



5-on-5 Basketball League Rules

KROC
CENTER
AUGUSTA



DOING
THE MOST
GOOD

The Kroc Center Basketball League rules have been drawn up to provide a safe place for our members and participants to enjoy a good quality of League play. The rules listed below have been compiled as a guide.

Mission Statement

The Salvation Army Ray and Joan Corps Community Center of Augusta's vision is to provide excellent programs, facilities and services that will promote positive life changing experiences for all people in the Greater Augusta Area.

Teams

1. Team roster can have a minimum of five (5) players and a maximum of ten (10) players. Each game is 5 vs 5, but a team can play with a minimum of four (4) players. Teams must finish the game with 3 players.
2. "One Team Rule": A player may compete for only one team in a league. A person who has played with a team **CAN** play with another team **ONLY** if they are less than 5 players on the court. The player from another team may **NEVER** be a substitute. Women are eligible to participate in a Men's League; with the understanding that they can "Hold their own" in the Men's League.
3. **A player may be added to a roster up to the start of the last regular season game. To be eligible for the finals series a player needs to have played 50% of the season.**
4. All players must sign-in at the welcome desk before every game. Failure to do so will result in a Penalty for improper sign-in will be a Technical Foul to the player.

Play Areas/Location

1. The RED lines on the court are the boundaries and regulation lines.
2. Only players and one (1) coach may be on the team's bench "sideline".
3. **Spectators must remain in their designed area in the bleachers along the near Glass Wall. Spectators are not permitted to interfere with the movement of League Official, sit underneath the backboard, on the sidelines or on the far wall. Spectators in these areas will be asked to move.**
4. **In the event of a Technical Foul given to spectators for poor sportsmanship, the spectator will be asked to leave the Kroc Center Campus immediately. Resistance will result in security escorting the offender.**

Equipment **(ALL SHIRTS/JERSEYS ARE TO BE TURNED IN AT THE END OF EVERY GAME)**

1. **SHIRTS/JERSEYS: All players MUST have on appropriate, matching TEAM JERSEYS and PERMANENT NUMBERS ranging from 0 to 99 on their back.** (Note: Whole numbers only, no symbols or variations) There will be no "Shirts v. Skins", "taped-on", or duplicate numbers. Teams may only have one (1), zero (0) or double zero (00) variation during a game.
2. **SHORTS/PANTS:** Players must wear appropriate playing shorts. Players must not wear pants or shorts with belt loops or pockets. Denim (Jeans) and belts are not permitted.
3. **SHOES/FOOTWEAR:** All players are required to wear non-marking, athletic shoes.
4. **HEADWEAR:** Players may NOT wear headwear that is hard, unyielding, stiff material, including billed hats, or items containing exposed knots. (ex. bandanas, skull caps and baseball hats.) Players are permitted to wear sweatbands, as long as they are located around the forehead or wrist. Sweatbands around the neck are NOT permitted.
5. **NO JEWELRY may be worn during a Kroc Center Leagues sport activity.** All participants are expected to remove all jewelry prior to the start of the game. This is a SAFETY rule and applies to ANY and ALL JEWELRY! NO EXCEPTIONS will be made for wedding bands, religious medals, sports bracelets or any jewelry that is intended to be permanent or not removable for any reason. Taping is not allowed. A Technical Foul will be given for EACH offense.

Timing/Substitutions

1. Teams must be ready to play when they are scheduled. If a team isn't ready 5 minutes after the game is scheduled to begin, the game is an automatic "no show forfeit". Teams must be signed in with the minimum number to field (3 players) and ready to play at the designated start time
2. The game is consisting of two (2) twenty (20) minute halves and a 30 second shot clock.
3. Half time will be two (2) minutes.
4. The clock will not stop for foul shots, jump balls, out-of-bounds or other dead ball situations until last two (2) minutes of the fourth (4th) quarter, except for time-outs.
5. **The clock DOES NOT STOP for made baskets**, including the last two (2) minutes of the second half.
6. Each team is allowed two (2), thirty (30) second time-out per half. Time-outs do not carry over between halves.
7. **OVER TIME:** If a Tie results at the end of any game, a three (3) minute overtime period will be played. Possession will be determined by a jump ball at center court; if the score remains tied after the first overtime, another 3 minute overtime period will be played. After the second overtime period, if a game remains tied, a sudden-death overtime period will be played and the first team to score will be deemed winner.

Violations and Fouls

1. Penalties for Fouls

- **1 Flagrant fouls = ejection of player, 2 shot and possession
- **2 Technical fouls = ejection of player, 2 shots, possession at half court
- **Spectator violations = Spectator will be asked to leave the Premises

2. Technical, Flagrant and Spectator Fouls can be administered without limitations by any League Official, Leagues Supervisor.

****1 - If a player(s) receives a Flagrant/Double Technical Foul they are automatically ejected from the game. The player(s) is placed on a minimum one (1) game suspension.**

****2 - If three (3) or more Technical Fouls are given to one team, the game will be considered a forfeit. The team captain is then required to meet with the Sports and Recreation Manager of the Leagues before their next game.**

THE REFEREE MAY FORFEIT A CONTEST IF ANY PLAYER, SQUAD MEMBER, FAN OR BENCH PERSONNEL FAILS TO COMPLY WITH ANY TECHNICAL FOUL PENALTY, OR REPEATEDLY COMMITS A TECHNICAL FOUL OR OTHER ACT WHICH MAKES A TRAVESTY OF THE GAME.

Blood Rule

1. If a participant is bleeding, regardless of the severity, the game will be immediately stopped and the player will be removed from the game.
2. The game may continue provided the playing area is free from blood.
3. The player may not return to the game until the bleeding is stopped and soiled garments removed. The player may only return if the bleeding is able to be contained for the duration of the game.