

# AWC BASKETBALL LEAGUE RULES

*Current Ohio High School Athletic Association Rules will apply with the following modifications.*

1. Play will be 4-on-4. Member and guests, male and female, who are 16 and older are eligible to play in this league.
2. The game will consist of two, 16-minute halves with a running clock. The clock will continue to run except during time-outs, official's time-outs, and injuries. The clock will stop for all violations and fouls during the last minute of the first half, and the last two minutes of the second half. \*However, if the point spread between the two teams is 20 points or greater, the clock will continue to run at all times. If the point difference is ever cut to less than 20 points the clock will then begin stopping for fouls and violations.
3. Each team is entitled to 3, one-minute time-outs per game. Timeouts will not be carried over into overtime in the event overtime occurs. Each team will receive 1 timeout per overtime period.
4. Half-time will be 3 minutes long.
5. There will be a 5-minute grace period for each game. Teams must have a minimum of 3 players to begin play within 5 minutes after the scheduled time or the contest will be declared a forfeit.
6. Captains must have their players and their numbers listed on the scoresheet prior to the game. Substitutions must wait to be beckoned onto the court by the official.
7. In the case of a tie, a 3-minute overtime will be played. Each team will receive one timeout. If the first overtime ends in a tie, a second overtime will be played. The second overtime will be sudden death. No time-outs will be granted and the first team to go ahead by at least two points will be declared the winner. Jump balls will begin all overtime sessions, and the clock will stop for all fouls and violations under two minutes. There will be no clock during the "sudden death" overtime period.
8. A game may be forfeited at any time, if in the opinion of the Official and/or League Director, there is a possibility of injury to one or both teams playing in an unsportsmanlike manner.
9. Any player that receives his/her 2<sup>nd</sup> technical foul will be ejected from the contest and asked to leave the gym. One (1) flagrant technical foul will have the same result. Any ejected player is subject to further suspension.
10. The AWC reserves the right to ask any spectator, coach, or player to leave, or be removed from, the premises.
11. Due to unforeseen circumstances, the AWC reserves the right to cancel or change scheduled times of games.
12. Any eligibility protests must be made prior to the start of the second half of the game. If there are any questions, the team requesting the protest should notify the Official. Protests made after the start of the second half will not be considered.
13. All participants, guests, and spectators must follow Wellness Center rules.
14. Jewelry is prohibited, except for wedding rings.
15. **Teams need to bring a light and a dark numbered jersey/shirt to each game. Players without a number will not play.**
16. For every rule there seems to be an exception. All disputes will be settled by the League Director, and that decision will be final.