

Harvest Basketball Ministry

Rules of the Game

General

1. Team captains are expected to set a good example of sportsmanship and are responsible for their team's actions. They are the spokesman in all disputes and must make sure that their players know all of the league rules and procedures.
2. If you choose to bring your children to games, please have someone there to watch them.
3. Referees are here to call the games and rule on forfeits. All of their decisions are final.
4. Captains are here to serve the players and oversee conduct. They, along with the referees, can stop any game that is getting out of hand, and ultimately cancel the game if player/team conduct is determined detrimental.
5. If a player has any game questions, concerns, or issues please speak with your captain (or designated captain) only! Captains will then handle the situation or determine if it needs to be handled elsewhere.

Player eligibility

1. Players must be at least 18 years old and out of high school to participate in the league.
2. Players can only participate on one team

Release forms

1. All players must fill out and sign a GENERAL RELEASE/HOLD HARMLESS AGREEMENT
2. The rosters are limited to 10 spots and finalized by the second game of the season.

Player conduct

1. Unsportsmanlike conduct, including constant complaining, overly physical play and swearing/verbal abuse will not be tolerated and be given a technical.
2. A player receiving 2 technicals in one game will be ejected from that game and the next. These technicals must be for behavior – not violations.
3. **Any ejection from a game will result in suspension from the next game as well.**
4. It is the responsibility of the captain to let the ejected player know that he is suspended from the next game.
5. Three technicals on one team during a game will result in an automatic forfeit of the game.
6. The second time a player is ejected will result in suspensions for the remainder of the season.
7. No dunking is permitted during warm-ups. Penalty is a technical foul to start the game.

The Game

1. Team captains must fill out the score sheet at the score's table before each game.
2. Each game will begin and end with a prayer at the center of the court (determined by the captains).
3. All players must have an official jersey to play. No one plays in a game without a jersey. The team listed first for a game on the schedule will wear the light colored jersey and the team listed second on the schedule will wear the dark colored jersey.
4. No jewelry can be worn in games – earrings, necklaces, rings, etc.
5. Current I.H.S.A. rules will be followed except where otherwise noted below.
6. A game will consist of two 20 minute halves. There will be a 3 minute halftime.
7. Timeouts – 3 timeouts per game (.30 seconds in length). They do not carry over. Each team has 1 timeout in case of overtime.
8. A running clock will be used, with the exception of the last minute of the first and second halves of the game. The clock will also stop for team timeouts and official timeouts. The clock does not stop on technical fouls.
-The clock will continue to run if there is a 15 or more point lead. It will become a stop clock again if it gets below 15 points.
9. Players foul out on the 5th foul.
10. Teams are allowed 6 team fouls. On the 7th foul, the fouled team will shoot the bonus.
11. Super bonus is used. On the 10th team foul – two shots instead of 1 and 1.
12. Substitutions may only enter the game when the ball is dead.
13. Overtime will be 3 minutes with the last minute being a stop clock.
14. Players may enter the lane on a free throw after the shooter releases the ball from his hand, as opposed to after the ball hits the rim.

Forfeits

1. If both teams have at least 4 players at game time – the game will start on time.
2. If a team has less than 4 players at game time – the following procedure will go into effect:
 - By agreement of the captains for the teams scheduled to play, a team may loan a player of their choosing to the undermanned team.
 - If there are not enough players to field a 4-on-4 game, then after a 5 minute grace period, the game will be forfeited by the undermanned team.
3. A team may finish with any number of players in the game. There is no forfeit when players foul out leaving the team with less than 5 players.

Post season tournament

1. There will be playoffs for the top 4 teams in each division.
2. All players must play in a minimum of 4 games to be eligible for the playoffs.
3. If an ineligible player participates in a game – the game will be forfeited.