

HILLEL BASKETBALL LEAGUE RULES

Season 2, Year 3

1. This league will abide by Florida High School Athletic Association rules with the exceptions (such as clock, game times, time outs, personal fouls etc) noted below.
2. Games are 40 minutes long, two 20 minute running halves. Clock stops on free throws in the last 5 minutes of each half. Clock stops on all referee whistles the last 2 minutes of each half and on made baskets in the last minute of the 2nd half and overtime.
3. Clock stops for time outs, injuries, technical fouls, and flagrant fouls.
4. Teams allowed 4 time outs per game- can be taken any time.
5. Games start with jump ball and alternating possessions thereafter.
6. Overtime period(s) is/are 3 minutes, running clock with stop clock in effect for the last minute. Teams get 1 extra time out per overtime. Overtime period(s) start with a jump ball, then alternating possession. The maximum number of overtimes is 3, if teams are still tied after 3 overtimes, the result will be a tie. In the playoffs there can be no tie.
7. Players foul out on their sixth (6th) personal foul. Technical fouls are personal fouls.
8. Bonus shots in effect on the seventh (7th) team foul per half (one and one). Double bonus in effect on the tenth (10th) team foul.
9. Free throw rules: The players on the blocks may enter the lane upon the release of the ball by the shooter (the shooter and any players beyond the 3 point line may enter once the ball has touched the rim). When free throws are awarded to a player it is imperative that both teams line up in a timely fashion. The referees have the right to issue a delay of game warning to a team that does not get lined up quickly. After the first warning, the referees may issue a technical foul to the team for each subsequent infraction. The referees will maintain a strict 10 second count once the shooter has received the ball. It is incumbent on the players and captains to get lined up quickly.
10. Substitutions: Subs may come into the game upon any dead ball situation (the ball goes out of bounds, foul, timeout, etc) by checking in with the scorer's table. Captains and players, please remember to check in with the scorer's table prior to entering the game and WAIT FOR THE REFEREES TO SIGNAL YOU IN. IF YOU ARE NOT CHECKING INTO THE GAME, PLEASE SIT OR STAND BY YOUR BENCH. Remember that during free throws (if it is two shots) players come in after the first free throw. Captains, please do your best to get subs in and out quickly so that the games can keep moving at a good pace.
11. Forfeit Rule: A forfeit will result in a 20-0 loss for the forfeiting team. Forfeit time is 5 minutes after the scheduled start time. Teams must have 4 players, dressed to play in a regulation jersey to start, anything less than that will result in a forfeit. Teams may finish a game with as few as 3 players. **Captains: If you think that you will not have enough players available for a game, please alert the league Commissioner at least 24 hours prior to game time. Each Captain is responsible to find a comparable "replacement player(s)" on a best effort basis. The Commissioner must approve the player(s) before the start of the game.**
12. All players must wear a Hillel Basketball League jersey (you may wear an undershirt). A technical foul will be assessed for not having a jersey at game time. Two free throws awarded to the opposing team and possession of the ball.

13. Every player present at the start of the game is guaranteed a minimum of 15 minutes per game. While it is impossible to accurately keep track of everyone's playing time, captains will be expected to utilize all players to insure that fair amounts of playing time are being offered. Any player who believes he has a legitimate concern over this matter should see the league commissioner or his Captain as soon as possible to avoid future conflicts. Exceptions – any player(s) who feels unable to play the minimum time because of illness, injury, etc.

14. In the event of player injuries or relocation, the league commissioner will add player/s on a need basis only (if a team has 8 players and loses one they don't *need* a new player). It is the captain's responsibility to notify the league commissioner if additional players are needed. If there is a need to move a player from one team to another due to a conflict in paragraph 13 or 14, the league commissioner, in accordance with the captains, will be responsible for making said change.

15. Verbal or physical abuse of referees or other players will not be tolerated. We perpetually have an obligation to ourselves and to others to treat everyone with derech erez and to be an "or lagoyim and mamlechet cohanim". This is true both on and off the court and is even more important to remember in the presence of other Hillel students, parents, faculty and staff. This league will not tolerate crude language and inappropriate behavior. Any verbal or physical abuse by a player will cause an automatic ejection from the remainder of the game at the discretion of the referees and/or league commissioner. Verbal abuse, INCLUDING CURSING, will result in a minimum of one game suspension in addition to present game. Physical altercations will result in a minimum of two game suspension in addition to present game (may include playoffs) and may include a review of the incident for further action. A league official will be present in the gymnasium at all times and will decide whether further suspension is necessary. Players ejected a second time from any game during the season will be suspended for the remainder of the season. Anybody refusing to leave the property will be escorted off the premises and will be suspended for the remainder of the season. 2 technical fouls at any point in time will result in a one game suspension (playoffs included). Each additional technical will result in a one game suspension. Referees are the final arbiters on all game action and must be treated with respect at all times.

16. In case of tie for playoff position, head to head records will decide finish. If this is not decisive, point differential (points scored minus points allowed between the tied teams) over the course of the season will determine finish. If still not decisive, a coin flip will determine the tiebreaker. In the case of a three way tie, head to head to head records, followed by point differential, followed by a coin toss will determine the finish.

17. The league commissioners will decide on all rules not covered herein.

18. Time Between Games: There will a 5 minute warm-up between Games 2 and 3.

19. Remember, we are all here to have fun and get some exercise!