

FABB Sports Co-ed Basketball Rules/Policies

RULES

1. **TEAM SIZE/GENDER REQUIREMENTS** - Each team shall field no more than five (5) players on the court at one time (three men/ two women). A legal game requires a team to have a minimum of four (4) players on the court with at least one (1) being a female player.

Note: No more than three (3) male players are permitted on the court at one time but teams may always have more women than men on the court. Teams may have up to 12 players on their roster.

2. **CO-ED PLAYING RULES** - There are no co-ed specific rules regarding play other than the above referenced gender requirements on the court.

3. **ROSTERS** - Completed rosters and waiver forms are due prior to the second scheduled game of the season. Any team that has not submitted these documents by that time will have its scheduled games declared a “forfeit” until all such paperwork is received. Players may be listed only on one team’s roster per season throughout the league. For a player to be considered “playoff eligible” (eligible to participate in the playoffs), he/she must be listed on a team’s roster and must have played in a minimum of three regular season games for that particular team. No “pick-up” players are permitted during the playoffs.

4. **BEGINNING OF THE GAME** - The beginning of the game starts with a jump ball. Possession for jump balls thereafter is alternate possessions. Each game will consist of two 20 minute running time halves – clock will stop only for timeouts. All games will start on time with no grace period. Time will stop on shooting fouls at referee’s discretion. Three point scoring will be in effect.

5. **TIME** - Each game will consist of two 20 minute running time halves – clock will only stop for timeouts. All games have a 50 minute time limit. Time will stop on shooting fouls at referee’s discretion. Time will stop during last two minutes of the 2nd half. The clock will not stop if one team is ahead by 20+ points with two minutes remaining in the game. Each team will have two full timeouts and two 30 second time outs per game. Timeouts will not carry over to overtime. The start of all overtime periods will begin with a jump ball. In the event of a tie after regulation, two minute overtime periods will be played until one team prevails. Teams will be given one time-out per overtime period.

6. **PERSONAL/TEAM FOULS** - Any player with five fouls will not be allowed to continue to play. Teams will shoot one and one after seven team fouls in each half. On and after ten team fouls, players shall shoot two free throws. Technical fouls will be charged as

both a team and individual foul. Any player charged with two technical fouls (intentional/non-intentional) during a game will be disqualified from the game. On free throws, players may enter the lane upon release of the ball by the shooter. The shooter may not cross the free throw line until the ball hits the rim.

7. **GAME CONDUCT** - Players will not communicate, argue or complain to the referee, official scorekeeper or clock keeper for any reason other than substituting into the game. Only coaches will be allowed to communicate to the score table during time-outs or stop-in-play. Failure to comply with this ruling will result in a technical foul.

POLICIES

- Above all, players must conduct themselves in a sportsmanlike manner! Complaints regarding officiating must be kept to a minimum. Please keep in mind that referees are doing their best to call the game as they see it.
- Any team or individual exhibiting unsportsmanlike acts or using profanity towards members of another team, any referee, league official or any facility representative before, during, or after the game, will receive a technical foul and risks forfeiture of the game at the referee's discretion. Any player who is involved in fighting or any other unsportsmanlike conduct will be ejected from the game and is subject to expulsion from the league with no refund.
- Absolutely no hanging on the rim before, during or after the game(s). This is a judgment by the referee.
- In order to participate in the league, each participant must sign a team waiver. Waivers will be provided and must be completed and handed in no later than the first night of play. Players not present the first week of play will still be required to sign a waiver before participating.
- No jewelry of any kind is permitted except for religious pieces or medical bands.
- No alcoholic beverages are allowed in the facilities at any time. If any member of a team is seen consuming alcohol before, during or after their game, their team risks forfeiting that week's game and expulsion from the league with no refund.