

Official Rules for 4 on 4 Indoor Basketball League

- 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. Game Start time**: Games will start no later than 10 minutes after official start time. Clock will start regardless of number of players available. Team that doesn't have their full team will have to play with the players they have (and any subs they can pick up). 2 points per minute will be added to the team that is present for each minute late it takes the game to start after the clock has started.
- 3. Violations** –
Fouls: You call your own fouls. Only the players directly involved in the play can call the fouls. If there is an argument then the call will be settled by the scorekeeper. If they could not clearly see the violation then the player that violation is called on must shoot from the top of the key to decide. Upon the seventh foul committed against a team in one half, that team shall be in the "Bonus" and shoot One-and-a-bonus free throws if the first shot is made for the remainder of the half. After reaching the 10th team foul, that team will be in the "Double Bonus" and will shoot two shots. Fouls will be RESET at the end of the 1st half and at beginning of overtime. If basket is made then the basket will count and no foul will be rewarded. 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 if the first shot is made for the duration of regulation. **NEW RULE 9/25/2020: If fouled while shooting a 3 point shot AND your team is in bonus you will either get 1 automatic free throw, then the "one and one" rule applies or if after 10 fouls you will get 3 foul shots.**
Turnovers: If a shot is attempted and the ball bounces on the top or over the top of the backboard, it will result in a turnover. The ball is checked in at the "Restart Line". If a player passes it in stepping over the "Restart Line", it is a turnover. If you shoot the ball and it does not touch anything (ie rim, backboard, another person) and you touch the ball, it is not a travel violation.
**NOTE: During the playoffs, it may be decided to have referees officiate the games. If this decision is made, shooting fouls will be determined and awarded at the referees' discretion.*
- 4. 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 (made basket is a dead ball) in the last ten seconds. The second half clock will stop on any dead ball in the last two minutes. The clock will stop after a made basket in the last 10 seconds of the first half and also the last 2 minutes of the second. 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. **NEW RULE: 9/25/2020 if the ball goes out of bounds behind the matting, the clock will stop until the ball is found and back onto the court, not necessarily when it is "checked-in".**
- 5. Shot Clock** – In the last two minutes of the game, as long as the game is within a 20-point lead, 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. If a foul is committed then the shot clock will be set to 10 Seconds or time remaining, whichever is more.
- 6. Timeouts** – Each team will be allotted two total timeouts per game. One timeout for the first half. One timeout for the second half. The first half timeout will not carry over into the 2nd half if not used in the first half.

7. 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).
8. Out-of-Bounds – The walls are considered out-of-bounds. Also, the concrete 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.
9. Check Ins- You may check in when the ball is a dead ball. Dead balls are considered when a turnover occurs, ball goes out of bounce, and time outs. When subbing in, since the game flow will stop, you must go to the score table so he can stop game and both teams may sub in at that time
10. Interference – In the event that the side wall goals are contacted, the ball is dead upon contact. The team who had possession of the ball last before contact, shall retain possession of the basketball. The ball shall be put in play using the restart rules outlined above.
11. 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.
12. *Referee – You are responsible for making the calls in a “college level”. The Referee’s call is FINAL!
13. **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.**
14. Roster – All rosters must be turned in before the first game. Each player must sign the waiver on the roster. The average age on the team must be of 18 years or older. Rosters will be posted on the wall each week. If a team would like to add a player to their team during the regular season, they must have that player sign in with the scorer’s table and they will be added to the roster the following week. For players to participate in the playoffs, they must play 3 regular season games and be on the roster. MAKE SURE YOU FILL OUT YOUR ROSTER CORRECTLY, as anyone not on the roster during playoffs will not be able to play.
15. 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. Win/loss record. 2. Greater point differential. 3. Head 2 head. 4. Lesser # of forfeits.
16. Playoff Rosters – Each player participating in the playoffs MUST be on the waiver, have participated in a and signed in on the roster sheet a minimum of 3 regular season games, and have paid league dues. NO EXCEPTIONS
17. Forfeiture –*During playoffs* a team may play with 3 players (the other team may play with 3 or 4 players, however, if they start with 3, they can not a 4th player who shows up late until “subbing” would be allowed). Subs are allowed for regular season games. However, a team must have 2 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.
18. 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. If the team does follow these stipulations, the team must forfeit 1 win at the end of the season. If a team shows up 15 minutes after the start of their scheduled game time, the opposing team will receive 2 points per minute

the opposing team is late, and for each minute the game is delayed starting after the 15 minutes, the time will be reduced from the game time starting on the clock. *NOTE: With the leniency of adding/subbing players during the regular season, the HCSC is usually able to find substitute players with adequate notice.

19. REFUNDS – Registration submission is considered FINAL. NO REFUNDS WILL BE GIVEN.