



Last Updated 02/04/09, subject to some tweaking.

OVERVIEW:

Two 15-minute halves

Each team is allowed (2) time-outs per half - unused TO's do not carry over to 2nd half
Running clock except for final 1 minute of the 2nd half (unless a team is up by 20 points or more) In the case of a tie at the end of regulation there will be a 1:00 minute overtime with each team being awarded one time-out for the overtime period. Timeouts are 30 seconds in length.

BEGINNING OF THE GAME:

The beginning of the game starts with a jump ball with two females. Possession for all following jump balls are alternate possessions. The start of overtime begins with a jump ball.

There are no 3-point shots. All female shots from the field count as 3 and all male shots count as 2.

TEAM SIZE:

Each team shall field no more than 4 players on the court at one time. No more than 3 men may be on the court at one time. A legal game requires a team to have at least 1 female when playing with three males but teams may always have more women than men on the court. Teams may have as many players on their roster as they want, but a minimum of 8 players on a roster. All players must be 21 years of age or older.

SCORING:

All shots scored by a male counts as 2 points, all shots scored by females count as 3 points. A free throw counts as 1 for a male and 2 for a female. This is to ensure the safety and fair play of all participants. There can be no interference by a male player to a female player's shot outside the lane (interference meaning attempted block shot). This applies to shots made when the female is outside the lane. The male's position during the play is irrelevant.

FREE THROWS:

There will be 4 players in the box during free throw shots-two from each team. Players cannot enter the lane until ball touches rim.

GENDER SPECIFIC RULES:

All defense must be man-on-man. Females must cover females. The exception to this rule is if one team has 2 girls on the court at one time and then they are permitted to man up on a male player. During the course of a possession, a female player must be involved in the offensive strategy. This can be a shot, attempted shot, rebound or pass. Fast breaks do not require a female player to be involved.

A fast break is defined as the following:

If a player has an unimpeded path to the basket (e.g. - If a player recovers a pass or strips another player of the ball and there is nobody between him and the basket). Or if there is a 3 to 1 advantage for the offense when the ball crosses mid-court (This would mean that the offense has 3 players over half-court when the ball crosses to the defensive team's one player).

If a team only has one girl present and she fouls out (5 fouls), the team is not forced to forfeit. However, any future fouls against this female player will be treated like a technical foul with the opposing team being awarded two free throws per foul.

Any shot taken by a female inside the painted area CAN BE blocked. A foot inside the painted area counts as in the paint.

FORFEITS:

Each team shall field no more than 4 players on the court at one time. *Start time is game time. We will give some understanding for the first couple weeks of the season and for the early game, but you must have enough players to field a team to play.* Shorthanded teams may play a legal game with a minimum of 3 players, at least 1 being a female. Teams fielding less than 3 players or without any women will receive a forfeit. Exception: Teams with less than 3 players may still play a "legal" game but only with the opposing teams consent. All teams consenting to play a legal game with less than the allowed minimum waive their right to a forfeit win .

GAME BALL:

Teams can bring their own ball, but both teams must agree on use of the ball. There will be a default game ball provided if no ball is provided.

SUBSTITUTIONS:

Substitutions are allowed on a roster due to injury or other unforeseen reasons. However, are players must sign a waiver and pay the normal fee (or fee agreed upon by the league organizers for the remaining schedule). This rule is intended to avoid forfeits & encourage competitive games. No perceived "ringers" will be permitted as deemed by the league organizers. No non-roster players will be allowed to play-period (individuals added during the season *are* considered roster players).

TIME:

Play is divided into (2) 15-minute halves separated by a brief halftime break. There will be a running clock except for the final 1 minute of play. During the final 1 minute the clock will stop on all whistles and timeouts. During the final 1 minute, time will remain running during made field goals. The clock will not stop in the last minute of the second half when one team is ahead by 20 or more points. The clock will be maintained by a scorekeeper or one of the referees. Each team is granted 2 timeouts per half, unused time outs do not carry over to the second half. If in the first 29 minutes a TO is called prior to a free throw, the time will remain stopped during the free throws until the ball is "live" again.

OVERTIME:

Each overtime period is 1 minute. The clock stops in the last minute on whistles and timeouts. Each team is awarded 1 timeout per overtime period. Time-outs do not carry over from regulation to the overtime period. Except for playoffs, the game will end in a tie after 1 overtime period. In the playoffs, overtime will continue until there is a winner.

PERSONAL/TEAM FOULS:

Personal fouls will be recorded for all leagues. Players will foul-out after being awarded their 5th personal foul.

TECHNICAL FOULS:

Technical fouls are counted as personal fouls. Any individual that is awarded two technical fouls will be ejected from the game.

All technical fouls result in 2 free throws and ball possession.

FLAGRANT FOULS:

Flagrant fouls are treated like technical fouls. Any individual that is awarded two flagrant fouls will be ejected from the game. All flagrant fouls result in 2 free throws and ball possession.

INTENTIONAL FOULS:

Fouls found to be intentional and unsportsmanlike are subject to immediate ejection.

Referees have the authority to eject any player from the game.

