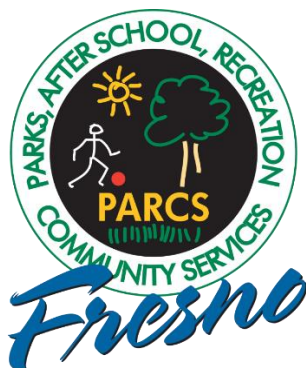




City of Fresno Basketball League Rules

Game Time Rules

1. Games have **2 halves**, each **20 minutes** long.
 2. The clock **only stops**:
 - **Last 1 minute of the 1st half** (only if a timeout is called).
 - **Last 2 minutes of the 2nd half** if the lead is NINE points or less. It stops for **timeouts, fouls, injuries, or jump balls**.
 3. Each team gets **3 timeouts per half**. You must use one **before the final 2 minutes**, or you lose it during the regular season.
 4. Halftime is **3 minutes**.
 5. If the games are tied at the end, teams play **3-minute overtime periods** until someone wins. Each team gets **1 timeout per overtime**. The clock stops in the **last minute** if the score is close.
 6. **Game time is starting time**. If your team doesn't have at least **4 players**, it's a **forfeit**. The **first game of the night** gets a 10-minute grace period (clock still runs).
 7. In the **last 2 minutes of the game**, a team may use **one timeout to advance the ball to half court**.
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Player & Team Rules

1. Teams must have **at least 4 players** to start.
 2. Players must wear **jerseys with real numbers** on the back — **no tape allowed**.
 3. Players must be **18+**, or **16–17 with a parent form** (only **1 minor** on the floor at a time).
 4. Players can only be on **one team per league**.
 5. All players must sign up at TeamSideline.com/Fresno
 6. Teams need **5 players minimum** on the roster.
 7. No new players can be added after **Game 4**, unless approved by staff (Example: Season ending injury, existing player is leaving the team due to scheduling conflicts, etc.).
 8. To play in the **playoffs**, a player must have played in **at least 3 regular season games**.
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Basic Violations & Penalties

Violation	What It Is	Penalty
Traveling	Taking steps without dribbling the ball	Ball goes to the other team
Double Dribble	Dribbling, stopping, then dribbling again	Ball goes to the other team
Carrying/Palming	Holding the ball under your hand too long	Ball goes to the other team
3 Seconds in the Key	Standing in the paint too long on offense	Ball goes to the other team
Backcourt Violation	Going back over the half-court line after crossing it	Ball goes to the other team

Fouls & Penalties

Type	What It Means	Penalty
Personal Foul	Pushing, holding, or hitting someone	On 7 team fouls: 1-and-1 shots. On 10: 2 free throws
Shooting Foul	Fouling someone during a shot	2 or 3 free throws (depending on shot)
Technical Foul	Cussing, yelling at refs, illegal subs, delay of game	2 free throws + ball to other team
Flagrant Foul	A dangerous or violent foul	Ejection + 2 free throws + ball to other team
Take Foul	Fouling on purpose to stop fast breaks (not a shooting foul)	1 free throw + ball to other team
Transition Take Foul	Fouling when a player is trying to fast break without teammates behind the ball	1 free throw (by <i>any</i> player) + ball to other team
5 Fouls	Player commits 5 personal fouls	Must leave the game

 **Substitutes must wait** to be called in by a ref — or it's a **technical foul**.

Game Equipment & Behavior

1. **Dunking is allowed**, but don't **hang on the rim**.
 2. Remove **all jewelry** and trim **long fingernails** — safety first!
 3. Teams, coaches, or fans acting wild may cause your team to **forfeit** the game.
 4. Games **must be played**, even if only **1 referee** shows up.
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Manager Rules

1. Managers must keep teams on time, signed up, and under control.
 2. If a manager quits, the team must **name a new one** and tell the league.
 3. Only people **listed on the official contract** can play or be on the bench.
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League & Playoffs

1. Standings are based on **wins and losses**.
 2. **Tiebreakers** are listed online at: TeamSideline.com/Fresno
 3. Games can be scheduled on **any night**.
 4. To be eligible for playoffs, players must play in **at least 4 games** during the regular season.
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