

SPARTANS BASKETBALL LEAGUE

LEAGUE PLAY RULES & STANDARDS

THIS DOCUMENT WAS LAST UPDATED ON 4/8/23



THESE RULES MAY BE REVISED/OR ALTERED AT ANY TIME WITHOUT PRIOR NOTICE AT THE DISCRETION OF THE LEAGUE COMMISSIONERS

It is our goal that each game should end five (5) minutes before the next teams are due to start. Referees will be made aware of this goal so that they can help facilitate a smooth transition in and out of our gyms.

Team Records & Standings —

- League play will consist of six regular season games per team and a single-elimination playoff tournament (if the team qualifies).
 - Tiebreakers in the Standings will be as follows: Total Wins, Win/Loss %, Head-to-Head Wins, Total Points Scored.
 - A forfeited game will result in the game scored as 1-0.

General Rules & Standards of League Play

- 1st through 2nd Graders will be required to use a 25.5"
- 3rd through 6th Graders will be required to use a 27.5" basketball
- 7th & 8th Grade must use a 28.5" basketball during league play.
- High Schoolers and Adults must use a 29.5" basketball during league play.
- League play will consist of two 20-minute halves (running time)
 - The clock will stop on dead-balls in the last two minutes of the first half, the last two minutes of the second half, and for the entirety of each overtime period.
 - Dead-Balls/Plays consist of: Out of bounds, Personal/Team/Technical Fouls, Free Throws, Team Time-Outs, and Official Time-Outs).
 - **IF A FIELD GOAL IS AWARDED TO THE OFFENSIVE TEAM, THIS DOES NOT QUALIFY AS A DEAD BALL OR DEAD PLAY. THE CLOCK WILL NOT STOP RUNNING IN THIS SCENARIO**
- There will be a two (2) minute overtime period if regulation time ends in a tied score.
 - If the first overtime period ends in a tie, there will be another (2) minute overtime to follow. A jump ball at center court will start each overtime period.
 - **If the game remains tied after the second overtime, there will be a golden goal/sudden death period played. There will be a jump ball that takes place at center court that decides the first possession. The first team to score a goal will be the winner of the game.**

Timeouts—

Each team is allowed two (2) thirty second time outs per half. Timeouts do not carry over in between halves. Each team is allowed one (1) thirty second timeout per overtime. There are no time-outs available to either team in the "golden goal/sudden death" period of play. If a team requests a time-out when there are no time-outs available, the team requesting the time-out will be assessed a technical foul.

Personal/Team/Technical Fouls:

- During a free throw, players may make a play on the ball following the release of the shooter.
- On the 7th team foul of each half, the "one & one" free throws will be rewarded to the offensive team. On the tenth team foul double bonus will be rewarded to the offensive team.
 - During the overtime periods, team fouls do not carry over from regular time. After two fouls in an overtime period, double bonus free throws will be awarded
- **Technical fouls will give possession of the ball and two free throws to the opposing team.**
 - **Two technical fouls on a single player in the game will result in an automatic ejection.**
 - **Three technical fouls on a team in a game will result in an automatic forfeit of the game.**

Substitutions—Players that are subbing into the game must check in with the scorekeeper and must have the referees' permission to enter the playing field. Coaches will not be allowed on the court at any time during the game.

Please note: All players must play at least half the game (approximately). This should amount to around 20 minutes of running time.

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Age-Appropriate Modifications

Failure to abide by these modifications will result in a technical foul to the coach or player that refuses to comply.

This may lead to ejection/suspension from league play

1st & 2nd Grade & 3rd & 4th Grade Divisions —

- NO Half or Full Court pressing/trapping.
- NO Fast Breaks permitted.
- NO ZONE DEFENSE
- The Defensive team must drop back inside the 3-point line or at the top of the key.
- The free throw shooter may take a few steps towards the basket to take the shot without penalty
- Players cannot foul out of a game, but may be ejected at the discretion of referees/league officials

5th & 6th Grade Division —

- A Full or Half court press is permitted the last two minutes of each half, and overtime ONLY If the winning team is not winning by 20 points or more
 - o The leading team must drop back inside the 3-point line when up by 20 or more. If there is a 3-point line, three-point shots will count.
- The free throw shooter may take a few steps towards the basket to take the shot without penalty
- Players will foul out of the game with 5 personal fouls

7th thru 12th Grade —

- All defensive alignments are allowed unless up by 20 or more which will require the defensive team to drop behind the 3-point line.
- Players will foul out of the game with 5 personal fouls

College & Adult Divisions —

- All defensive alignments are allowed at any point in the game. If the defensive team is winning by 20, it is not required to drop behind the 3-point line. However, please play with sportsmanship & respect for other players.
- Players will foul out of the game with 5 personal fouls

Rosters and Teams

- Four players are needed per team to start a game. The game must be played with 4 players per team if a fifth rostered player is unavailable. This must be confirmed with the referees and scorekeeper before the start of the game.
 - The game must be played as 4v4 and cannot be 5v4. If three players or less are present this will be ruled as a forfeit. There is no substituting for un-rostered players on your team if a player cannot make it to the game. Forfeits will be scored as 1-0 in the favor of the team with enough players
 - If there is a team that only has 5 eligible players and one of those players fouls out of the game, they may remain in the game but every foul after their 6th results in a technical foul. If a team only has 4 players, the same logic applies to the 4th player that fouled out.
- Teams must have numbered (front and back) jerseys or t-shirts of the same color. Numbers must be permanently affixed to the jersey or shirt.
- Players must wear athletic shoes with non-marking soles.
- Players are prohibited from wearing jewelry.

- 1) A player that is involved in a physical altercation will result in automatic ejection AND may be subject to suspension/termination from league play. Spartans Basketball League officials can terminate a participant without reimbursement of financial participant fees. The terms of each Suspension will be determined by league officials on a case-by-case basis.
- 2) Unsportsmanlike Conduct by Player's Coaches and Spectators will not be tolerated. The Referee will have the discretion to assess a technical foul and removal from the gym. Failure to leave will result in an automatic forfeit of the offender's team.