Severe fouls are also subject to ejection from the league as deemed by the league organizers.

· Any behavior deemed unacceptable by staff may result in a game suspension and/or ejection from the game/league.

SPORTSMANSHIP:

Our goal is for everyone to have fun in our Coed Basketball League. We hope that all participants keep that in mind when becoming involved.

Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by staff may result in suspension and/or ejection from a game or the league. Abuse of officials or

referees, and other staff will not be tolerated. Play Baltimore reserves the right to remove a player from a game or a league if they are considered to be bringing down the quality of the league. We have ZERO TOLERANCE policy for fighting. Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season.

We are all trying to have fun and play a great game. Please keep this in mind.

REFEREES:

Please be respectful of our referees. Many of our referees play in the league too and are here to have fun as well. We all make mistakes and cannot see everything. Please be understanding and be respectful to the people taking the time to make our games possible. Thank you.

Play Baltimore will provide paid referees for each game. Refs have the power to remove any player(s) from a game or the the facility if deemed necessary. The league, however, is run by the Play Baltimore staff and a representative will be on-site to interpret rules and (together with the refs) will have final say in all rulings made by the on-court officials.

NCAA

- Normal rules and penalties of the NCAA apply unless exceptions have been made herein.
- Backcourt violations will be in effect unless otherwise noted.
- Dunking is not allowed. Dunking will result in a technical foul and possible ejection.

GAMES:

During the regular season one game will be played within time allotted (warm up time is included). The last minute of the game will utilize a stopped clock unless a team is ahead by 20 points or more. Games will be divided into two 15-minute halves with a brief half-time break. During the regular season, a one-minute overtime will be used. The clock stops in the last minute. Each team is awarded 1 time-out per overtime period. Time-outs do not carry over from regulation to the overtime. The game ends in a tie after 1 overtime period has been played – during regular season.

FORFEITED GAMES:

If your team forfeits a match during the season, the following rules apply:

First Offense: Loss of game and warning issued.

Second Offense: Loss of game and staff reserves the right to remove team from playoffs.

Third Offense: Removal from the league

If you know in advance that your team is going to forfeit a game, we encourage you to call or email us asap. Remember, we do allow approved substitutions.

Teams have until five minutes past the designated start time to field a full squad (or the league minimum of players required according to rules). If at that time a team is unable to field a legal team, it will be up to the staff and the opposing captain to determine whether a team will receive a forfeit win or if a team will allow the opposing team to play a legal game with less than league minimum of players required according to the rules. Players are always welcome to play a pickup game if there is a forfeit.

STANDINGS:

The updated standings will be posted weekly. The standings will display each team's rank. Rank is based on winning percentage.

PLAYOFFS:

Playoffs will begin immediately following the end of the regular season and will typically last 1-2 days. After teams have been seeded according to their records all captains will receive an email (& posted online) with the 1st week of playoff game times. It is the team's responsibility to check the playoff brackets at the league to find out what time they will be playing the following week if they win. In playoffs it is not uncommon, (and in some cases will be necessary), for teams to have more than one match in a given night. No substitutes will be allowed during playoffs. All players must have signed the waiver & paid in order to be eligible for playoffs. All eligible teams will make the playoffs. Playoff eligible teams will be determined on a league by league basis. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. In certain situations teams at or near the bottom of the standings may not advance to the playoffs. More information on the playoffs will be posted on the website during the season as the playoffs draw closer.

SEEDING:

Teams are seeded according to wins, head-to-head and finally flip of the coin. Points are not a determining factor for seeding teams in the playoffs to discourage running up the score on another team.

WAIVERS:

In order to participate in the league, each participant must sign a waiver. Waivers can be filled out online & completed before play. Paper waiver & registration forms will be filled out for all substitutions and will have to be completed before the player can be added. If a substitute is approved for just the game, he or she MUST sign a waiver form before playing.

STAFF:

To coordinate and run the league, our refs and/or staff will be available at all times to help the league run as smoothly as possible. If you have questions regarding schedules, policies, rule interpretations, directions to the bar, etc. please ask.

LEAGUE CANCELLATION/INCLEMENT WEATHER:

Leagues may be cancelled due to existing weather conditions, dangerous or unplayable field conditions, etc. Play Baltimore will make every effort to play all scheduled games, thus we will not cancel games until absolutely necessary. However, we do understand this is only a game & we don't want anyone getting hurt or endangering themselves or their friends or family. We will make a determination before 12 noon on the day of the game, if not earlier, about the status of games due to inclement weather. We will also make every attempt to make up these games.

PRIZES/T-SHIRTS:

Each team will be given a PlayBaltimore.com basketball shirt to wear as their uniform. The winning team will receive half off the next season's registration dues (only one discount is permitted-if you win twice-you only get the initial half price☺). A separate registration will be set up for your team to accommodate this discount.

These policies are designed to make the league run as smoothly and safely as possible, and provide continuity for its participants. Each player in the league is responsible for this information: please advise your team of these rules and thanks for playing.

Remember Your Fun is Our Mission!
Thanks for Playing!