

Eastland Basketball Rules – 2010/2011 Season

- Teams must have at least 4 players in order to start a game. If necessary, a 5 minute grace period will be given at the scheduled start time. If by that point a team still does not have enough players to start their game – the referees will automatically call the game. If a team forfeits 2 or more games in a season – their team will not be allowed to participate in the next scheduled basketball season.
- Games will consist of (2) twenty-minute halves. It will be a running clock except in the last two minutes of each half.
- Here are a few exceptions to the running clock rule:
 - In the last minute of the game and/or overtime, the clock will stop on all made baskets. The clock will not resume until the basketball returns back into live action.
 - Another exception to the running clock rule is when a player fouls out of the game. The clock will stop while the substitution takes place.
- In the cases where a timeout is called and free throws are to be shot after the timeout - the clock won't start until the ball is back into live action.
- Each team will receive one timeout per half. Timeouts will not carry over to the second half or overtime. In cases of overtime games, teams will be awarded one time out per overtime. **Games will continue on until there is a winner.**
- We will have **three-minute halftime breaks** and if necessary **three-minute overtimes**. The initial possession of overtime will be determined by having a jump ball at center court.
- Players will be allowed to move into the lane “on the release” for free throws.
- Players must stop by the scores table and be waved into the game by the refs before they are allowed to check into the game.
- All players **MUST** participate in the prayer time both before and after their game. **Players who choose not to join their team in prayer will not be eligible for their next game.**
- No taunting, use of profanity, or yelling at opposing players or referees will be tolerated. **This rule applies to players on the court and on the bench.**
- In most cases – a technical will only be given when there is fighting and/or the use of profanity. If a player receives a technical, he must sit out the remainder of that game. After that point, if that same player receives a warning or technical during the season - he will automatically be kicked out of the league.
- Normally, the referees will stop the game and give a verbal warning to a player before calling a technical. However, no warnings will be given in cases of fighting or the use of profanity. Warnings may be given when the referees feel like there has been excessive arguing or complaining, or if they feel like a player has been showing them up. A player who has not been called for a technical can receive up to 2 warnings from the referees during the season without a penalty. After that point, he must sit the remainder of the game for each warning that he receives. If he receives a 6th warning – he will automatically be done for the season. This rule applies to both regular season and post season play.
- The calls by the referees are final. No protesting of games is allowed.