

CHRISTIAN MEN'S ATHLETIC ASSOCIATION OFFICIAL RULES FOR THE 2020 BASKETBALL SEASON

GENERAL:

All games will be played according to National Federation of High School Rules (<http://www.nfhs.org/rules.htm>) except as herein stated:

INSURANCE:

Neither the league nor the churches are responsible for injuries. Individuals should consider their own insurance needs.

PLAYER ELIGIBILITY AND ROSTERS:

- All players must be 16 years of age or older.
- Each team must turn in a roster by the first game. No additions to the roster can be made after the fourth game of the season unless approved by the league.
- No player may participate in more than one team in this league except that a player from another team may fill for a team that is short players provided it is acceptable to the opposing team. If it is unacceptable, the team short of players will forfeit the game.
- Only players who have participated in a minimum of half of regular season scheduled games are eligible for post-season tournament play.

DRESS:

- Each team will be dressed in matching, reversible jerseys with a permanent number on at least the back of each side.
- Home team will be given their choice of jersey color should color conflict arise.
- Uniforms shall not be switched during the game
- Each player shall wear non-marking athletic shoes.
- Gym shorts must be worn. Color matching of shorts and jersey is not required but is encouraged.
- No undergarments may be visible beneath shorts.
- No jewelry or caps are permitted.
- Players not conforming to the dress rules will not be allowed to play.

EQUIPMENT:

- The league will provide game balls. Should a league supplied game ball not be available, the referee shall choose the best available ball.
- Score books will be provided by the league

START TIME:

All games will start at the scheduled time of play. Any team not ready to play with at least 3 players at the scheduled game time will forfeit the game.

PRAYER:

- The home team will be responsible for prayer before play commences.

SCORE KEEPING:

- The league will provide score table officials, i.e., a clock operator and an official scorekeeper.
- Coaches are responsible to have lineups with correct numbers in the official book before game time.
- A procedural technical foul will be assessed for a player entering the game without their correct name and number in the official book by the start of the game

CLOCK:

- Games will be played in two halves of 20 minutes, each with a running clock.
- During the last 2 minutes of the last half and during any overtime period, standard timing procedures (clock stops on each whistle) will be used unless there is a 20-point difference at the 2-minute mark in regulation time.
- If 20 points or greater, the clock will not stop even if the margin becomes less.

TIME OUTS:

- Each team will be allowed three 60-second time outs per game. The game clock will stop with all time outs.
- All other stoppages will be left to the official's discretion.

CONDUCT TECHNICALS:

- In addition to standard free throw assessments, any player assessed a conduct technical foul will be required to sit the bench for 5 minutes of game clock time. Benching time starts after the technical procedure has completed.
- Two conduct technical fouls on one player will result in his ejection from the game. Any ejected players **MUST** meet with the League Coordinator and obtain approval to reenter the league before participating in any future league games.
- Three conduct technical fouls assessed against the same team in a game will result in the forfeiture of that game. Teams assessed 4 or more conduct technical fouls in a season will forfeit the game(s) in which they received those technical fouls. Any team assessed 6 conduct technical fouls over the course of the season will be suspended from further play.
- Dunking will be considered a conduct technical foul. The basket will be disallowed and two free throws will be awarded to the opposing team.
- Bench time that exceeds the game clock time will be carried into the next game.

BONUS PENALTY:

- Bonus free throws will apply as specified in National Federation of High School rules.
- The 7th team foul will result in a one-and-one free throw situation.
- The 10th team foul results in 2 free throws.

BACK COURT and SHOOTING FOULS:

- Back court fouls will result in free throws only in the last 2 minutes of regulation play and extend into overtime if the offended team is in a bonus penalty situation. Otherwise, the ball will be put in play from the nearest out-of-bounds spot.
- Except in the final 2 minutes of regulation play and in overtime, no free throw will be awarded if the player that is fouled makes the field goal. Instead, the ball will be put into play from the nearest out-of-bounds spot by the team that was fouled.

OVERTIME PLAY:

- In the case of a tie score at the end of regulation play, a 2-minute regulation clock overtime will be played.
- If the score is still tied at the end of the first overtime, a second 2-minute overtime will be played.
- If still tied, a third period "sudden death" (first team to score) period will be played.
- Time outs. Each team will have one time out per overtime period. Time outs left from regulation play will not carry over to overtime play.

PLAYER CODE OF CONDUCT

CHRISTIAN MEN'S ATHLETIC ASSOCIATION

Coaches are to see that every player on his team has a copy of this code.

Players will conduct themselves at all times in a manner that HONORS officials, players, spectators and the host church.

NO PLAYER SHALL: At any time lay a hand upon, push, shove, strike or threaten to attack or verbally abuse an official.

- **PENALTY:** Officials are required to immediately suspend player from play and report such player to league. Such player shall remain suspended until a review by the league.

NO PLAYER SHALL: Refuse to abide by official's decision.

- **PENALTY:** Officials are required to immediately suspend player from play and report such player to league. Such player shall remain suspended until a review by the league.

NO PLAYER SHALL: Be guilty of objectionable demonstration of dissent at an official's decision such as throwing ball into stands, or any other forceful action.

- **PENALTY:** The degree of infraction shall draw a minimal penalty of warning or a maximum penalty of removal from the game at the discretion of the officials.

NO PLAYER SHALL: Be guilty of abusive, verbal attack or threat upon any player or spectator.

- **PENALTY:** Officials are required to immediately suspend player from further play and report such player to league. Such player shall remain suspended until a review by the league.

NO PLAYER SHALL: Use profane, obscene or vulgar language of any manner at any time.

- **PENALTY:** The degree of infraction shall draw a minimum penalty of a conduct technical foul and a maximum penalty of ejection from the game at the discretion of the officials.

NO PLAYER SHALL: Appear upon the church facilities at any time under the influence of alcohol or drugs.

- **PENALTY:** Officials are required to immediately eject the player from play and report the infraction to league.

NO PLAYER SHALL: Smoke within the church building. This rule also applies to spectators.

- **PENALTY:** Officials are required to warn players guilty of this infraction. Failure of players to comply will result in immediate their suspension until the case is reviewed by the league.