

# CINCINNATI SPORTS LEAGUES

## Men's 5 v 5 Basketball League-Official Rules

### OVERVIEW

Two 20-minute halves

Each team is allowed (2) time-outs per half - unused TO's do not carry over to 2nd half

Running clock except for final 2 minutes of the 2nd half

2:00 minute overtimes with each team being awarded one time-out for the overtime period

All teams must furnish at least 4 players to constitute an official game. Any team that has less than 4 players will officially forfeit, unless an opposing captain agrees to play against a team with 3 players (unlikely). If both captains agree to such a scenario IT MUST BE BROUGHT TO THE ATTENTION OF THE CSL STAFF otherwise the game will be considered a forfeit.

### **BEGINNING OF THE GAME**

- The beginning of the game starts with a jump ball. Possession for all following jump balls are alternate possession. The start of all overtimes begin with a jump ball.

### **TIME**

- Play is divided into (2) 20-minute halves separated by a brief half-time break. There will be a running clock (except for the final 2 minutes of play) maintained by a scorekeeper. During the final 2 minutes, time will remain running during made field goals. If one team is up by more than 25 at the two minute mark, the clock runs until the margin is reduced under 25 points or unless a time out is called. Each team is granted 2 time-outs per half; unused time outs not carry over to the second half. If in the first 38 minutes a TO is called prior to a free throw, the time will remained stopped during the free throws until the ball is "live" again.

### **OVERTIME**

- Each overtime period is 2-minutes. The clock runs continuously during the first minute and stops in the last minute. Each team is awarded 1 additional time-out per overtime period. Time-outs do not carry over from regulation to the overtime period. Except for playoffs, the game ends in a tie after 2 overtime periods have been played.

### **PERSONAL/TEAM FOULS**

- Personal fouls will be recorded for all leagues on a team basis. Players will not foul out. All technical fouls will be recorded as personal fouls.
- A team begins shooting one-and-one on the seventh team foul of each half and continues shooting one-and-one on any following fouls. If a technical foul happens to be the seventh team foul, the team will shoot the two free throws for the technical and receive the ball, however they will not receive the bonus one and one. After ten team fouls, teams will be awarded two free throws. All shooting fouls are 2 shot fouls.

### **TECHNICAL FOULS**

- Technical fouls are counted as personal fouls. Any individual that is awarded two technical fouls will be ejected from the game.

### **NCAA**

- Normal rules and penalties of the NCAA apply unless exceptions have been made herein. The 3-point field goal is in effect if the court has a line marked.
- \*Backcourt violations will be in effect unless otherwise noted.