

1. All NJSIAA Rules shall apply except as modified herein. Modified rules are in bold italics.
 2. Each game shall consist of two Twenty (20) minute running clock halves with the clock stopping in the last minute of the first half and last TWO minutes of the 2nd half on dead balls.
 3. **PLAYERS WHO SHOW UP AFTER HALF TIME WILL RESULT IN A TECHNICAL FOUL ON THE TEAM** – The player may still participate in the game.
 4. Each team shall be entitled to two (2) 45 second timeouts per half. Unused timeouts cannot be carried over.
 5. A player is disqualified from the game on their fifth personal foul.
 6. The bonus rule (1 and 1) shall be in effect on the seventh (7th) foul of each half. Two free throws will be taken from the tenth (10th) foul onwards.
 7. All Technical fouls, whether against the bench or a player on the floor, shall result in two (2) free throws, plus possession of the ball to the other team.
 8. A player is automatically ejected from the game on the second technical foul of that game called against that player. Referees may also forfeit a game at their discretion if a threatening or uncontrollable situation is developing.
 9. Any forfeited game shall be recorded as a 15-0 win for the non-forfeiting team. Forfeit time is 10 minutes after game time. All efforts will be made to play every game but both coaches must agree prior to the game.
 10. A jump ball shall be used to start each game. Thereafter, the alternate possession rule shall be in effect.
 11. If a game ends in a tie, a two (2) minute overtime period, started by a jump ball, will follow. One and a half minutes (1 1/2) of running time and thirty (30) seconds of stop time.
- Fouls / bonus situation status continues as an extension of regulation play. Each team will receive one (1) timeout - no carryovers.

The second over-time shall be one (1) minute with the last thirty (30) seconds being stop clock. Each team will receive one (1) timeout - no carryovers.

The final overtime shall be sudden death (first to score wins). No timeouts.

12. Procedures for determining year end divisional standings:

1. Divisional standings are determined by won-loss record.
2. If won-loss records of two teams are tied at the end of the season, the result of the head-to-head match-up between those teams during the regular season will decide.
3. Total Point differential will be used in a three way or multiple team tie comparing records against the other teams with the same record. +15 or -15 are the most a team can be awarded. If two teams are tied with points, then head to head will be used.
4. If still tied, total point differential vs. common opponents
5. Finally, the fewest points allowed during the season will be applied.

13. All games are final. No protests will be heard. Disputes must be resolved between referees and team coaches on the court.

14. Uniforms must be numbered on the back. No Uniforms / Numbers = Technical Fouls (does not apply for first three weeks of season)

15. The league scorekeeper is the official game scorer and timer.

16. TEAMS MUST PROVIDE THE LEAGUE WITH A ROSTER (AND WAIVERS) PRIOR TO FIRST GAME. All players must be listed on the main or supplemental roster to be eligible to participate. All rostered / waived players are eligible for the playoffs as long as they participated in at least two (2) games during the season. No roster additions will be accepted after the fifth (5) game of the regular season!

17. A player may play for no more than two teams in the league but **For PLAYOFFS**, a player can play on two (2) teams only if the second team is a minimum of one grade OLDER than their primary team's grade level. A player cannot play on two teams in the playoffs that are the same grade even if in different divisions

18. One flagrant foul results in ejection from the game. A second flagrant foul, at any other time during that same game or any other league game, results in automatic ejection from the league.

19. Misconduct, foul language and / or abuse of the referees will not be tolerated. Any team which has three players and / or coaches ejected on technicals for this reason during the season will be ejected from the league.

Taunting, fighting and other inappropriate behavior, on or off the court will be addressed by the referees. Their ruling is FINAL.

All players, referees, coaches and fans are expected to conduct themselves in a sportsmanlike manner at all times. Please ensure that everyone associated with your team, including fans, conduct themselves in an appropriate manner.

A referee will notate in the scorebook the name(s) of any ejected players so the league can monitor team violation status.

20. All league postponed games will be rescheduled by the league director as soon as possible after the cancellation. Otherwise, teams are required to play or forfeit. **NO RESCHEDULING GAMES.** A team which forfeits two (2) games will not be eligible to participate in the playoffs. A third (3rd) forfeit will result in removal from the league without any refund.

