

LYJCC Basketball League League Rules

Eligibility

1. All players must be members of the LYJCC, or another JCC
2. All players must pay the league entry fee before playing. Permanent replacement Players must pay a prorated fee. No refunds issued after the first game.
3. YYA- All players must be at least 18 years old and out of high school when the league begins
4. AK- All players must be at least 25 years old when the league begins.
5. AK+ - All players must be at least 35 years old when the league begins.
6. All players must have a JCC blue/white reversible jersey. If a player does not then they are assessed a personal foul and an automatic point is given to the other team. This applies to each player without a jersey. If during a season a player does not have their jersey more than 3 times they will not be eligible to play in that third game or any other that season unless they have a JCC jersey.

Substitutes

1. Each team must have 3 of their original players to have the game count.
2. All substitutes must be league members for that round of play.
3. Captains are responsible to find their substitutes for their teams. The substitutes must be in the same group as the player the team is missing.
4. A team with five players may pick up one substitute, but the substitute must be in group 1 and that substitute may not start or play more than any of the original players.
5. A team with only 3-4 players may pick up subs but only to have five or six players on the team. If a team picks up enough subs to have six players then the subs can not play more than the original players and all original players must start the game. The sixth player must be from group 1.
6. A team that only has 3-4 players may pick up a sub under the following criteria: Players in group 1 may sub for any player in the league; group 2 players may sub for only group 2 or 3 players; and group 3 players may only sub for players in

- group 3. HOWEVER if a team is missing two players from group 3, that team may only get 1 sub from group 3.
7. When there are **not substitutes available** and one team has only 3-4 players and the other team has six or more players, that team needs to give a player from their team to the other team. This can be a player of their choice.
 8. During a game, when a player fouls out and there are no other substitutes, the team may not get another person from the other team or another person who has not played in the game.
 9. If a player is ejected from a game for misconduct, the team may not pick up another player to play in that game.
 10. When a player is suspended from a team due to misconduct, the team can not find a substitute for the suspended player. Only exception is if the team will not have five players for the game then and only then can they have a sub, but the substitute must be from Group 1 and approved by the League Director.

Forfeits and Grace

1. 5 minute grace for the first game and game time for the other games.
2. Teams must have at least 4 players ready to start by the end of the grace period. Three of these players must be regular team members.
3. No team will be permitted to continue with less than 2 players.

General Playing Rules (OHSAA rules, except where noted in here)

1. All players must play a minimum of 16 minutes per game. Players may play less at their own discretion.
2. If a player arrives after the game has begun, but before the second half, he must play a minimum of 8 minutes. If a player arrives after the second half has begun, there is no minimum playing time.
3. Two 20 minutes half with a 2 minute halftime.
4. Clock stops on all whistles under one minute remaining in each half.
5. Four timeouts per game and one per overtime. Timeouts may be used consecutively.

6. Overtime: Three minute period.

Protests

1. Protests based on the misinterpretation of a playing rules must be registered with the referee immediately after the rule has been misinterpreted. All protests will be ruled on by staff during the game.

Unsportsmanlike Conduct

1. Unsportsmanlike conduct will not be tolerated (before, during, or after a game) and may result in ejection from the contest and/or an indefinite suspension from the league. (Any player receiving two technical fouls will be ejected from the game)
2. An ejection accompanied by a written report by a game official will result in further disciplinary action being taken by the staff (in consultation with the Recreation and Wellness Director and league commissioner). Penalties imposed at the end of the season will carry over to the following season.

Tournament Rules

1. Tie-Breaking criteria for seeding purposes:
 1. Head to head competition
 2. Point difference in games involving the teams that are tied
 3. Points Allowed
 4. Coin flip

IF ANY OF THESE RULES ARE NOT FOLLOWED THAT TEAM WILL AUTOMATICALLY FORFIET THAT GAME OR GAMES.

Additional Rules are on the back.

Additional Rules

1. All players must receive equal playing time, playing less is up to that players discretion.
2. The overtime periods will consist of three minutes for the first two overtimes. Any overtime periods after two will consist of one minute. The first possession of each period will be alternated. Each team carries over their time outs and receive

one extra time out for the overtime period which may carry over to other overtimes if necessary.

3. Any player receiving two technical fouls is automatically rejected from the game and suspended for the following game. If it's the last game of the season that player will serve the suspension in the following league.
4. Any player ejected from a game for rough play, fighting, etc may face suspension in all the leagues he/she is playing in at the time. The suspension will be at the discretion of the League Director and the Adult Sports Committee.
5. It is an automatic technical for any cursing or trash talking.
6. Captains should be the only player asking officials about a call or the score. If there is a problem with the score the official and the scorekeeper are the only ones that may change the score. No players are to approach the scorer's table to change the score.