



City of Fresno Basketball League Rules (Made Simple)

Game Time Rules

1. **Games have two halves.** Each half is 20 minutes long.
2. **The clock only stops in two cases:**
 - In the **last minute of the first half**, but **only if a timeout is called**.
 - In the **last 2 minutes of the second half**, the clock will stop for timeouts, fouls, injuries, or jump balls — **but only if the lead is under 10 points**.
3. **Each team gets 3 timeouts per half.** One timeout must be used **before the last 2 minutes** of the half or the team loses it.
4. **Halftime is 3 minutes** long.
5. If the game is tied at the end, teams will play **3 minutes of overtime**.
 - If it's still tied, they'll keep playing more 3-minute overtime rounds.
 - **In overtime**, the clock **stops during the last minute** if the lead is under 10 points and there's a dead ball.
 - Each team gets **1 timeout** in overtime.
6. **Game time is start time.** If players the minimum player count is not met a team will forfeit their game.
 - **Exception:** The first game of the night will have a 10-minute wait time if a team is waiting for one more player to have at least 4 players. **The game clock will still start during this wait time.**

Team & Player Rules

1. Teams need **at least 4 players** to start. Less than 4 = automatic loss.
 2. Players must wear **jerseys with numbers** on the back — no tape allowed.
 3. Players must be **18 or older**, or **ages 16–17** with a **signed parent consent form** — but **only one minor is allowed per team**.
 4. **You can only play on one team per league.**
 - **Exception:** Corporate leagues may have different rules that allow players to move between rosters.
 - **Player movement must be communicated at least 30 minutes before the start of a scheduled game** to City of Fresno staff for **waiver verification and stat tracking**.
 5. **Players must use their real names.**
 6. Teams must have **at least 7 players** on their roster.
 7. All players must **complete their waiver and Code of Conduct forms** online at TeamSideline.com/Fresno
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Playing Fair

1. **No bad language!** Cussing = technical foul + 2 free throws + ball for the other team.
 2. **No fighting, bullying, or threats** — or you're out.
 3. **No drugs or alcohol** before or during the game.
 4. **No jewelry or long nails** — it's for safety.
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Fouls & Technicals

1. **5 fouls = you're out.**
 2. Substitutes must wait for the ref to call them in — or it's a **technical foul**.
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Game Equipment & Rules

1. **Dunking is allowed**, but don't **hang on the rim too long**.
 2. On the **7th team foul**, the other team gets a **1-and-1** free throw.
On the **10th team foul**, they get **2 free throws**.
 3. If your team, coaches, or fans act out — **you can lose the game**.
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Managers & Teams

1. Team managers must make sure the team is on time and all players are signed up.
 2. If a manager quits, the team must pick a new one and tell the league right away.
 3. Teams can't add players after game 4 — unless approved by the league.
 4. All players must be listed on the official team contract.
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League Info

- **All standings and playoff spots are based on wins and losses.**
 - **Tiebreaker rules are listed at [TeamSideline.com/Fresno](https://www.team sideline.com/fresno)**
 - Games must be played, even if **only one referee** is there.
 - Games can be scheduled on **any night of the week**.
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