21. Every team will play a minimum of 8 games (7 games in the regular season with every team then making the playoffs).

22. Complaints must be lodged in writing to the league director.

23. Substitutions are allowed only in a dead ball situation. The scorekeeper will buzz in substitutions. All subs must kneel in front of the scorer's table and be called in by the referee's whistle.

24. It is the responsibility of the team coach to review the league rules with each player

25. No jewelry watches, earrings, hats etc. are allowed to be worn during any game.

26. A 28.5 inch diameter ball (28.5) will be used at up to 5th boys (**6th grade and up will use 29.5 ball**), and all girls divisions unless teams mutually agree otherwise.

27. A TECHNICAL FOUL WILL BE ISSUED AGAINST A TEAM IF THE OPPOSING COACH OR PLAYERS SPEAK, SCREAM OR MAKE ANY NOISE (CLAPPING, STOMPING, ETC.) ONCE A PLAYER AT

THE FOUL LINE IS GIVEN THE BALL TO TAKE A FREE-THROW – This includes coaches giving instructions to players that the ref feels is done mainly to distract the shooter (those instructions should generally be done as players line up before ball is handed to shooter). Player will not only shoot the ball again, but the team will receive an additional FT.

28. **A TEAM WILL BE CLASSIFIED BY THE GRADE OF THE OLDEST PLAYER ON THE TEAM** –If a team is mostly 4th graders with one or two 5th graders – they can be considered lower level 5th - the only EXCEPTION to this rule is for HS JV and Varsity teams that don't require specific ages (NOTE: 12th graders CANNOT be on a JV team)

29. A TEAM THAT FORFEITS (LESS THAN 24 HOURS IN ADVANCE WITHOUT AN EXTREME REASON) MORE THAN ONE GAME DURING THE SEASON, WILL NOT BE PERMITTED TO CONTINUE PARTICIPATING IN THE LEAGUE AND WILL FORFEIT THEIR ENTRY FEE – It is not fair to opposing teams.

30. TEAMS MUST BE ABLE TO FIELD A TEAM OF AT LEAST FOUR (4) PLAYERS TO START A GAME - At any time during a game when a team drops below four players due to injury or disqualifications, the game is forfeited. Teams that field a team with less than four players may fill their squad with NON ROSTERED players in order to play the game, but the game will be a FORFEIT for purposes of a team's record.

31. THERE MUST BE AN ADULT PRESENT ON THE BENCH AT ALL TIMES (CANNOT BE A PLAYER OR A PEER) -

32. A PLAYER OR COACH WHO ISSUED TWO TECHNICAL FOULS IN A GAME, WILL BE EJECTED AND SUSPENDED FOR THE FOLLOWING GAME – This applies even if the following game is a playoff game!

33. TEAMS MUST PROVIDE THEIR OWN BASKETBALLS FOR WARM-UPS - We do not provide basketballs for use throughout the league.

34. **SPECIAL RULES THAT APPLY TO boys and girls 3rd, and 4th grade (not pure 5th or higher) divisions: No pressing is permitted (EXCEPT IN THE FINAL TWO MINUTES OF THE GAME);** Teams may modify this rule only upon mutual agreement with the refs before the game.

35. For all boys and girls 2nd, 3rd, and 4th grade (not pure 5th or higher) divisions, on a foul shot players may go over the line in the process of their shot, but cannot be first to touch the ball to gain rebounding advantage

36. A 4th grade team playing UP against a 5th grade team would play by the "5th Grade & Up" Rules.

37. **MERCY RULE: NO PRESSING OR TRAPPING (FULL AND HALF COURT) IF A TEAM IS UP BY 15 POINTS OR MORE IN GRADES 5TH AND 6TH! (20 POINTS IN 7TH AND OLDER)** – Pressing is only allowed in the final two (2) minute of 3rd and 4th grade games

38. COACHES SHOULD ALSO INSIST ON GOOD SPORTSMANSHIP FROM PLAYERS WHEN TEAMS ARE WINNING BY GREATER THAN 20 POINTS. All rules may be modified by the league with or without notice.