



ADULT MEN'S BASKETBALL RULES & GENERAL INFORMATION

GENERAL INFORMATION

1. **Uniforms:** Players must have the same colored shirts, with each shirt having a number on it (to help with officiating and foul calls).
2. **Minimum Players to Play:** A team must have at least four (4) players ready to play by five (5) minutes after the start time or they forfeit the game.
3. **Roster Rules:**
 - a. Rosters must be submitted prior to the start of the season to the Zeeland Recreation office.
 - b. Players must be 18-years-old or older to play in league.
 - c. Rosters must be written in the scorebook at least five (5) minutes before game time.
 - d. No player may play on a team if they are not on the official roster on file with the Zeeland Recreation office.
 - e. No player may be added to a team's roster after the third game of the season without approval of Zeeland Recreation office.
 - f. Players must have played in at least one (1) regular season game in order to be allowed to play in a tournament game (unless approved by Zeeland Recreation's Director).
4. **Sportsmanship:**
 - a. Treatment of Officials
 - a. Only the captain may request an explanation or interpretation of application of rules at any time.
 - b. Any striking of officials will mean automatic league suspension.
 - c. Two technical fouls and/or player ejection = One (1) game suspension.
 - d. Two ejections in one season = Three (3) game suspension.
 - b. Physical Fighting
 - a. Physical fighting of any sort results in an automatic six (6) game suspension and it will be reviewed by Zeeland Recreation's Director before re-admission into league is permitted.
5. **End of Season T-Shirts & Trophies:**
 - a. Championship t-shirts and a trophy will be awarded to the team that wins the regular season championship
 - b. Championship t-shirts will be awarded to the team that wins the tournament championship.
6. **Tie-Breaker Rules:**
 - a. In the event that two teams end the regular season with the same record, the head-head match-up results are used as the tie-breaker. If the head-head match-up review does not result in one team being crowned the clear champion, co-champions will be named.
 - b. When determining tournament seeds, the head-head match-up results are used as the tie-breaker. If the head-head match-up review does not result in one team being crowned the clear champion, then point differential in the head-head match-ups will be used as the tie-breaker to determine tournament seeds.



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RULES:

Michigan High School Athletic Association (MHSAA) rules will be followed, with the exception of the following rules:

1. Clock Rules:

- a. 20-minute running clock halves. However, the clock stops for:
 - Time-outs.
 - Dead balls in the last 30 seconds of the first half.
 - Dead balls in the last two minutes of the second half.
- b. Overtime Rules:
 - In case of a tie at the end of regulation time, a three (3) minute overtime period will be played.
 - In the case of a tie at the end of the first overtime, a two (2) minute second overtime period will be played.
 - In the case of a tie at the end of a second overtime, a one (1) minute third overtime period will be played.
 - In the case of a tie at the end of a third overtime, a sudden death period will be played. The game is completed when the first shot or single free throw that is made.

2. Subbing:

- a. Subbing is allowed on dead balls only, and when the official(s) signal player(s) in.

3. Jump Balls:

- a. After the first tip, alternate possession determines which team gets possession after a jump ball.

4. Team and Personal Fouls:

- a. 7th team foul = 1 & 1 bonus.
- b. 10th team foul = double bonus.
- c. Five (5) personal fouls = fouling out.

5. Running Clock:

- a. Occurs when there is a 20 point spread with two minutes left or less in the 2nd half.

6. Free Throw Rules:

- a. Players lined up on the free throw lane lines may enter the lane upon release of the ball.
- b. Both the shooter and players behind the three-point lane may not enter inside the three-point line or free throw lane until the ball touches the rim.

7. Time Outs & Halftime:

- a. Two (2) time outs per half with a five (5) minute half-time break.
- b. Timeouts from first half do not carry over to 2nd half.
- c. Each team is awarded one (1) time out in each overtime period. Time outs do not carry over from regulation or from any other overtime period.