that Future Stars Sports Sports has to completely cancel a sporting or social event, Future Stars Sports will offer refunds or credits to purchasers.