

Hill Country Indoor Adult Basketball Playing Rules

General Information

- 1) Hill Country Indoor Adult Basketball will be governed by National Federation (high school and UIL) rules and any modifications outlined in this document.
- 2) A regulation team consists of 5 players. A team **must** start with 4 players present.
 - a) If injuries reduce a team to 3 players or less, the game may continue at the players' discretion.
- 3) Hill Country Indoor Adult Basketball will keep scores, stats, and sportsmanship grades on our newly created website. Please visit here for all post-game analysis. Scores will always be posted no later than 24 hours after a game.
- 4) HCI Adult Basketball is an "open" league. Although the league consists of a majority of male athletes, female athletes are permitted to play.
- 5) All players are limited to 6 fouls per contest rather than the regular 5 fouls in a UIL or NCAA contest.

Guest Players

- 1) Guest Players may play during the regular season at any point in time. All Guest Players must pay a \$20 drop-in fee to participate in games.
- 2) PLAYOFFS: Only Guest Players who have played in a regular season game with a team can play in the playoffs, but only with that team. Guest Players may only play on a team who has 5 players or less present at game. (Limit 2)
- 3) Any Guest Player infractions will result in a forfeit for the team committing the infraction.

No Show

- 1) A no show will be assessed when a team fails to be present with the required number of players at 10 minutes past the scheduled game time. **A team committing their FIRST no show will not be eligible for the post-season and must contact the Director of Basketball within 24 hours to be permitted to play in any post season game(s). Send an email to blaine@hillcountryindoor.com. The score of a no show game will be 10-0 if one team is present, and 0-0 if neither team is present.**
- 2) Game starting on time will begin with a jump ball, and thereafter the alternating possession rule shall apply. Any team not ready to play at the scheduled game time will be penalized 2 points for every minute late (i.e. If a team shows up 7 minutes late, they will start the game down 14-0). The team ready to play will be awarded the ball to start the game. If a team is not ready to play at 10 minutes past game time, a no show "win" will be awarded to the team ready to play with the score 10-0.

Sportsmanship Rating

- 1) Hill Country Indoor Adult Basketball has adopted a strong stance on sportsmanship. After each game, the referees and score table will assign each team a Sportsmanship Rating (A, B, C, D, or F).
- 2) A team **must** receive a minimum Sportsmanship Rating of "C" to advance to playoffs and to each subsequent round in the playoffs.

Rosters and Scorecards

- 1) The team captain (player who registered the team) is responsible for ensuring that the scorekeeper of the game has signed in all of his/her team and recorded the number on their jerseys. Players arriving late may play after reporting to the scorekeeper.
- 2) The team captain is also responsible for making sure that the score is accurately documented on the scorecard. Please verify the score and all participating players by signing the scorecard following each game.

Equipment and Uniforms

- 1) All team members will receive the same color Under Armour shirt with a non-duplicate number. We strongly encourage all players to wear the provided shirt as their game day jersey.
- 2) All team members must wear athletic apparel appropriate for basketball. No apparel items with exposed metal or plastic (jeans, khakis, cargo shorts/pants, etc) will be permitted. Shirts may have short or long sleeves, but may not have hoods, zippers or any other dangerous adornments.
- 3) All players must wear athletic shoes with non-marking court soles. Hard sole shoes of any kind will not be permitted.
- 4) No casts/splints will be allowed under any circumstances.
- 5) All equipment is subject to the approval of the Basketball Staff on duty.

Timing

- 1) All games will be limited to two (2) twenty-minute halves (running clock) with a five-minute halftime. The clock will begin to run at the first legal touch after the jump ball. **Exception: A regulation stop clock will be used at the 2-minute remaining mark of both the first and second half.** The clock will stop for fouls, violations, and time-outs. The clock will not stop after made baskets.
- 2) **Any team delaying the game by arguing, throwing or kicking the ball, or refusing to cooperate with officials shall be assessed a technical foul and the officials may add time to the game if necessary.**

Mercy Rule

- 1) If a team is ahead by 20 or more points at the 2-minute remaining mark in the second half, the clock will continue to run and the stop clock procedure will not be used.

Time-outs

- 1) Each team shall be allowed (2) 30-second time-outs in the 1st half, and two (2) 30-second time-outs in the 2nd half. First half time-outs WILL NOT carry over to the second half. Time-outs may be called at any legal point in the game.

Overtime

- 1) Games ending in a tie shall play a two-minute overtime (running clock) to determine a winner. **A regulation stop clock will also be used at the 1-minute mark of the overtime periods using the same procedure outlined above.** Overtime periods shall begin with a jump ball. Each team will receive one (1) 30-second time-out per overtime period. Time-outs not used from the second half or any overtime period will not carry over to the next overtime period.
- 2) During the regular season, if the score remains tied after the first overtime a Sudden Death period will commence. (*Sudden Death is the first team to score will declared the winner of the contest)
- 3) During the play-offs, as many overtime periods will be played as needed to determine a winner.

Shot Clock

- 1) Hill Country Indoor Adult Basketball has adopted a “35-second shot clock” policy. This clock is kept by the referee and a warning will be administered by the referee or staff member when a shot must be taken.

Substitutions

- 1) Substitutes will be recognized during any dead ball situation. All substitutes must report to the score table and make notice they wish to enter at the next dead ball. Substitutes must kneel, sit, or stand on the floor in an effort to not obstruct the view of the scorekeeper. The scorekeeper will sound the horn and the officials will beckon subs onto the court.

Technical, Intentional, and Flagrant Fouls

- 1) Standard free throw procedure will be administered for all technical, intentional, and flagrant fouls. The offended team will receive the ball out of bounds at mid-court.
- 2) Technical Fouls may be Unsporting or Administrative. Administrative Technical Fouls will not count toward an individual player’s 6 fouls or toward the team sportsmanship grade, but will count toward the team foul count.
- 3) If any player is ejected from a contest for technical, intentional, and/or flagrant fouls, they will receive a ONE-GAME SUSPENSION that will be administered in the following contest. Any player being ejected twice in separate contests will be prohibited from participating in any further games in the current season.

Forfeit

- 1) Should a game be stopped at any point during the game due to a violation of Hill Country Indoor Adult Basketball Playing Rules on fighting or sportsmanship, or if a completed game is subsequently protested due to an ineligible player(s) and declared a loss for the winning team, it shall be considered a forfeit. Any team forfeiting a game is automatically prohibited from participating in the playoffs.
- 2) **Any team forfeiting a game is automatically prohibited from participating in the playoffs and will receive an F rating in sportsmanship for that game.** Appeals to be reinstated to

playoff status may be made in writing to the Director of Basketball before the next scheduled game.

Bleeding Player Rule

- 1) Whenever a participant suffers an injury where bleeding occurs, the player must leave the game and then take the necessary action to stop the bleeding and prevent it from occurring again. If a player's uniform becomes stained by blood, the article of clothing must be removed before the player may re-enter the game. The player may use a different number without penalty. A team may call a time-out if it wishes the player to remain in the game. Otherwise, the injured player must leave the game until the injury is addressed. Basketball Staff has final say on whether the player can go back in to the game.