



NOBLE BASKETBALL

MENS WINTER BASKETBALL LEAGUE AND TOURNAMENT

December 12, 2011 - February 2012 SEE www.noblebasketball.info

LEAGUE RULES (Unless teams agree to a referee then tournament rules apply)

SCOREMASTER AND DUTIES

1. Team Captains are the official spokesperson for each team.
2. Scoremaster has absolute authority to control games and time, eject a player/s from league or tournament games, and to over rule (or change) any disputed calls or claims made by players during league games.

Players / PRE-GAME

1. Players will have at least five minutes warm up before each game. Four players must take the floor to begin game.
2. Failure for any team to have 4 players on the floor during scheduled games results in a forfeit. If, during a game, players foul out leaving a team with less than four players that team will forfeit the game.
3. No more than six players can be on a team at any one time. Team rosters are turned in before league play and are final. Changes can be made with approval of the league only.

GAMES / SCORING

1. There will be two twenty minute halves in all league games with a continual clock except last two minutes of game. There will be a five minute half time.
2. A field goal is worth two points, a foul shot is worth one point, and shot beyond the 3-point ark is worth three points.
3. If the game is tied at the end of the game, a five minute overtime will be had. All further overtimes will be two minutes until there is a winner.

FOULS AND VIOLATIONS

1. Technical fouls are called by the scoremaster and result penalties according to Ohio High School Basketball Rules.
2. The players participating will call all fouls and violations. The player fouled is responsible for making the call. In case of an obvious miscall, the scoremaster may change the call at his/her discretion.
3. If a foul occurs in the act of shooting and the bucket is not made, the person fouled will shoot two free throws if shot originated within the 3 point line, and three fouls shots if shot originated beyond the 3 point line. After the last free throw (MADE OR MISSED) the other teams gets the ball out. If the bucket is made and a foul occurs, the bucket counts and one free throw is awarded.
4. The scoremaster will record all personal and team fouls. After 10 accumulative team fouls, the normal one and one bonus will be replaced with an automatic two shots from the free throw line. After the second free throw (MADE OR MISSED) the other teams gets the ball out.
5. A player fouls out of the game upon their fifth accumulative foul.

TECHNICAL FOULS - PLAYER MISCONDUCT - FLAGRANT AND INTENTIONAL FOULS

1. The Scoremaster may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player/s such as:

- a. A contact foul intended to hurt an opponent.
- b. Verbal or physical threatening or actual physical contact with an intention of fighting.
- c. Any misconduct deemed inappropriate by the Scoremaster (ie: intentionally kicking the ball, etc..).

2. Team captain chooses shooter for any awarded free throws.
3. The offended team retains possession whether shots are made or missed for any technical or flagrant fouls.
4. Any player committing two technical fouls within the same game will be ejected from the game and the following game.
5. **FIGHTING AND/OR THROWING A PUNCH** automatically results in a technical foul be assessed against the player/s involved to be determined by the Scoremaster. Player/s involved are immediately ejected from the game. The league will then determine whether permanent ejecting is required from the league or tournament.
6. Technical foul will be assessed as a team foul.
7. Continuous misconduct, intentional and/or flagrant fouling by a team or player may result in dismissal and forfeiture of the game or tournament at the discretion of the Scoremaster or other league official.
8. Any player ejected from the league or tournament will be automatically banned from participating in any future league or tournament games unless approved in writing by the league. Any ejected player will also not come to any further league or tournament games as a fan or in any other capacity.

MISC GYM SPECIFIC RULES

1. No hanging on rims. If you break a rim while dunking you are responsible for any damages you may cause to the rim or backboard.
2. Out of bounds are the walls, the outer court lines, and any chairs, fixtures, lights, ceiling, back and top of back board. Edges and bottom of backboard are not out of bounds.

PLAY CLEAN - RESPECTFUL BASKETBALL!