

2020-2021 ANCHORAGE SPORTS ASSOCIATION ADULT BASKETBALL LEAGUE

RULES FOR MANAGERS AND PLAYERS

1. Games will be played in two (2) twenty (20) minute, running clock, halves. During the final two (2) minutes of each half, regulation time will be kept. A running clock means the clock stops only for time outs and at the official's discretion. A break of five (5) minutes will occur between halves. *Note: In the second half if the point difference is 20 points or more the final two minutes will still be a running clock.
2. If a team is short players at the scheduled game time a five (5) minute grace period may be permitted if agreed upon by both teams. If the grace period is used it will result in a fifteen (15) minute first half game clock.
3. You may start a league or tournament game with four players; if the fifth player arrives they must be inserted into the game immediately. When starting a game with four (4) players a technical foul will be called and the other team will shoot two (2) free throws and get possession of the basketball to start the game.
4. Anchorage Sports will provide the official scorekeeper. In the event the scorekeeper is delayed or absent each team will provide an emergency scorekeeper. If no time clock is available the game will be played in two (2), twenty-five (25) minute running clock halves with the clock stopping in the last two (2) minutes for time outs only.
5. **The act of playing a non-eligible (NON-REGISTERED) player is against the rules and may result in the player and manager being suspended for one year from the day of the game.** The official scorekeeper will already have your team's roster in the scorebook. It is the responsibility of each player to check in at the score keeper's table before the game and let him or her know what number you are wearing.
6. Remember, this is a recreational league, **HAVE FUN**. The scorekeepers are there to help you. If they do not have the correct score on the clock, they will soon. The score in the official book is the one that matters. Scorekeepers are taught to do the scorebook first.
7. Each team will be allowed four (4) thirty second time outs per game. One extra time out will be added in the event of overtime.
8. In the event of a tie, an overtime period of five (5) minutes will be played. Overtime will be a running clock except during the final two (2) minutes where regulation time will be used. If the game is still tied after the overtime period a second overtime period will be played with the first team to score three (3) points being awarded the victory.
9. Games will be played where players may move once the ball is released on a free throw attempt.
10. All players must have matching or similar jerseys/shirts with a minimum of a six (6) inch number on the back or the front by November 25th. All players must have different numbers. Prior to this date players must at least wear similar jerseys or shirts with a number on either the front or the back. Forfeits may be called if your jerseys do not meet these requirements.
11. Teams will be disqualified and dropped from the league if they reach three (3) forfeits during the season.
12. Read the COURT RULES that are posted as you enter the courts. No street shoes are allowed on the courts, please use gym shoes. Keep the gym clean by picking up trash in the area around your bench when the game is over.
13. **Dunking is not allowed in any of our leagues**
14. Players must be rostered for at least four (4) league games to be eligible to participate in the end of the season tournament.
15. **Players or managers receiving a double technical foul will sit the remainder of that game and the next scheduled league game. If that individual is ejected from a second game they will sit that game and the next two scheduled league games. If the same individual is ejected a third time they will automatically be disqualified from all ASA play for the remainder of the season. No physical violence will be allowed. Any problems will result in a one or more year's suspension. Do not use profanity; the officials will call you on it.**