



## **DC CityBall Co-Ed Basketball League Rules (updated 1/17/18)**

*Please note these rules serve as our specific DC CityBall Co-Ed Basketball League rules. Any rule not specifically addressed here will be covered by the National Federation of State High School Association's Basketball rules.*

### **1)General**

1.1 Games will be played per the schedule at **Catholic University (3606 John McCormack Drive, NE)**. Season will consist of 7 regular season games with playoffs to follow. Top 8 teams will make the playoffs.

1.2 Teams must choose a team color and each player must have a clearly identifiable number on the back of their jersey.

1.3 All players must wear athletic shoes. Jewelry must be removed prior to the game.

1.4 The officials shall make all calls on the court. Any excessive arguing with the officials' call on the court may result in an ejection from the game and suspension from the league without a refund.

### **2)Gameplay**

2.1 Games are 5 v. 5 (minimum 2 females per side). **Short-handed rule (regular season only):** If a team cannot field the minimum number of players (4 players with at least 1 female) within 5 minutes of the start time, they will forfeit the game. **Teams who start the game with 4 players (2 males, 2 females or 3 males, 1 female) will be issued a technical foul (2 shots and possession for their opponents).** **If the 5<sup>th</sup> player has not arrived at the start of the second half another technical will be issued.** **Teams will be allowed to play with 4 players in the regular season only. Teams must have 5 players with at least 2 females for all playoff games.** Any team that forfeits two (2) games during the season will automatically be eliminated from the playoffs. Any team that forfeits three (3) games during the regular season will be removed from the league without refund. **If a team "no calls/no shows" they will be subject to removal from the league and will automatically be eliminated from playoff contention.**

2.2 Games will consist of two (2) twenty (20) minute halves. There will be a 3 minute break in between halves.

2.3 The game clock will run with the exception of timeouts and technical fouls until inside the two minute mark of each half. Once inside 2 minutes the clock will stop on every whistle (if the score differential is 20 points or greater in the second half the clock will continue to run as normal). *The clock will also stop on any made basket inside of 1 minute in both halves.*

2.4 Each game will begin with a jump ball. After that, the possession arrow will determine any jump ball situation.

2.5 All players must be listed in the scorebook (name & jersey number) and have a clearly identifiable number on their jersey. No duplicate numbers. Any violation of this rule will result in a technical foul.

2.6 Substitutes must report to scorer's table prior to entering the game and must wait for referee's signal to enter the game.

2.7 Dunking will be allowed, but any player who hangs on the rim will automatically receive a technical foul.

2.8 On free throw attempts, players legally positioned along the free throw lane may leave their spot and enter the lane once the ball has been released from the free throw shooter's hand. The free throw shooter and any players positioned behind the free throw line may not enter the free throw lane until the ball has contacted the rim.

2.9 If a player is assessed a technical foul, the opposing team will receive 2 foul shots with the ball then put in play at the point of interruption (POI); the spot and circumstances where play was stopped for the technical. The clock will stop on all technical fouls.

2.10 Any member of a team attempting to confuse or mislead their opponents by incorrectly counting down the time remaining in the game will be issued a technical foul.

2.11 Any player who receives 5 personal fouls will be disqualified from the game.

2.12 Any player that receives 2 technical fouls will be ejected from the game. Any player who is ejected from a league game will be subject to suspension or permanent removal from the league.

2.13 Any team that receives 3 technical fouls will forfeit the game.

2.14 Teams will be in the penalty after 7 team fouls. This will create a one and one situation for the opposing team. Team fouls will reset after the half. After 10 team fouls the double bonus will be in effect.

2.15 During the game, **only captains may approach** the official with a grievance. Teams must abide by the officials' decision. Officials can remove unruly players from the game as necessary.

2.16 Each team will receive 2 thirty-second timeouts per half.

2.17 If the game is tied at the end of regulation, a two-minute overtime period will take place. The clock will stop on all whistles during the overtime period and each team will be awarded one thirty-second timeout. No game will end in a tie; if tied at the end of overtime a subsequent overtime will be played.

### **3)Playoffs**

3.1 Seeding for the post-season tournament (which will involve the top 8 teams) will be based on final record. In the event of a tie between two or more teams, seeding will be decided first by examining head-to-head records and then point differential. Any team who has forfeited a game during the regular season will automatically lose any tiebreakers. Any team who has forfeited 2 games during the regular season will automatically be eliminated from the playoffs.

3.2 Playoff schedule to be determined after final regular season game.

3.3 In order to qualify for the playoff roster, a player must have played in at least two (2) regular season games.

3.4 Teams will not be allowed to play short-handed in the playoffs. Teams must have 5 players with at least 2 females within 5 minutes of the scheduled start time to start the game.

### **4)Miscellaneous**

4.1 No player may participate without having first signed an official CityBall Liability waiver.

4.2 Each team must have their **FINALIZED** rosters into the league office by the start of the third game of the season. **Any team using a non-rostered player or signing a player in under a different name will automatically forfeit that game.**

4.3 CityBall players may not be on multiple rosters in the same league. No players will be allowed to participate on more than one team.

4.4 If a team is short players on game-day, they will not be allowed to 'borrow' CityBall players from another team under any circumstance.

4.5 Alcohol or drugs are not permitted in they gym at any time. Violators will be expelled from the league without refund.

4.6 Any questions about these rules should be directed to the commissioner of the league.