



**Where Dreams Begin**

# **ADULT CO-ED BASKETBALL RULES**

**Captains are required to take charge of there team and spectators.**

## **TEAMS**

- Any player that is bleeding must be removed from the game until bleeding is stopped. An official or Dream Center staff has the authority to remove a player due to bleeding at his or her own discretion.
- We will play two 16 minutes, halves.
- Maximum of 13 player on a teams a team can start or finish with four players
- Failure to have a team on the court within 5 minutes after the scheduled stating time will result in a forfeit.
- Home team is list first on the schedule.
- Must use the substitution pattern for the Entire Game.
- All participants are required to complete a waiver of liability. All participants in Dream Center, sports activities assume the risk of injury. Dream Center, its employees and staff shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in Adult Co - Ed Basketball.
- Record, team name, participants name, and numbers in the scorebook 5 minutes prior to the official start of the game, or a technical foul will be issued

## **GAMES RULES**

- **Warm up**-There will be a 5-minute “warm-up” period before the game.
- **Start of Game** - The game will be started with a jump ball. All games will start at their scheduled time
- **Time Outs**- One time out per half.
- **Substitutions** - The substituting player must inform the score keeper that they will be entering the game and then wait for the official to motion them onto the court. Repeated failure to wait for this signal will result in a team technical foul.
- **Clock**- There will be a running clock for the entire first half, and the first 14 minutes of the second half. The clock will stop in the last 2 minutes of the game for all whistles.
- **Overtime** - If a game ends in a tie score, then a two-minute overtime will be used. A jump ball will be used to begin the overtime. each team is allowed one time-out per overtime. Each team is entitled to one timeout during the overtime period; there shall be no carryover from the second half. Second overtime, if needed, shall be sudden death. First team to score two points shall be declared the winner. Timeouts are not permitted during sudden death overtime
- **Three-point shots** - The three-point shot will be in effect. A player's feet must be behind the line as the shot is attempted to be considered a 3 point shot. If a player is fouled in the act of shooting and misses the shot, three foul shots will be awarded. If the player makes the shot he/she will be awarded one free throw (chance for a 4-pointplay).
- **Fouls** After 5 fouls the player will be disqualified from the game.
- **Hanging on rims or nets** - This situation will result in a technical foul, and may result in immediate ejection from the game, pending discretion of the official.
- **Intentional Fouls and Technical Fouls** - These calls are at the discretion of the official, and result in 2 shots plus possession of the ball. These fouls count as personal fouls for the offending player. A player shall not use unsportsmanlike tactics, such as:
  - (a) disrespectfully addressing or contacting an official
  - (b) climbing on a teammate to secure greater height to handle the ball
  - (c) fail to replace a disqualified player in 30 seconds when a substitute is available.
- **Two technical** fouls on any one person will result in ejection from the game and suspended for the next game. A player with two ejections will be done for rest of season and playoffs
- **PLAYOFFS-** *(subject to change depending on the number of teams registered)*  
To determine a team’s rank in the regular season standings, teams will be seeded in the following manner:
  - Winning percentage
  - Tiebreakers in order:
    - Head-to-Head record
    - Lowest points allowed per game
    - Coin Toss.



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### **COACHES**

- A player may play for only one team in the church league.
- In case of bad weather, the league director will e/mail the coaches by noon.
- Home team will lead in prayer before the start of the game.
- The visiting team will lead 5 minutes devotion after the game.
- Fighting will result in the offending player(s) being prohibited from participating in basketball for the remainder of the season
- All players must bring there shoes in the gym.
- Players may not wear jewelry or another other accessories of any kind doing the game.
- Eight games plus a tournament.

### **COMMON COURTESY**

- Always shake the opponents' hands after a game.
- Never argue with the referee
- Practice good attitudes and good sportsmanship – be Christ-like

### **DREAM CENTER OBJECTIVES**

- To provide a Christian environment where fellowship, recreation, and ministry can take place.
- To use the sport of basketball as a tool to spread the gospel and reach people for Christ.
- To develop within each participant patience, self-control, courage, good sportsmanship, teamwork, and a Christian outlook toward sports.