

CHURCH LEAGUE RULES

1. All team members must have an affiliation with the church they are representing. Proof must be presented upon request.
2. Teams may play the entire game with 4 players or a team may finish with 4 players. If a team falls to 3 players then the game will be considered a forfeit.
3. Two 20-minute halves will be played. There will be a running clock with the exception being timeouts, foul shots, and the last 2 minutes of the 2nd half. If a team is winning by more than 20 points then the clock will only stop for timeouts and foul shots only.
4. Teams will have 10 seconds to get the ball over half court.
5. Each player will receive 6 personal fouls per game.
 - Foul-Outs and Technical Fouls
 - a. A player is disqualified when he/she commits their 6th personal foul. A technical foul will count as a personal foul. **The opposing team will receive 2 fouls shots and possession of the ball as a result of a technical foul.**
 - b. An individual who commits 2 technical fouls will be ejected and must leave the YMCA facility. Any player that commits action that is not consistent with the YMCA principles is subject to: 1) Ejection from the game 2) Removal from YMCA property, 3) A suspension for *no less than* one future game.
THIS RULE APPLIES TO COACHES, PLAYERS, AND SPECTATORS!!!
6. All games will begin promptly at game time. A five-minute grace period will be given before a forfeit occurs.
7. Free substitutions may be made.
8. All players must have a registration form on file before playing.
9. ROSTERS MUST BE FINAL BY SECOND WEEK OF SEASON
10. One-and-one on seventh team foul and two shots on tenth team foul.
11. Each team will receive 4 time-outs per game.
12. Games will be played on side courts in new gym.
13. All referee and YMCA staff decisions are final.
14. All other basketball rules apply.

OVERTIME:

- If game is tied at the end of regulation we will play a 2-minute overtime period. Each team will receive an additional timeout, all timeouts and fouls will carryover. If still tied we will play another 2-minute OT. An additional timeout will be given; all other timeouts and fouls will carry over. If still tied we will go to sudden victory. We will jump the ball at half-court and first basket wins.

