

## SLAM Academy Adult League Rules

### General Guidelines:

- 4 players needed to start game
- \*\*Coed: 3 males max. on court, 1 female to play\*\*
- 20 minute halves
- 2 timeouts per half (does not carry over)
- Clock does NOT stop in the 1st half
- Clock stops in the 2nd half in the last 2 minutes ONLY if a team is losing by 10 points or less
- Dunking allowed, but no hanging on the rims
- NCAA Rules (if not listed)
- Personal Fouls are not tracked, but do count towards team fouls
- All teams/players need to have matching t-shirts/jerseys. Numbers not required.

### Conduct:

- No foul language.
- No disrespecting players, coaches, referees, spectators, or anyone else at the facility.
- All teams are to clean up any garbage at the end of each game.
- Teams can/will be liable for any damages they cause to equipment or the facility.
- No speaker, microphone or music systems allowed.
- No weapons, alcohol, illegal drugs, or smoking is allowed in the facility.

### Violation of any of the rules can result in:

- Technical fouls assessed to your team.
- Ejection from game
- Disqualification for the entire season and banned from facility

### Scoring

- If a team leads by more than 10 points at any time during the last 2 minutes of the 2nd half, the remainder of the game will be played as running time.
  - If lead falls to 10 points or under, the game will return to stopped time
- Overtime rules
  - 2 minute overtime. No timeouts.
  - 2<sup>nd</sup> overtime is sudden death. First team to score any basket wins.

### Fouls and Free Throws

- A player will be disqualified for his second technical foul
- Any unsportsmanlike or flagrant foul will result in 2 free throws, automatic ejection and loss of possession
- Starting with the 7th team foul, it goes to the bonus one and one free throws. 10<sup>th</sup> team foul is two free throws.

### Substitutions

- May be made following the whistle, but ONLY after the substitute has been "waived in" by an official

### League wide policies:

- Teams without the minimum number of players will forfeit after 10 minutes from their designated start time.
- **Rosters** – Rosters must be submitted before the start of the season. Any new players added to the roster must first be cleared by the League Director. No new players can be added for the playoffs.
- **\*Forfeit Rule\***: All teams make the playoffs at the end of the season unless your team forfeits twice within the regular season.
- **Disputes**: All disputes are to be submitted to the League Director in email or writing. League Director decision is final.