

Official Rules for 4 on 4 Indoor Basketball League

The use of IHSAA rules will preside over the basketball leagues except in the amendments to follow

Amendment:

1. Start of Play – The game will be started with a 3 point shot, taken by a designated player, as decided upon by the teams playing. If the shot is made, that team will have the opportunity to choose possession or direction. The subsequent team will either be awarded possession or directional choice subject to the first team's choice. If the initial shot is missed, the roles are reversed and the team opposite the shooter has the choice of possession or direction.
2. Fouls – Fouls will be called by the players. This is to follow a "pick-up" style format. The fouls must only be called by players immediately involved with the potential violation. It is usually recommended that the offensive player be the one to call the foul, as to stay consistent with the way fouls are being called, but the defender is allowed to acknowledge their transgression and call their foul. The ball is checked in at the "Restart Line". Upon the tenth foul committed against a team in one half, that team shall be in the "Bonus" and shoot One-and-a-bonus free throws for the remainder of the half. If, once in the bonus, a player is fouled during the act of shooting a 3 point shot, that player will be awarded two shots-and-a-bonus. In the final two minutes of the game, a team which has not yet committed its tenth foul will have "one foul to give". After their first team foul in the final two minutes, the opposing team will be awarded One-and-a-bonus foul shots for the duration of regulation. *NOTE: *During the playoffs, it may be decided to have referees officiate the games. If this decision is made the bonus will be awarded on the 7th team foul instead of the 10th and shooting fouls will be determined and awarded at the referees' discretion.*
3. Timing – The game shall consist of two, twenty minute halves. These halves are running clocks. The first half clock shall stop on any dead ball in the last ten seconds. The second half clock will stop on any dead ball in the last two minutes. Only in the last minute of the second half will the clock stop after a made basket. Also, the clock will stop on any timeout or injury. If in the last 2 minutes the point differential is 20 or more points, the clock will not stop.
4. Shot Clock – In the last two minutes of the game, a "20 second shot clock" will be implemented. A shot must be taken within the allotted twenty seconds, and will be reset upon every change of possession, or upon the ball contacting the rim.
5. Timeouts – Each team will be allotted two timeouts per game.
6. Restarts – All restarts of the basketball will be traditional with the exception of in the frontcourt. If a foul is committed, or the ball is out of play, it will be restarted by "Checking the ball up top". This will consist of "Checking" the ball with the opponent and then starting play by passing the ball in. When passing the ball in, the "Inbounding" player must be behind the opposing team's foul line, and all other players must stay in the frontcourt (the frontcourt being the area from the opposing team's foul line forward). Due to the inordinate nature of this rule, each team is allowed one warning per game if they are found to step over the line.
7. Out-of-Bounds – The walls are considered out-of-bounds. Also, off the wood floor is out-of-bounds (a player's foot may be elevated above the concrete, but once contact is made with the concrete floor, that player is out of bounds). The entire wood floor is "In Play" regardless of traditional boundary lines.
8. Interference – In the event that the side wall goals are contacted, the ball is dead upon contact. The team who the ball last went off before contact shall retain possession of the basketball. The ball shall be put in play using the restart rules outlined above.

9. Overtime – In the event the game is tied upon the completion of regulation, there will be a 2 minute overtime period. During this extra period, the clock will follow second half timing rules. Fouls will be reset and will again follow the “One foul to give” format under two minutes. Each team will be granted one additional time out for the overtime period. If at the conclusion of the overtime period the score is still tied, the overtime format shall be followed until a winner is decided at the conclusion of the period.
*NOTE: *The overtime period shall consist of 4 minutes during the playoffs.*
10. Referee – You are responsible for making the calls in a pick-up style format. In the event of a dispute, the timekeeper and scorekeeper will settle the dispute. Their word is FINAL!
11. Technical Fouls -- Please be aware; Technical fouls (Two shots and possession) will be issued for foul language. There are kids and families on the premises. A warning will be given, and a Technical foul will be given for any violation resulting thereafter.
12. Roster – All rosters must be turned in before the first game. Each player must sign the waiver on the roster. Roster changes will be allowed until the 5th game of the season. At this point no roster changes will be accepted.
13. Playoffs – Playoffs will be bracketed and seeded according to the number of teams and their season record. Seeding ties will be settled using the tie breakers as follows. 1. Fewest number of forfeits. 2. Head to Head. 3. Greater point differential. 4. Coin flip.
14. Playoff Rosters – Each player participating in the playoffs MUST be on the roster, and have participated in a minimum of 3 regular season games. NO EXCEPTIONS
15. Forfeiture – A team may play with 3 players (the other team may play with 3 or 4 players, however, if they start with 3, they cannot later increase to 4, but they may start with 4 and reduce to 3). Subs are allowed for regular season games. However, a team must have 3 players on the roster present for a game not to be counted as a forfeit. Subs may be used to fill out the team during a “season” game. No one other than those meeting the “Playoff Roster” criteria that will be permitted to participate in the playoffs. Forfeits are scored 82-70.
16. NO SHOWS – Forfeits are no fun for anyone, including the team receiving the automatic win. Therefore, a team is required to give notice by 1 pm if for some reason they will not be showing. **FAILURE TO DO SO WILL RESULT IN A \$30 FINE THAT WILL BE AWARDED TO THE OTHER TEAM IN ADDITION TO THE WIN.**
*NOTE: With the leniency of adding/subbing players during the regular season, the HCSC is usually able to find substitute players with adequate notice.
17. REFUNDS – Registration submission is considered FINAL. NO REFUNDS WILL BE GIVEN.