



## MSL Monsey Adult Basketball League Game Play Rules

1. There will be two 20-minute halves (running time).
2. Time will stop for the last 2 minutes of the first half, the last 2 minutes of the 2<sup>nd</sup> half, and for the last minute of overtime.
3. Each team will have 2 timeouts per half. Timeouts do not rollover.
  - 3a. A team may advance the ball to half court after using their timeout.
4. Overtime will be 3 minutes long; 2 minutes of running time and 1 minute of stoppage time. If the game is tied after one overtime the result will be a tie.
5. Once a team commits 7 team fouls in a half the opposing team will enter the bonus: 1 and 1 free throws.
  - 5A. An offensive foul will be counted as a personal foul, but not as a team foul.
6. Once a team commits 10 fouls in a half the opposing team will enter the double bonus: 2 free throws.
7. If a player commits 5 fouls he will be disqualified for the remainder of the game.
8. If a team only has 5 active players, the disqualified player may stay in the game, but any foul he commits will result in a technical foul.
- 9. A technical foul or flagrant foul will lead to 2 fouls shots and possession for the opposing team.**
  - 9A. Arguing with refs, bad language, taunting, multiple delays of game are grounds for a technical foul.**
  - 9B. Aggressive / Dangerous fouls are grounds for a flagrant foul.**
- 10. Multiple technical fouls by a player will result in his disqualification from that game and possible suspension from the next game.**
11. A 3 second (offensive player) in the paint violation for the team with the ball will be enforced.
12. A 5 second violation will be enforced on a player that is holding the ball under duress without dribbling, passing, or shooting.
13. Over and back (court) violations will be enforced.
14. The team with the ball will have 10 seconds to cross the half court line.
- 15. There will be a 30 second shot clock for the final 2 minutes of regulation and the entire overtime.**
- 16. Substitutions will only be allowed on dead balls. The refs will be instructed to now allow substitutions after made baskets. The clock will continue to run while substitutions are being made.**
  - 16a. Any player looking to enter the game must stand at the scorers table and let the scorer know that he will be entering the game at the next dead ball.**