



## Adult Basketball Rules

\*Current National Federation of State High School Associations (NFHS) Rulebook will be used with exception of the following league adaptations\*

### Rosters

- Teams must have at least 5 players on the roster before the first tip-off. Rosters will be turned in to the league coordinator by the team's first game day.
- Clock starts at "Gametime"
  - A team may start a game with a minimum of 4 players.
  - If a team has less than the four player minimum, the game clock will start, with a 10 minute grace period.
    - 1 point will be awarded to the team that has enough players for every minute that goes by in the 10 min grace period, until the other team gets their 4<sup>th</sup> player checked in.
  - After 10 minutes the game will be called a forfeit. If the fourth player arrives during the grace period, the game will begin with the time remaining on the clock.

### Uniforms – *New in August '23*

- Each player must have a jersey/shirt with a number and the jersey/shirt matches their team in color. Numbers will not need to be KSHSAA/NFHS approved (ex. #285 would be acceptable)
  - No Duplicate Numbers on the team
  - No "Sharpied" or taped on numbers.
  - Number must be able to be read by the scorer's table/officials.
- Players will be assessed an Administrative Technical foul for each uniform violation pregame (Max of 2 admin techs per player)
  - 1 free throw per admin tech to be shot pregame, just before tipoff.
  - Admin Techs don't count as personal fouls or towards ejection.
  - Players with uniform violations are still allowed to play.

### Game Clock

- A game will consist of two 20-minute halves.

- The clock is a running clock. Clock only stops on all violations only in the last 2 minutes of the second half or during a team timeout.
  - The clock will not stop during that period if one team leads by 20 or more points at the 2 minute mark of the 2<sup>nd</sup> half.
  - Each team gets two 30 second timeouts per game.
- Overtime shall consist of a 3-minute period.
  - The clock shall stop on all violations during the overtime period.

### **Prohibited**

- Dunking with excessive force or hanging on the rim will result in a technical foul.
- The use of profanity will result in a technical foul.

### **Officials/Ejections**

- The officials hold the right to issue a technical foul and/or eject any player from the game
  - The scorekeeper will be considered the third official.
- Any player ejected from a game will face a suspension from the league. Suspension lengths will be determined by the league coordinator and the sportsmanship committee.
- Any player with two ejections in a season will be automatically suspended for the remainder of the season.

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