

PLEASANT HILL PARKS AND RECREATION

Men's Basketball League Rules

1. Rosters: Max of 10 on a roster. No roster changes will be made after 4th week of games. Any additions/changes need to be made through the Parks and Rec Supervisor. Once you are on a roster and have played in a game you can not play for another team. Use of a non-roster player may result in a forfeit.

2. Clock: Each game will consist of two 20 minute halves with a running clock. The clock will stop the last 2 minutes of the game for every dead ball. The first 38 minutes the clock will only stop for timeouts, official's timeouts and injuries. Each team will get two timeouts per half.

3. Mercy Rule: If the point-spread is 20 or more with 2 minutes in the ball game, the clock will continue to run even in dead-ball situations.

4. Overtime: Overtimes will be 3 minutes. The clock will stop for every dead ball the last 2 minutes. If after two overtimes the score is still tied, it will go to sudden-death (the first team to score wins).

5. Technical Fouls: After a player receives 1 technical foul, he must sit out for 10 minutes. If he receives a 2nd technical he will be done for the rest of the game and can not play in the next scheduled game. If a team receives 3 technical fouls in one game it will result in a forfeit.

6. Officials: Officials will be provided and have authority for all on-court decisions. They may stop the clock for their discretion due to injury, delay of game, to confer with the scorekeeper and any other problem that may arise.

7. Unsportsmanlike Conduct: Including but not limited to fighting and flagrant fouls. This conduct will result in suspension or removal from league.

7. Dunking: Is not recommended. You will be held responsible for broken rims and injury to yourself or others. Excessive hanging on rims will result in a technical.

MSHSAA High School rule book will govern all other rules